

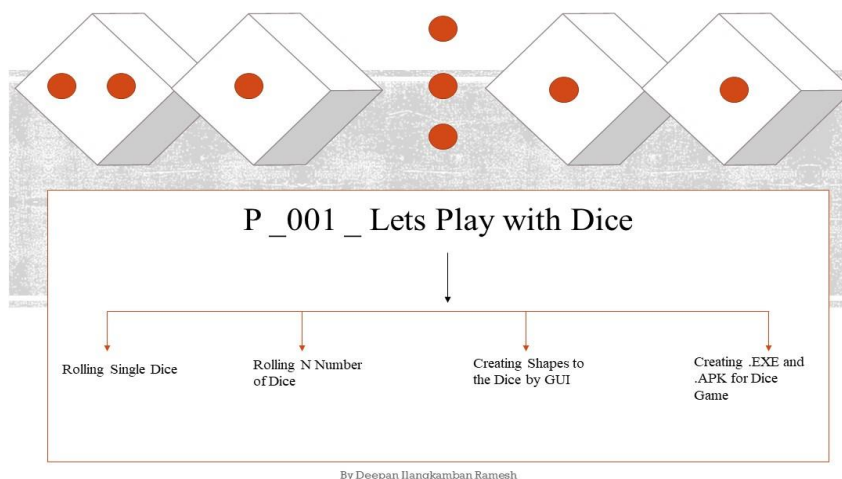
P_001_ Lets Play with Dice



By Deepan Ilankumban Ramesh

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

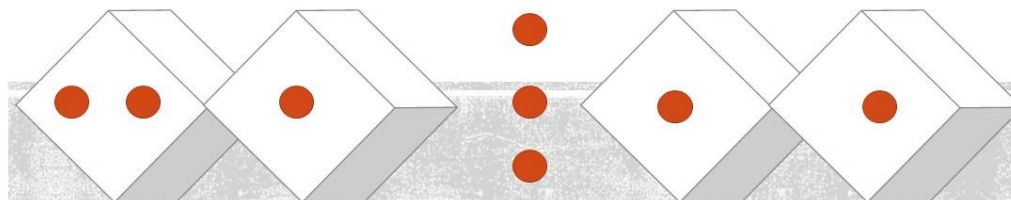


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In every characteristic we will see the problem statement, algorithm, and little coding

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

1. Rolling a Single Dice



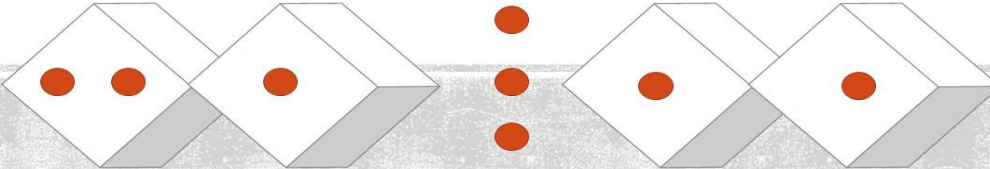
Rolling A Single Dice
Follow on GitHub for full code : <https://github.com/Deepan-003>

Problem Statement	Pseudo Algorithm	Code Snippet
<ol style="list-style-type: none">1. Dice2. Random Face Number3. Looping	<ol style="list-style-type: none">1. Develop random number2. Check the number3. Print the Dice Face4. Looping	<pre>20 if number == 1: # if statement if the randomness is 1 / Create the Dice shape by the use of Print statement 21 print("-----") 22 print("1") 23 print("1") 24 print("1") 25 print("1") 26 print("Score One") 27 28 if number == 2: # if statement if the randomness is 2 / Create the Dice shape by the use of Print statement 29 print("-----") 30 print("1") 31 print("2") 32 print("2") 33 print("1") 34 print("Score Two") 35 36 if number == 3: # if statement if the randomness is 3 / Create the Dice shape by the use of Print statement 37 print("-----") 38 print("1") 39 print("3") 40 print("3") 41 print("1") 42 print("Score Three") 43 44 if number == 4: # if statement if the randomness is 4 / Create the Dice shape by the use of Print statement 45 print("-----") 46 print("1") 47 print("4") 48 print("4") 49 print("1") 50 print("Score Four") 51 52 if number == 5: # if statement if the randomness is 5 / Create the Dice shape by the use of Print statement 53 print("-----") 54 print("1") 55 print("5") 56 print("5") 57 print("1") 58 print("Score Five") 59 60 if number == 6: # if statement if the randomness is 6 / Create the Dice shape by the use of Print statement 61 print("-----") 62 print("1") 63 print("6") 64 print("6") 65 print("1") 66 print("Score Six") 67 68 # End of the Program 69 70 # Input parameter for the player 71 72 # Welcome to the Dice Simulation 73 # Roll of the Dice 74 75 # Random Number 76 77 # Score 78 79 # Press y to roll again!</pre>

