**Import the** randint function from the random module

**Create a class for Dice:**

Define and initialize object state for attributes self-instance and dice\_sides

Assign object attribute dice\_sides equal to 6

Define function of roll to object’s self-instance attribute

Return value from randint function within attributes 1 and dice\_sides to determine random integer value between 1 and 6

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Import the dice object from the Dice class created in previous module

Assign variable dice to Dice object that was imported

Assign variable result to an empty list

For loop running 100 times:

Append each result to the result list

Output the Result list