**Demonstrate the use of get(),setdefault(),pop(),update() and items() methods on dictionary data type.**

**Code**

# Define a function to display the menu

def display\_menu():

print("\nChoose an operation:")

print("1. Get the value of a key")

print("2. Set a default value for a key")

print("3. Pop a key-value pair")

print("4. Update the dictionary with another dictionary")

print("5. Display all key-value pairs")

print("6. Display the current dictionary")

print("7. Exit")

# Main function

def main():

# Initialize the dictionary

my\_dict = {}

while True:

display\_menu()

choice = input("Enter your choice (1-7): ")

if choice == '1':

key = input("Enter the key to get its value: ")

value = my\_dict.get(key, "Key not found") # Get the value of the specified key

print(f"Value: {value}")

elif choice == '2':

key = input("Enter the key to set default value: ")

default\_value = input("Enter the default value: ")

my\_dict.setdefault(key, default\_value) # Set default value for the key

print(f"Set default for '{key}': {my\_dict}")

elif choice == '3':

key = input("Enter the key to pop: ")

value = my\_dict.pop(key, "Key not found") # Remove and return the value of the specified key

print(f"Popped value: {value}")

print(f"Current dictionary: {my\_dict}")

elif choice == '4':

other\_dict = eval(input("Enter another dictionary : "))

my\_dict.update(other\_dict) # Update the dictionary with another dictionary

print(f"Updated dictionary: {my\_dict}")

elif choice == '5':

print("Key-Value Pairs:")

for key, value in my\_dict.items():

print(f"{key}: {value}") # Display all key-value pairs

elif choice == '6':

print(f"Current dictionary: {my\_dict}") # Show the current state of the dictionary

elif choice == '7':

print("Exiting the program.")

break

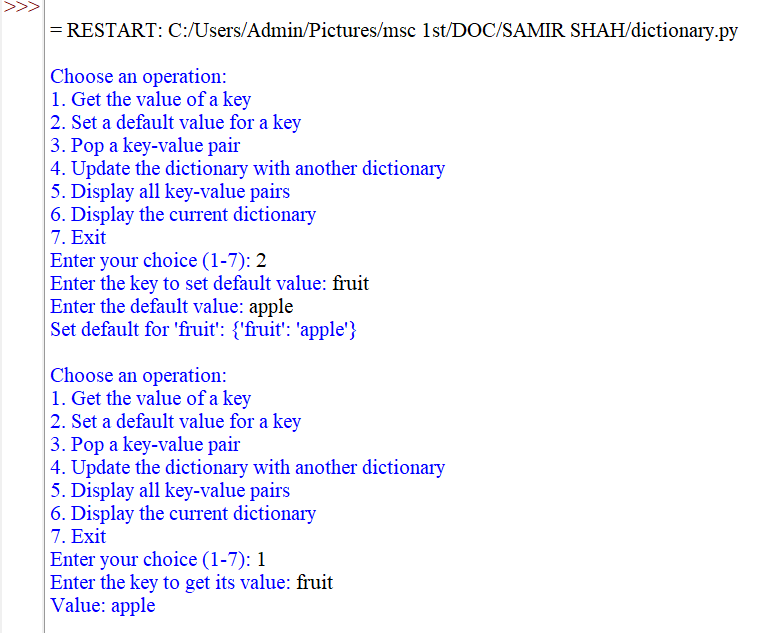
else:

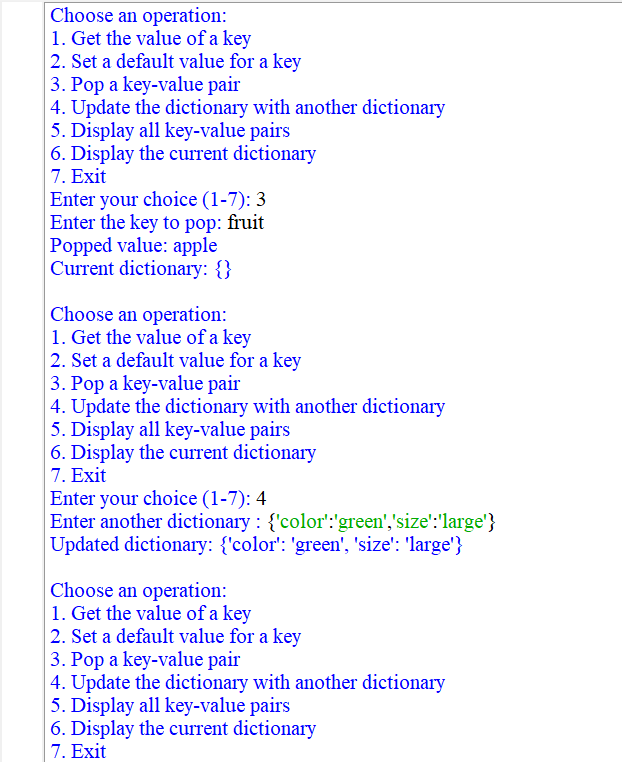
print("Invalid choice. Please choose a number between 1 and 7.")

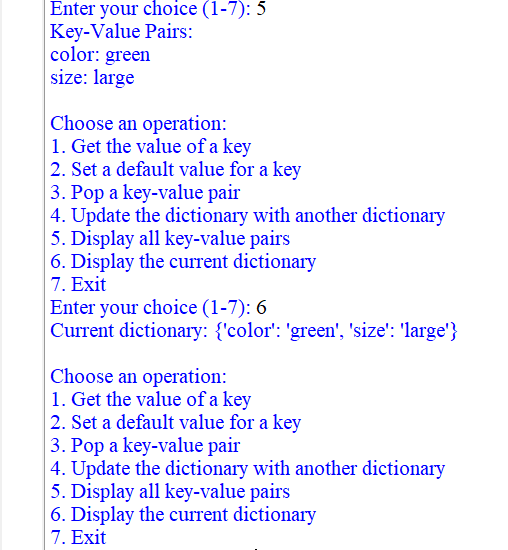
if \_\_name\_\_ == "\_\_main\_\_":

main()

**OUTPUT:-**

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