Python: More functions

1. Write a function to count the frequency of different characters within a text string. Then write a program to print the frequency for each of the vowels.

2. Write a function to simulate the game of beetle. Then write a program to play 100 games and calculate the average number of dice rolls need to complete the game.

   The rules of the game of beetle are:

   - A six-sided die is used.
   - A six must be thrown to draw a body.
   - A five must be thrown to draw a head. A head cannot be drawn unless a body has been drawn.
   - A four must be thrown to draw a wing. A wing cannot be drawn unless a body has been drawn.
   - A three must be thrown to draw a leg. A leg cannot be drawn unless a body has been drawn.
   - A one must be thrown to drawn an eye. An eye cannot be drawn unless a head has been drawn.
   - A two must be thrown to drawn an antenna. An antenna cannot be drawn unless a head has been drawn.
   - A beetle is complete when one head, two wings, six legs, a head, two eyes and two antennae have been dawn. The game ends when the beetle is complete.
   - Additional body members beyond those required are not drawn.
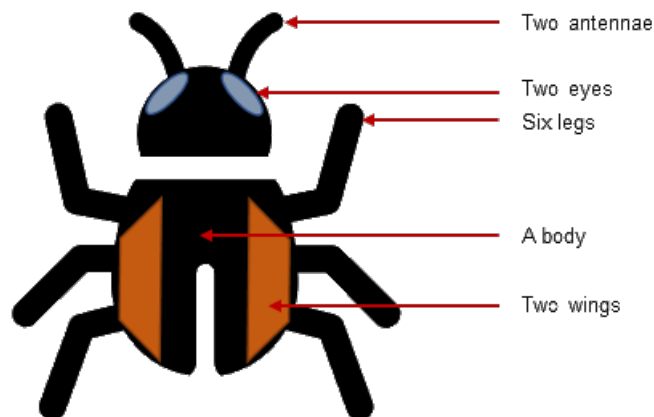
   The parts of a beetle are illustrated in Figure 1.

Figure 1: The structure of a beetle for the beetle game.