

In [ ]:

```
import random
D = "y"
while D == "y":
    rang=random.randint(1,6)
    if rang == 1:
        print("[~~~~~]")
        print("[      ]")
        print("[  *  ]")
        print("[      ]")
        print("[~~~~~]")
    if rang == 2:
        print("[~~~~~]")
        print("[ *   ]")
        print("[      ]")
        print("[  *  ]")
        print("[~~~~~]")
    if rang == 3:
        print("[~~~~~]")
        print("[*     ]")
        print("[  *   ]")
        print("[     * ]")
        print("[~~~~~]")
    if rang == 4:
        print("[~~~~~]")
        print("[*   * ]")
        print("[      ]")
        print("[*   * ]")
        print("[~~~~~]")
    if rang == 5:
        print("[~~~~~]")
        print("[*   * ]")
        print("[  *   ]")
        print("[*   * ]")
        print("[~~~~~]")
    if rang == 6:
        print("[~~~~~]")
        print("[*   * ]")
        print("[*   * ]")
        print("[*   * ]")
        print("[~~~~~]")
    D=input("Click y To Roll again and n to exit:")
    print("\n")
```