PYTHON PROGRAMING

DICE ROLLER SIMULATOR

• **Objective:**

Create a simple program that simulates rolling dice.

• **Key Features:**

► Allow the user to specify the number of dice and the number of sides per die.

► Simulate rolling the dice and produce a random result for each die rolled.

Display the results of each roll and the total sum of all dice.
• Option to reroll some or all of the dice.

PYTHON – BASED DICE ROLL SIMULATOR

In this project , we are going to build a simple dice roll program using python. The random module comes preloaded in the python programming language , making it simple to include into your code.

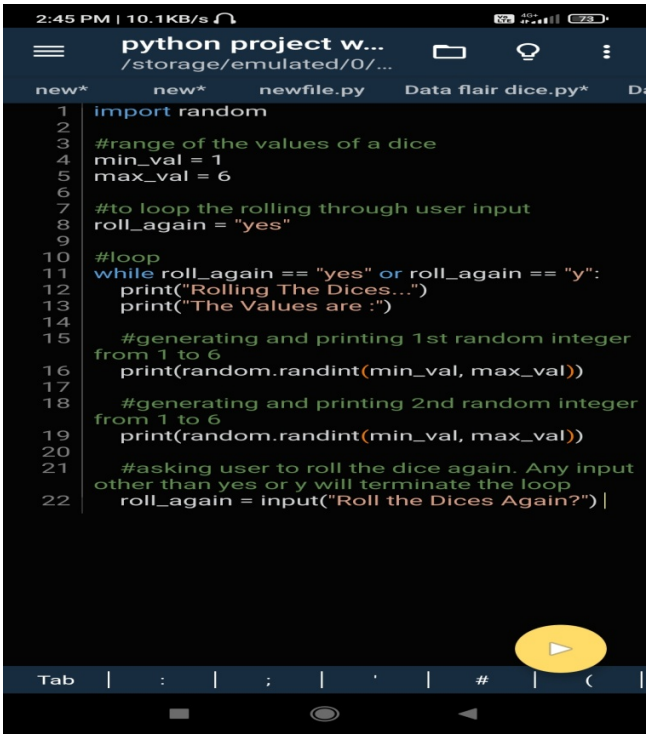
After importing the random madule, you have access to all of the module's functionalities. It's a large list, but we'll utilize the random.randint() method for our needs. Based on the start and end values, this method outputs a random number.

This reasoning may be used to imitate a dice roll since the lowest value of a dice roll is 1 and the biggest is 6. This is what we'll use in our random.randint() method to get the start and finish

numbers. Let's have a look at how to replicate a dice roll in python :

SOURCE CODE :

```
Import random


#range of the values of a dice
Min_val = 1
Max_val = 6


#to loop the rolling through user input
Roll_again = "yes"


#loop
While roll_again == "yes" or roll_again == "y":
    Print("Rolling The Dices…")
    Print("The Values are :")


    #generating and printing 1st random integer from 1 to 6
    Print(random.randint(min_val, max_val))


    #generating and printing 2nd random integer from 1 to 6
    Print(random.randint(min_val, max_val))


    #asking user to roll the dice again. Any input other than yes or y will terminate the loop
Roll_again = input("Roll the Dices Again?")
```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python project w...
/storage/emulated/0/...
new*
new*
newfile.py
Data flair dice.py*
import random
#range of the values of a dice
min_val = 1
max_val = 6
#to loop the rolling through user input
roll_again = "yes"
#loop
while roll_again == "yes" or roll_again == "y":
print("Rolling The Dices...")
print("The Values are :")
#generating and printing 1st random integer from 1 to 6
print(random.randint(min_val, max_val))
#generating and printing 2nd random integer from 1 to 6
print(random.randint(min_val, max_val))
#asking user to roll the dice again. Any input other than yes or y will terminate the loop
roll_again = input("Roll the Dices Again?")
Tab
:
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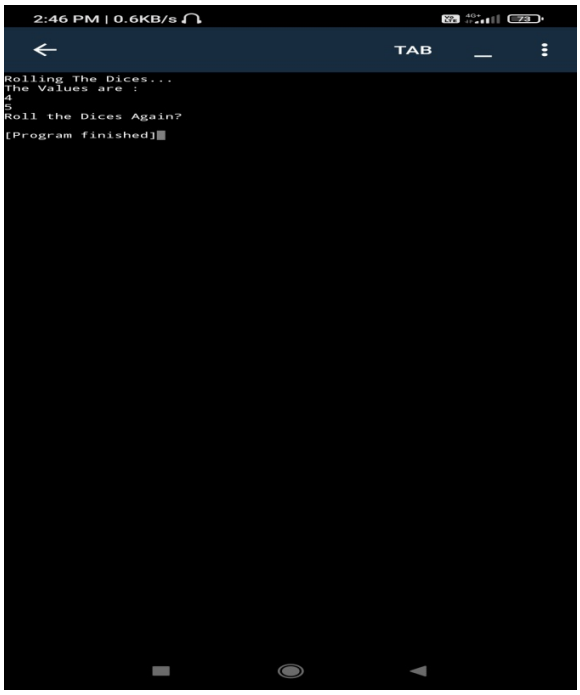
#
(

OUTPUT :


2:46 PM | 0.6KB/s
TAB
Rolling The Dices...
The Values are :
4
5
Roll the Dices Again?
[Program finished]