```csharp
 1  using System;                        //Console
 2  using System.IO;                     //Writing Files
 3  using System.Diagnostics;            //Open a Program
 4  using System.Collections.Generic;    //Dictionary
 5
 6  /*
 7  Lecture 80: Using Generic Dictionaries
 8  and a Project
 9  */
10
11  namespace CSharpCourseLecture80
12  {
13      class Program
14      {
15          static void Main(string[] args)
16          {
17              //A dictionary is a collection of key, value pairs
18              Dictionary<string, string> dict = new Dictionary<string, string>  ⏎
                  ();
19
20              //Read input from user for Key, value
21              string s = Console.ReadLine();
22
23              while (s.ToLower() != "exit")
24              {
25                  //split string into key and value using string array
26                  string[] keyVal = s.Split(new char[] { ',' });
27                  dict.Add(keyVal[0], keyVal[1]);
28
29                  //Read new key, value
30                  s = Console.ReadLine();
31              }
32
33              Program.SaveDictionary(dict);
34              Process.Start(@"notepad.exe", @"c:\users\michael\data\dict.txt");
35          }
36
37          private static void SaveDictionary(Dictionary<string, string> entries)
38          {
39              using (StreamWriter writer = File.CreateText(@"c:\users\michael  ⏎
                  \data\dict.txt"))
40              {
41                  foreach(var pair in entries)
42                  {
43                      writer.WriteLine(pair.Key + ", " + pair.Value);
44                  }
45              }
46          }
47      }
```

```
48  }
49
```