Python Programming

Description of the problem:

Write a simple graphical game program called "**Dice Game**". This program must be a menu-driven program. Each die has six different numbers. The six numbers are: **1 to 6.** This game consists of two dice.

In this game, the maximum bet amount is **$500,** and the minimum bet amount is **$2**. The amount of the winning prize is directly proportional to the number of matched dice during each game session.

Rules for this game:

- Initial cash for this game is specified by player.
- Maximum bet for each game is $500.
- Minimum bet for each game is $2.
- **Two dice** are used per game.
- Player can place his or her bet amount for each game.
- The winning prize is based on how many matched dice have been found:
  - If one matched die has been found, then the prize is **2x**.
  - If two matched dice have been found, then the prize is **6x**.
  - If no matched die has been found, then the player loses his or her bet for this game-session.

Example of a menu could look like the following:

Game of cards
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0. Help (display rules for this game)
1. Enter the total amount of money that you bring into the casino for playing.

2. Roll the dice and then place your bet here.
   (Max. is $200, Min. is $5)

3. Generate the random numbers for the two dice.

4. Display your gambling results:
   - current cash on hand.
   - number of winnings.
   - total number of games played so far.

9. Quit.