Dictionaries

```
ages = {"Dave": 24, "Mary": 42, "John": 58}
print( age s["D ave "])
print( age s["M ary "])
OR
primary = {
    " red ": [255, 0, 0],
    " gre en": [0, 255, 0],
    " blu e": [0, 0, 255],
}
```

Dictionaries are data structures used to map arbitrary keys to values

get Function

```
pairs = {1: "apple",
    " ora nge ": [2, 3, 4],
    True: False,
    None: " Tru e",
}
print( pai rs.g et ("or ang e"))
print( pai rs.g et(7))
print( pai rs.g et (12345, "not in dictio nar y"))
...........
>>>
[2, 3, 4]
None
not in dictionary
>>>
```

A useful dictionary method is get. It does the same thing as indexing, but if the key is not found in the dictionary it returns another specified value instead ('None', by default).

Assignment

```
squares = {1: 1, 2: 4, 3: "error", 4: 16,}
squares[8] = 64
squares[3] = 9
print( squ ares)
------ --- --- -----
{1: 1, 2: 4, 3: 9, 4: 16, 8: 64}
```

Just like lists, dictionary keys can be assigned to different values.

finding keys

```
nums = {
   1: " one ",
   2: " two ",
   3: " thr ee",
}
print(1 in nums)
print(4 not in nums)
print(not 4 in nums)
------ --- --- -----
True
True
```

To determine whether a key is in a dictionary, you can use in and not in, just as you can for a list.

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