Rory Lange

11/29/2020

BE 1600

The problem that the project is built to solve is to create a program that stores and saves emails so that the user does not forget them later. This problem can be solved in many different ways but they all have similar steps. The steps I followed in my project were: display a menu, create a function that looks up someone’s email by their name, add a new name and email element, change an existing email in the element, and delete a name and email element. The project should also close and save so that the user can use the same data the next time they open the program. I used a .json file to store a dictionary that consisted of names and emails, with the names being the keys and the emails being the values. I had to use a .txt file to save the dictionary so that when the user stops and starts the program again it saves the data in the .json file.







