

## 5\_Dice.py

```
1  # Program - 5
2  import random, time
3  print("Random Number Generator")
4
5  def generate_num():
6      time.sleep(2)
7      a=random.randint (1,6)
8      print (a)
9
10 C= True
11 while C:
12     print ("Generating...")
13     generate_num()
14     b=input ("Do you want to roll the dice once more (y/n)?")
15     if b == 'y':
16         continue
17     else:
18         C=False
19
```