

Raw output: [roll_dice.c](#)

```
1: import numpy as np
2: cimport numpy as np
3: import random
4:
5: def roll_dice1(int N, int ndice, int nsix):
6:     cdef int M = 0                # no of successful events
7:     cdef int six, r
8:     cdef double p
9:     for i in range(N):
10:         six = 0                  # how many dice with six eyes?
11:         for j in range(ndice):
12:             # Roll die no. j
13:             r = random.randint(1, 6)
14:             if r == 6:
15:                 six += 1
16:             if six >= nsix: # Successful event?
17:                 M += 1
18:     p = float(M)/N
19:     return p
```