Taron Price

Cps3320

Project2-dice

The concept of this program is to utilize the random library to implement a die. Rolling a random number using the random library to implement the random functions. Another class was created to make the die so that way we can just create the object as many times as we want. Also, the dice that was created rolls a number from 1-6. But within the program you have the ability to change it to as many sides as you want.

This type of program is great for this like game and gambling. Games be work out great because its never the same experience twice so imagine playing a board game and you have to roll dice and move to x position y amount of times from the results of the dice. Then imagine that if you own a digital casino and need to implement random numbers or rolls. The dice program work perfect and again what was stated earlier you can add as many numbers as you want.

In this program we are using random integer function randint to produce whole numbers just like on a dice. There are other function like choice() which selects a random item from a list, shuffle(), uniform(),sample() and many more.

[Python Random – PYnative](https://pynative.com/python/random/#:~:text=Random%20module%20functions%20%20%20%20Function%20,%20randrange%20%28start%2C%20stop%208%20more%20rows%20)