**Dice Simulator.**

import random  
print(" -----------")  
print("| |")  
print("| 0 |")  
print("| |")  
print(" -----------")  
while(True):  
 ch=input("Enter Y to roll the dice again:")  
 if(ch=='Y' or ch=='y'):  
 num=random.randint(1,6)  
 if num==1:  
 print(" -----------")  
 print("| |")  
 print("| 0 |")  
 print("| |")  
 print(" -----------")  
 if num==2:  
 print(" ------------")  
 print("| |")  
 print("| 0 0 |")  
 print("| |")  
 print(" ------------")  
 if num==3:  
 print(" -----------")  
 print("| 0 |")  
 print("| 0 |")  
 print("| 0 |")  
 print(" -----------")  
 if num==4:  
 print(" -------------")  
 print("| 0 0 |")  
 print("| |")  
 print("| 0 0 |")  
 print(" -------------")  
 if num==5:  
 print(" -------------")  
 print("| 0 0 |")  
 print("| 0 |")  
 print("| 0 0 |")  
 print(" -------------")  
 if num==6:  
 print(" -------------")  
 print("| 0 0 |")  
 print("| 0 0 |")  
 print("| 0 0 |")  
 print(" -------------")  
 else:  
 break;  
print("Thanks for joining!Hope you have a fun!")