## **Create Dice Rolling Simulator in Python**

webdamn.com/create-dice-rolling-simulator-in-python

webdamn November 19, 2022

In our previous Python tutorial, we have explained to make a <u>Password Cracker using Python</u>. In this tutorial, we will create Dice Rolling Simulator in Python.

Python is a popular language among beginners beacause it's easy to learn and can make amzing things. Here in this tutorial, we will use random module and create a classic rolling dice simulator using Python.



Watch Video At: https://youtu.be/-f3phTyG6WM

So let's code to implement it,

## **Create Dice Rolling Simulator**

We will include random module to create dice rolling simulator by taking random number.

import random

We will take user input to roll again or exit from program.

```
x = input("\nPress y to roll again and n to exit:")
    print("\n")
```

We will initialize variable x with value y to start create dice and then use while loop to check for user value y to create dice by checking random number from 1 to 6.

```
x = "y"
while x == "y":
   randNumber = random.randint(1,6)
   if randNumber == 1:
       print("\n[----]")
       print("[
                    ]")
       print("[ 0 ]")
       print("[
                    ]")
       print("[----]")
   if randNumber == 2:
       print("\n[----]")
       print("[ 0 ]")
       print("[
                    ]")
       print("[
                0 ]")
       print("[----]")
   if randNumber == 3:
       print("\n[----]")
       print("[
                    ]")
       print("[0 0 0]")
       print("[
       print("[----]")
   if randNumber == 4:
       print("\n[----]")
       print("[0 0]")
                    ]")
       print("[
       print("[0
                   0]")
       print("[----]")
   if randNumber == 5:
       print("\n[----]")
       print("[0 0]")
       print("[ 0 ]")
        print("[0 0]")
       print("[----]")
   if randNumber == 6:
        print("\n[----]")
       print("[0 0 0]")
       print("[
                    ]")
       print("[0 0 0]")
       print("[----]")
```

## **Complete Code**

Here is the complete code to create Dice Rolling Simulator in Python.

```
import random
x = "v"
while x == "y":
   randNumber = random.randint(1,6)
   if randNumber == 1:
       print("\n[----]")
       print("[ ]")
       print("[ 0 ]")
       print("[ ]")
       print("[----]")
   if randNumber == 2:
       print("\n[----]")
       print("[ 0 ]")
       print("[ ]")
       print("[ 0 ]")
       print("[----]")
   if randNumber == 3:
       print("\n[----]")
       print("[ ]")
       print("[0 0 0]")
       print("[ ]")
       print("[----]")
   if randNumber == 4:
       print("\n[----]")
       print("[0 0]")
       print("[
                   1")
       print("[0 0]")
       print("[----]")
   if randNumber == 5:
       print("\n[----]")
       print("[0 0]")
       print("[ 0 ]")
       print("[0 0]")
       print("[----]")
   if randNumber == 6:
       print("\n[----]")
       print("[0 0 0]")
       print("[ ]")
       print("[0 0 0]")
       print("[----]")
   x = input("\nPress y to roll again and n to exit:")
   print("\n")
```

## **Output:**

```
[----]
[0 0 0]
[ 0 0]
[----]
```

Press y to roll again and n to exit:y

Press y to roll again and n to exit:y