

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
```

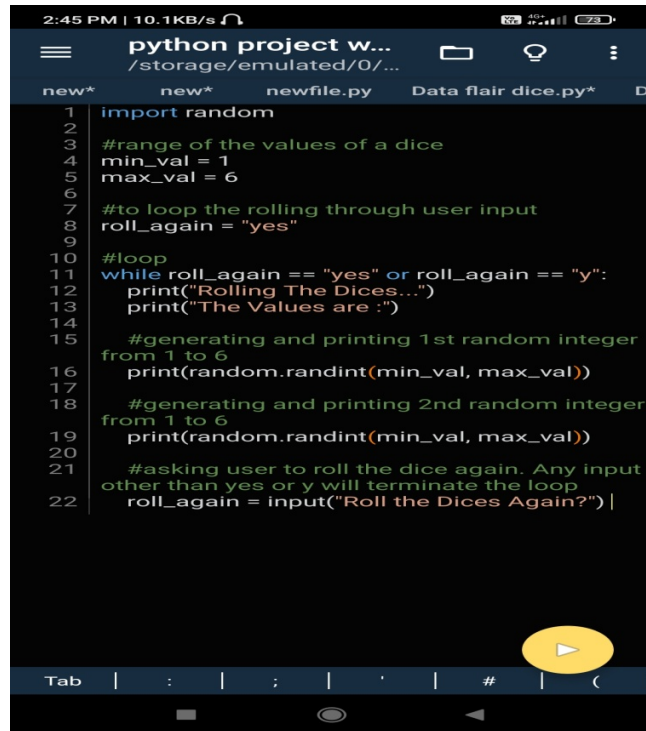
```
    Print(random.randint(min_val, max_val))
```

```
    #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?")
```

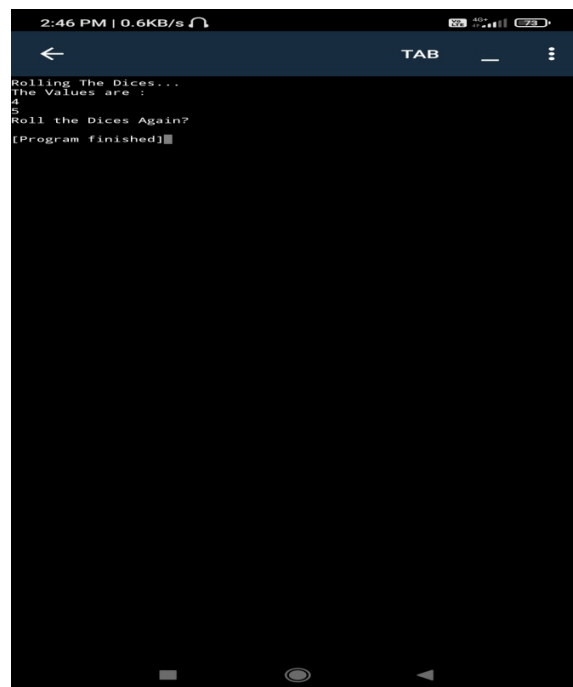


The screenshot shows a Python code editor interface. At the top, the status bar displays '2:45 PM | 10.1KB/s'. The editor title is 'python project w...' and the file path is '/storage/emulated/0/...'. The file name is 'Data flair dice.py*'. The code is as follows:

```
1 import random
2
3 #range of the values of a dice
4 min_val = 1
5 max_val = 6
6
7 #to loop the rolling through user input
8 roll_again = "yes"
9
10 #loop
11 while roll_again == "yes" or roll_again == "y":
12     print("Rolling The Dices...")
13     print("The Values are :")
14
15     #generating and printing 1st random integer
16     #from 1 to 6
17     print(random.randint(min_val, max_val))
18
19     #generating and printing 2nd random integer
20     #from 1 to 6
21     print(random.randint(min_val, max_val))
22
23     #asking user to roll the dice again. Any input
24     #other than yes or y will terminate the loop
25     roll_again = input("Roll the Dices Again?") |
```

A yellow play button icon is visible in the bottom right corner of the code editor.

OUTPUT :



The screenshot shows the output of the program in a terminal window. The status bar at the top displays '2:46 PM | 0.6KB/s'. The terminal title is 'TAB'. The output is as follows:

```
Rolling The Dices...
The Values are :
4
5
Roll the Dices Again?
[Program finished]
```