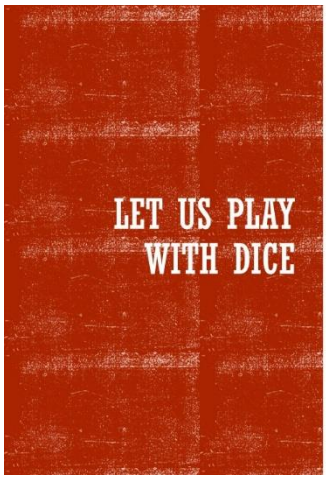
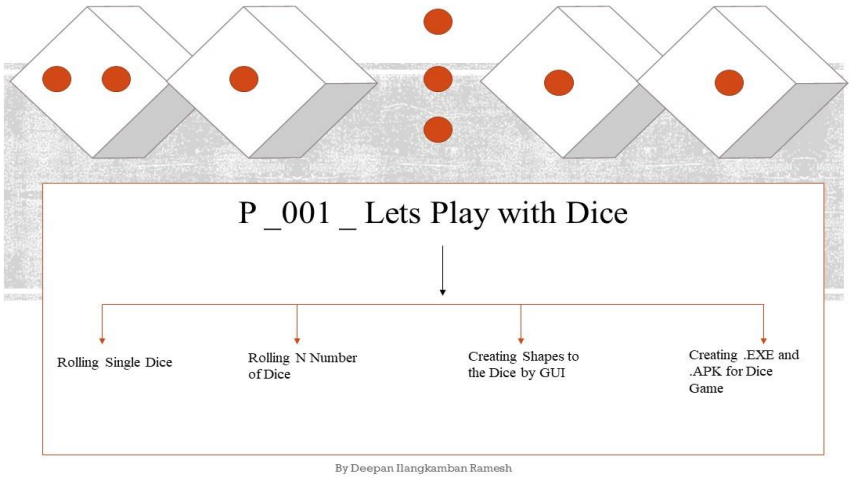
P_001_ Lets Play with Dice



In this blog we will get a load of game which made our childhood beyond price. Most of us has come across Snake and Ladder, Ludo, Business game etc., during frolic (play) we have waited for the chance of getting a most wining probability which we intended to save ourselves from the snake, or the person following us or escape the jail. Ya! I am taking about rolling a Dice:

I walk you through the Dice Game with Python with 4 Aspects



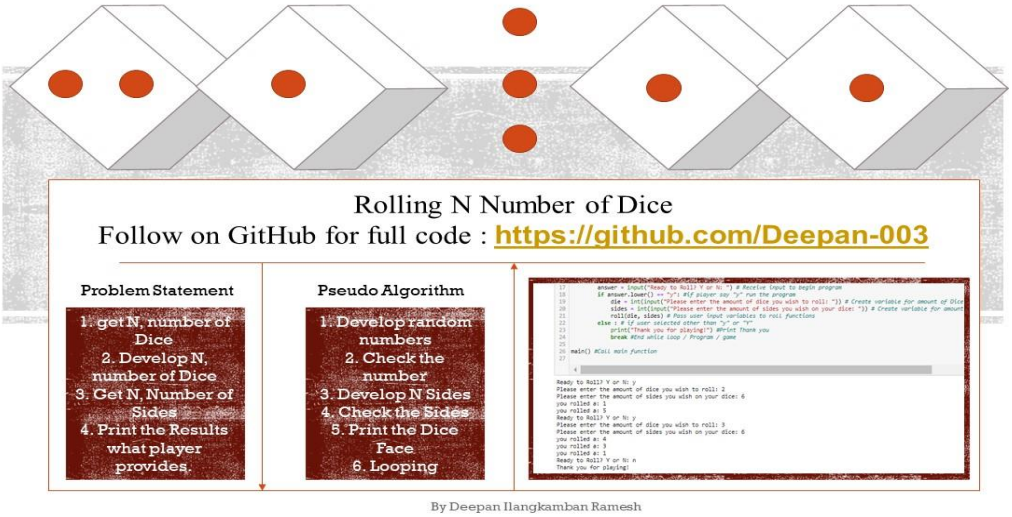
In every characteristic we will see the problem statement, algorithm, and little coding

Before set foot in, let us think how many faces some dice has?

