#1

```
import random

def roll_die_simulation():
    rolls = 20  # Number of rolls
    six_count = 0  # Count of 6s
    one_count = 0  # Count of 1s
    consecutive_sixes = 0  # Count of two
consecutive 6s

    # Variable to track the previous roll
    previous_roll = None

    for _ in range(rolls):
        roll = random.randint(1, 6)  # Simulate
a roll (1 to 6)

        # Count the occurrences of 6 and 1
        if roll == 6:
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            six_count += 1
        elif roll == 1:
            one_count += 1

        # Check for consecutive 6s
        if roll == 6 and previous_roll == 6:
            consecutive_sixes += 1

        # Update the previous roll
        previous_roll = roll

    # Print the results
    print(f"Total rolls: {rolls}")
    print(f"Number of times you rolled a 6:
{six_count}")
    print(f"Number of times you rolled a 1:
{one_count}")
    print(f"Number of times you rolled two
6s in a row: {consecutive_sixes}")

# Call the function
```

roll_die_simulation()