**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 pygal

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

Assign variable dice to Dice object that was imported

Assign variable results to an empty list

For loop running 1000 times:

Assign result variable to dice.roll function

Append result to the results list

Assign variable frequencies to an empty list

For loop counting times each number appears assigning it to value variable

Assign frequency variable to counting function for results list adding value variable to the list

Append frequencies list from frequency variable

Output frequencies variable

Create a bar chart by calling function from pygal and assign it to variable hist

Create title for bar chart

Create labels for bars in bar chart for each side of the dice

Create title for the bottom of the bar chart

Create title for y axis of bar chart

Append hist bar chart by calling the frequencies list

Save the hist bar chart to an .svg file