COMP 110

Fall 2021 - Section 002 - In-person - 11am

Class 16 - Dictionary Practice and Imports

Today's Goals

1. Practice with dictionaries

2. Introduction to importing

Challenge Diagram #1 - Assume __name__ is "__main__"

```python
"""Helper functions imported elsewhere."""


def main() -> None:
    game0: dict[str, int] = {"KJ": 0, "ML": 1}
    game1: dict[str, int] = {"ML": 2, "EW": 3}
    merged: dict[str, int] = merge(game0, game1)
    print(merged)


def merge(a: dict[str, int], b: dict[str, int]) -> dict[str, int]:
    """Merge two dictionaries."""
    result: dict[str, int] = {}
    for key in a:
        result[key] = a[key]
    for key in b:
        result[key] = b[key]
    return result


if __name__ == "__main__":
    main()
```

Challenge Diagram #1
Assume __name__ is "__main__".

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14        for key in a:
15            result[key] = a[key]
16        for key in b:
17            result[key] = b[key]
18        return result
19
20
21    if __name__ == "__main__":
22        main()
```

Challenge Diagram #2 - Assume __name__ is "package.module"

```python
"""Helper functions imported elsewhere."""


def main() -> None:
    game0: dict[str, int] = {"KJ": 0, "ML": 1}
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def merge(a: dict[str, int], b: dict[str, int]) -> dict[str, int]:
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Challenge Diagram #2
Assume __name__ is "package.module"

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if __name__ == "__main__":
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```