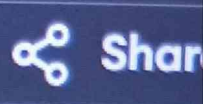


main.py



```
1 # MINI PROJECT
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2
```

```
3 dict={}
```

```
4 while True:
```

```
5     print("1. Add a word: ")
```

```
6     print("2. Search for a word: ")
```

```
7     print("3. Display all words: ")
```

```
8     print("4. Update meaning: ")
```

```
9     print("5. Delete word: ")
```

```
0     print("6. Exit: ")
```

```
1
```

```
2     choose=int(input("enter:"))
```

```
3
```

```
4 if choose==1:
```

```
5     word=input("enter a word:").lower()
```

```
6     meaning=input("enter meaning:")
```

```
7     dict[word]=meaning
```

```
8     print("word added successfully")
```

```
9
```

```
0 elif choose==2:
```

```
elif choose==2:
    word=input("enter a word for search:").lower()
    if word in dict:
        print(f"meaning of {word} is {dict[word]}")
    else:
        print("word is not there in the dict")

elif choose==3:
    if len(dict)>=1:
        for i in dict:
            print(f"{i} meaning is {dict[i]}")
    else:
        print("dict is empty")

elif choose==4:
    word=input("word to update:").lower()
    meaning=input("enter updated meaning:")
```

```
elif choose==4:
    word=input("word to update:").lower()
    meaning=input("enter updated meaning:")
    if word in dict:
        dict[word]=meaning
        print("meaning updated successfully")
        print(f"updated meaning is{dict[word]}")
    else:
        print("word not present in dict")

elif choose==5:
    deleted_word=input("enter a word to delete:")
    if deleted_word in dict:
        dict.pop(deleted_word)
        print(dict)
    else:
        print("word is not in dict")
```



in.py



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```
elif choose==5:
    deleted_word=input("enter a word to delete:")
    if deleted_word in dict:

        dict.pop(deleted_word)
        print(dict)

    else:
        print("word is not in dict")

elif choose==6:
    break

else:

    print("enter valid option")
```

I