

# Dice Simulator

## 1. Introduction

In this article we will create a classic rolling dice simulator with the help of basic Python knowledge. Here we will be using the random module since we randomize the dice simulator for random outputs.

## 2. Technology Used

For the application we used the Tkinter module present in python which helps develop the Graphic User Interface (GUI) environment for the application. Python offers a fast and easy way of creating GUI applications when combined with Tkinter. Tkinter provides various widgets such as frames, labels, buttons, check buttons, radio buttons, entries and combo boxes.

## 3. Function used

`random.randint()` : This function generates a random number in the given range.

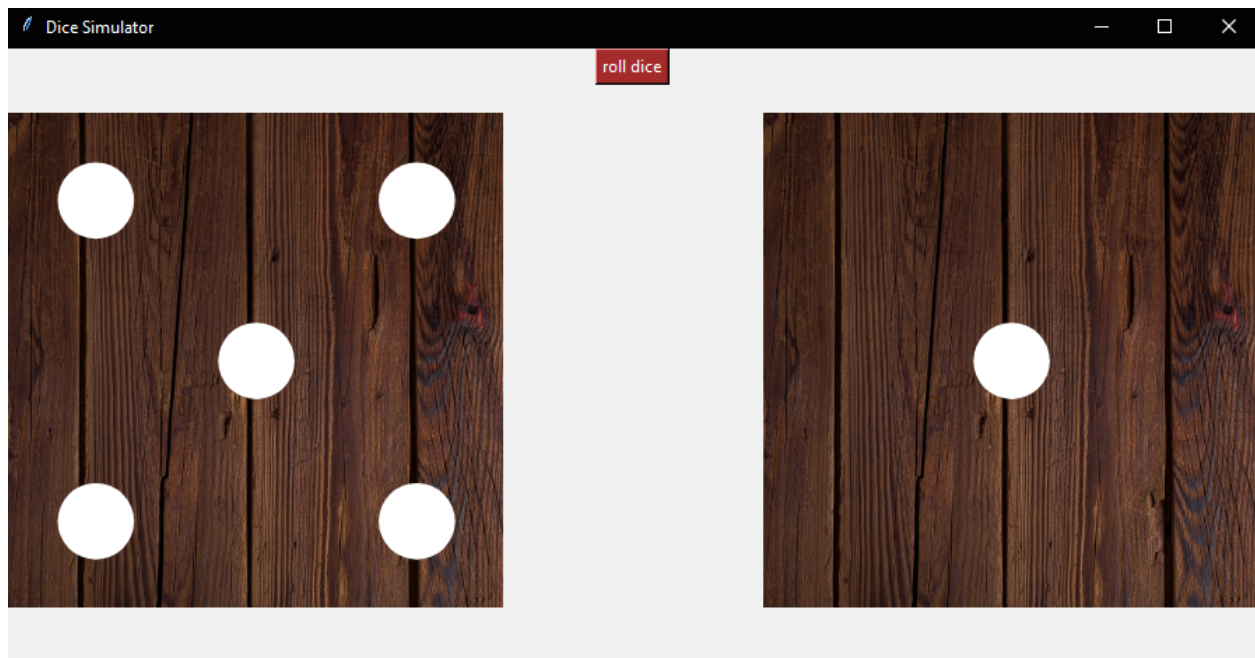


Fig. 1 Dice Simulator Layout

The application displays a roll dice button to the user, on top of the screen. The screen displays output of the wooden dice using a random function.

## 4. Code for the project

<https://github.com/Mansi149/Dice-Simulator>