import random

x = "y"

while x == "y":

# Gnenerates a random number

# between 1 and 6 (including

# both 1 and 6)

no = random.randint(1,6)

if no == 1:

print("[-----]")

print("[ ]")

print("[ 0 ]")

print("[ ]")

print("[-----]")

if no == 2:

print("[-----]")

print("[ 0 ]")

print("[ ]")

print("[ 0 ]")

print("[-----]")

if no == 3:

print("[-----]")

print("[ ]")

print("[0 0 0]")

print("[ ]")

print("[-----]")

if no == 4:

print("[-----]")

print("[0 0]")

print("[ ]")

print("[0 0]")

print("[-----]")

if no == 5:

print("[-----]")

print("[0 0]")

print("[ 0 ]")

print("[0 0]")

print("[-----]")

if no == 6:

print("[-----]")

print("[0 0 0]")

print("[ ]")

print("[0 0 0]")

print("[-----]")

x=input("press y to roll again and n to exit:")

print("\n")