ASSIGNMENT: DICE1

PART ONE – Creating a simple dice game

RANDOM NUMBERS/WHILE LOOPS — DICE GAME
We are going to code a simple dice game and in that way be learning arithmetic operations, string operations, random numbers, if-else statements as well as while loops.

INFORMATION
Develop a game where you have $1000 from the start. You bet fake dollars, you throw the dice and either lose the bet or you win and triple your bet. The goal of the game is winning as much money as possible and then quit playing the game while on top.

Code a couple of points of the instructions below, then compile and try out your program. Then continue on with more coding points.

INSTRUCTIONS
- Create a variable named **balance** and assign the value of **1000**.
- Ask the user to bet.
- Read the bet into the variable **bet**.
- Ask the user for a guess between one and six (and tell the user to guess zero in order to quit). Read the guess into the variable **guess**.
- If the guess is zero, then quit the game.
- Pause the game for two seconds.
- Generate a random number between one and six; put the value in the variable **dice**.
- Check if the guess matches the dice.
- If they don't: subtract the bet from the balance.
- If they do match: multiply the bet by three and add that to the balance.
- If the balance is zero, quit the game.
- If the balance is positive, loop the game to be able to play more rounds.
- Add some texts in order to better communicate with the user (e.g. ”*throwing the dice…*”, ”*congratulations*”, ”*you lost*”, "*your balance is…*", etcetera).
- Add comments to your code in order to better explain the different parts of it.