Dice Python Game guide

To allow python to access the random library, we need to import it into our script using **import random**. This **MUST** be written at the top of the code in order to work.

A function is a chunk of code that can be called at any time using the name of the function and brackets. A function then needs to be created on a new line, functions can be created by using the keyword **def**. The formatting for a function is **def functionName():**
'functionName' can be changed to anything as this is just the name of our function. However there can **NOT** be a space in the function name, and brackets and a colon **MUST** be included. Make sure any code you want to run in this function is indented into the function.

Next we need to set a variable to get a random number between 1 and 6. To do this we need to start a variable using **variablename =**
Then we use the library we imported at the start of the code (import random), and using the format - **variablename = random.randint()** the 'random' at the start of that code is telling the computer that we are using that random library. The 'randint' part tells the code to find a random integer, we can utilise this further by telling the code to find a random number **between** 1 and 6. We do this by using the brackets at the end of that line in this format **(1,6).** This tells the computer to find a random number between 1 and 6.

When this number is found. The variable is printed using **print(variablename)**. This displays the number that was calculated to the user.

Now, we need to tell the user to press enter if we want to flip again. We do this by asking the user for an input. We do this by writing **input("text"),** however we change text to what we want to tell the user. For example, press enter to flip again. Then under that, we call the function using the function name and brackets, like previously stated at the beginning **functionName()**

Now we need to make sure this function always runs no matter what, so we call the function again outside of the function, by going back to the main code indentation (not part of function)