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- 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



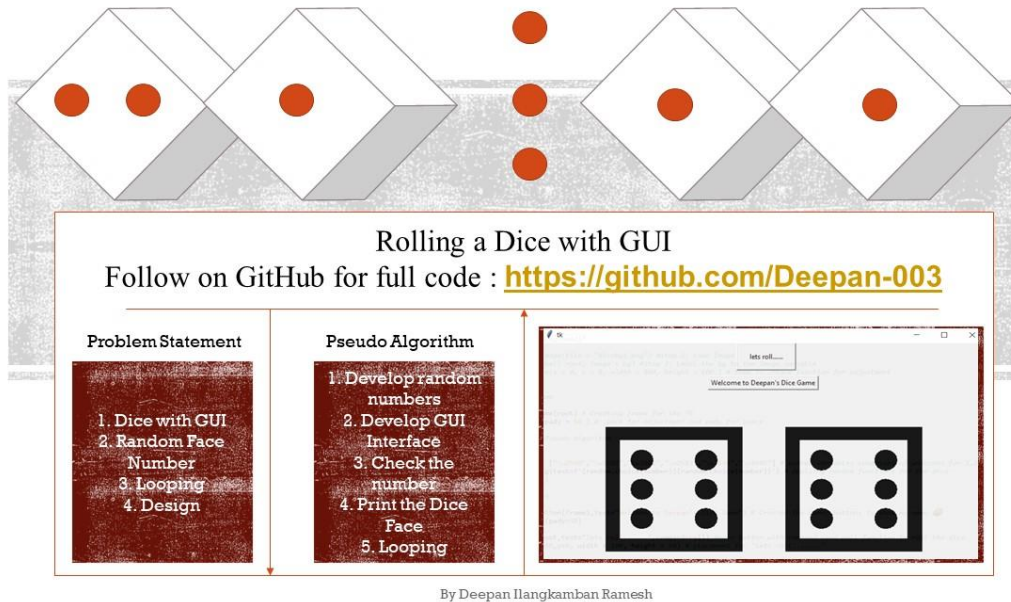
Rolling N Number of Dice
Follow on GitHub for full code : <https://github.com/Deepan-003>

