Exercise (H7.1)

Create an object that emulates a game of rolling of 'n' dices.

- The game is initiliazed by asking the user the nickname, the initial score, and the number of dices to roll.
- The game is played as follows:
    i. the user is asked to bet;
    ii. if the user has an initial score higher than the bet, 'n' dices are rolled:
        a. if there are 'n' six, the user wins the bet which is added to the initial score and the user is informed;
        b. if there are 'n' ones, the user loses the bet which is deduced from the initial score and the user is inforned;
        c. otherwise nothing happens and the user is informed.

Exercise (H7.2)

- Create a class 'Student' having instance attributes: name, surname, ID, list of passed courses.
- Create a class 'Course' having instance attributes: name, code, year, professor.
- Create a method 'try_exam' in Student to let a student try a course exam (use random number to evaluate the exam); update the student's list of passed courses.
- Create a method to print a student with their name, surname and ID.
- Create a function that prints all the students that passed a specific course.
- Create some courses and a list of students (by instantiating the classes) and test the defined methods and the function.