Random Story generation

Building the dictionary:

We are looping over the word_list to get each context and the word that follows it.

- We get the context from index 0 up to context_length.
- Then from index 1 up to context_length + 1.
- And so on.

Let's look at an example:

words_list = ['This', 'is', 'Spot', 'See', 'Spot', 'run']
context_length = 2

We want all contexts that are followed by at least one word.

('This', 'is')
('is', 'Spot')
('Spot', 'See')
('See', 'Spot').
Notice that we are not including (Spot, 'run').
Since there is no word after it.

Let's examine this code that we wrote:

```python
for i in range(________):
```

At which index does the last context start?

Let's look at our example

```
["This", "is", "Spot", "See", "Spot", "run"]
```

The length of this list is 6.
The index of the start of the last context is 3.

Therefore, we want to loop

```python
for i in range(4):
```

But we need to generalize that:

```python
for i in range(len(word_list) - context_length):
```
Generating the story:

We are using random.choice to pick the first context.

Once we have a context, we pick the next word randomly from the list of next possible words associated with that context.

We then create a new context based on that.

For example:

('Spot.', 'See') is the context.

Pick a next word from [Spot].

The new context is ('See', 'Spot')

But what if the new context is not a key in the dictionary?
That could happen if the new context is the words at the very end of word_list. For example: ('Spot', 'run').

In that case, we decided to pick a new context randomly. Here is the relevant part of the code:

```python
if context not in context_to_next_words:
    random.choice(list(context_to_next_words.keys()))
```