Problem Statement	Pseudo Algorithm	Code Snippet
<ol style="list-style-type: none">1. get N, number of Dice2. Develop N, number of Dice3. Get N, Number of Sides4. Print the Results what player provides.	<ol style="list-style-type: none">1. Develop random numbers2. Check the number3. Develop N Sides4. Check the Sides5. Print the Dice Face6. Looping	<pre>12 # Create a function to roll N dice for N sides, it is a function used to roll the program 13 if __name__ == '__main__': 14 # Create a variable for amount of dice 15 # Create a variable for amount of sides 16 # Create a variable for amount of sides 17 # Create a variable for amount of sides 18 # Create a variable for amount of sides 19 # Create a variable for amount of sides 20 # Create a variable for amount of sides 21 # Create a variable for amount of sides 22 # Create a variable for amount of sides 23 # Create a variable for amount of sides 24 # Create a variable for amount of sides 25 # Create a variable for amount of sides 26 # Create a variable for amount of sides 27 # Create a variable for amount of sides 28 # Create a variable for amount of sides 29 # Create a variable for amount of sides 30 # Create a variable for amount of sides 31 # Create a variable for amount of sides 32 # Create a variable for amount of sides 33 # Create a variable for amount of sides 34 # Create a variable for amount of sides 35 # Create a variable for amount of sides 36 # Create a variable for amount of sides 37 # Create a variable for amount of sides 38 # Create a variable for amount of sides 39 # Create a variable for amount of sides 40 # Create a variable for amount of sides 41 # Create a variable for amount of sides 42 # Create a variable for amount of sides 43 # Create a variable for amount of sides 44 # Create a variable for amount of sides 45 # Create a variable for amount of sides 46 # Create a variable for amount of sides 47 # Create a variable for amount of sides 48 # Create a variable for amount of sides 49 # Create a variable for amount of sides 50 # Create a variable for amount of sides 51 # Create a variable for amount of sides 52 # Create a variable for amount of sides 53 # Create a variable for amount of sides 54 # Create a variable for amount of sides 55 # Create a variable for amount of sides 56 # Create a variable for amount of sides 57 # Create a variable for amount of sides 58 # Create a variable for amount of sides 59 # Create a variable for amount of sides 60 # Create a variable for amount of sides 61 # Create a variable for amount of sides 62 # Create a variable for amount of sides 63 # Create a variable for amount of sides 64 # Create a variable for amount of sides 65 # Create a variable for amount of sides 66 # Create a variable for amount of sides 67 # Create a variable for amount of sides 68 # Create a variable for amount of sides 69 # Create a variable for amount of sides 70 # Create a variable for amount of sides 71 # Create a variable for amount of sides 72 # Create a variable for amount of sides 73 # Create a variable for amount of sides 74 # Create a variable for amount of sides 75 # Create a variable for amount of sides 76 # Create a variable for amount of sides 77 # Create a variable for amount of sides 78 # Create a variable for amount of sides 79 # Create a variable for amount of sides 80 # Create a variable for amount of sides 81 # Create a variable for amount of sides 82 # Create a variable for amount of sides 83 # Create a variable for amount of sides 84 # Create a variable for amount of sides 85 # Create a variable for amount of sides 86 # Create a variable for amount of sides 87 # Create a variable for amount of sides 88 # Create a variable for amount of sides 89 # Create a variable for amount of sides 90 # Create a variable for amount of sides 91 # Create a variable for amount of sides 92 # Create a variable for amount of sides 93 # Create a variable for amount of sides 94 # Create a variable for amount of sides 95 # Create a variable for amount of sides 96 # Create a variable for amount of sides 97 # Create a variable for amount of sides 98 # Create a variable for amount of sides 99 # Create a variable for amount of sides 100 # Create a variable for amount of sides</pre>

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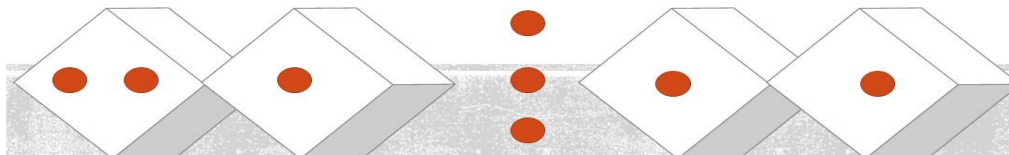
- Random: Dice dealing with the probability of randomness
- Roll: define a roll function and start it with the while loop for the selected dice iterating the r as sum or equals to one until the loop validates it as false. Print out the roll of die selected.
- Define a main function or the program and 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



Creating .EXE and .APK for Dice Game Created
Follow on GitHub for full code : <https://github.com/Deepan-003>

Steps for .EXE	Steps for .APK
<ol style="list-style-type: none">1. Install PyInstaller2. Create .Exe3. Change Icon if wanted4. Use NSIS to make it as a system executable file	<ol style="list-style-type: none">1. Install all the dependencies such as Bulldozer, Cython and Studio apt – get install2. Before running the cells, make sure to upload your app code to the colab notebook and after running the bulldozer init command, make sure to edit the specs file generated and nothing else!

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LinkedIn: <https://www.linkedin.com/in/deepan-ilankamban-ramesh/>

Github : <https://github.com/Deepan-003>

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