

```
import random

def roll_dice():
    return random.randint(1, 6)

while True:
    user_input = input('Type "roll" to roll the dice or "exit" to quit: ').lower()

    if user_input == "roll":
        dice_value = roll_dice()
        print(f"You rolled a {dice_value}")
    elif user_input == "exit":
        print("Exiting the game. Goodbye!")
        break
    else:
        print('Invalid input, please type "roll" or "exit".')
```

```
import random

restaurants = ["Olive Garden", "Panda Express", "The Cheesecake Factory", "Chipotle", "Chili's",
               "Buffalo Wild Wings", "Pizza Hut"]

def pick_restaurant():
    return random.choice(restaurants)

while True:
    user_input = input('Type "pick" to choose a restaurant or "bye" to exit: ').lower()

    if user_input == "pick":
        chosen_restaurant = pick_restaurant()
        print(f"How about going to: {chosen_restaurant}?")
    elif user_input == "bye":
        print("Goodbye! Have fun deciding where to eat!")
```

```
break
```

```
else:
```

```
    print('Invalid input, please type "pick" or "bye".')
```

```
def check_validity(username):
```

```
    if not username.isalnum() and "_" not in username:
```

```
        return "Must contain only letters, numbers, or underscores."
```

```
    if not username[0].isalpha():
```

```
        return "Must start with a letter."
```

```
    if len(username) < 5 or len(username) > 15:
```

```
        return "Must be between 5 and 15 characters."
```

```
    return "Valid username."
```

```
def validate_username():
```

```
    username = input("Enter a username: ")
```

```
    result = check_validity(username)
```

```
    print(result)
```

```
validate_username(
```