Part-A:

1. Total Combinations:

* Multiply the number of faces on each die.
* Total Combinations = 6 \* 6 = 36.

2. Distribution of Combinations:

* Create a 6x6 matrix where each element represents the sum of Die A's i-th face and Die B's

j-th face.

* distribution\_matrix[i][j] = (Die A[i] + Die B[j])

3. Probability of Sums:

* Count the occurrences of each sum and calculate the probability.
* probability\_sums[sum] = count\_of\_occurrences / total\_combinations

Part-B:

Undoom Dice Function:

Logic:

* Iterate through each face of Die A.
* If the face has more than 4 spots, replace it with 4; otherwise, leave it as is.
* Copy Die B as it is.

Pseudocode:

for each face\_a in Die A:

if face\_a > 4:

new\_die\_a.append(4)

else:

new\_die\_a.append(face\_a)

new\_die\_b = copy(Die B)