1. Rolling a Single Dice

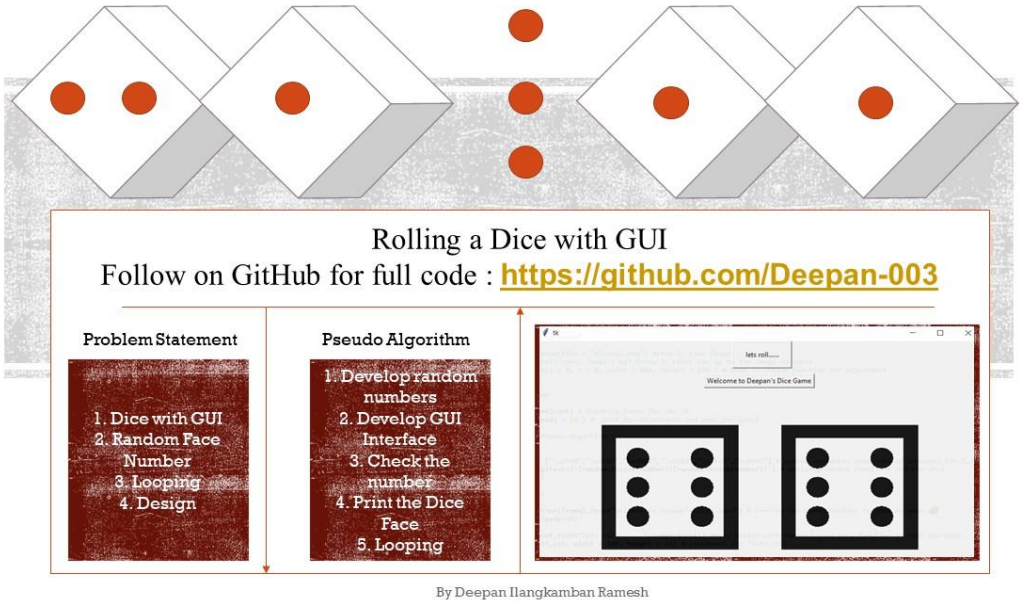
- Random: bring forth access to the functions and supports different types of operations
- From Random use Random Int: For the purpose of single die will apply the start with the single face i.e., 1 and has to end with the sixth face 6
- While: Use while loop for player input, at the same iterate around the loop up to six faces by creating a six dice in the print statement.
- Input: Input parameter for the player

Rolling N Number of Dice



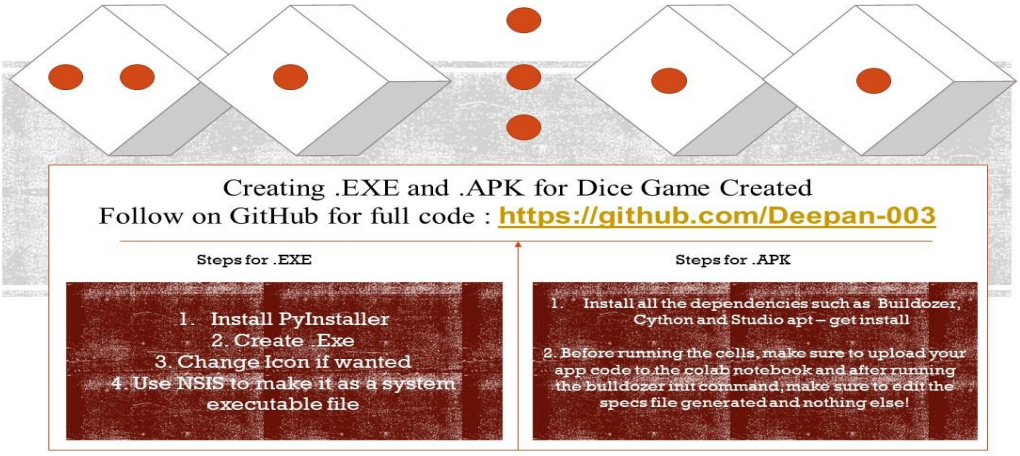
- Random: Dice dealing with the probability of randomness
- Roll: define a roll function and start it with the while loop for the selected dice iterating the r as sum or equals to one until the loop validates it as false. Print out the roll of die selected.
- Define a main function or the program and setting variable for test true in initial loop. Again, comes our lionheart while loop for the true conditions.
- input for the player: Receive input to begin the program or game. If the input variables are not satisfied jump to else and break the program by a warm thanks. In the meanwhile, do not forgot to call the main function.

Rolling Die with GUI



- random: Let us reciprocate the same story from above
- Tkinter GUI: We use a standard python GUI toolkit
- Simple procedure: Root – Label – Frame – Button
- Unicode for Dice: [\u2680, \u2681, \u2682, \u2683, \u2684, \u2685]

Creating App



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