```
steps: [
  {
    explanation: 'Create a digital Dice Roller app that allows users to simulate rolling dice of different types, like a D6, D20, etc. The first step is to set up the basic HTML structure, which will include buttons for each type of dice, and an area to display the roll result.',
    output: '1. HTML\n' +
      '- Create buttons for different dice (e.g., `D6`, `D20`).\n' +
      '- Create an output area (using a `<div>` or similar) to display the result.'
  },
  {
    explanation: 'At its core, the dice roller will need a function to simulate a roll. Start by creating a basic function that mimics the dice roll. This involves generating a random number between 1 and the number of sides on the dice. This function will utilize a combination of Math.random() and Math.floor() for randomness.',
    output: '2. JavaScript - Basic Function\n' +
      '- Create a function `rollDice(sides)` which returns `Math.floor(Math.random() * sides) + 1` to simulate rolling a dice.'
  },
  {
    explanation: 'Integrate user interaction by attaching event listeners to the buttons. When a user clicks on a button representing a type of dice, such as `D6`, the app should call the rollDice function with the appropriate number of sides and then display the result in the HTML output area created earlier.',
    output: '3. JavaScript - Event Listeners\n' +
      '- Use `document.querySelectorAll()` to select buttons and `addEventListener()` to attach click events to each button.\n' +
      '- When clicked, call `rollDice()` with the correct number of sides and update the output display.'
  },
  {
    explanation: 'Implement a feature to roll multiple dice at once. Extend the basic function to accept an additional parameter that specifies the number of dice to roll, adding up their individual rolls. Modify the display logic accordingly to show the total roll as well as individual dice results if needed.',
    output: '4. JavaScript - Extending Functionality\n' +
      '- Modify `rollDice(sides, count)` to handle multiple dice.\n' +
      '- Use a loop to roll each die and accumulate results.\n' +
      '- Update display logic to show all individual results and a total sum.'
  },
  {
    explanation: 'Enhance user experience by adding additional features such as keeping track of roll history, allowing users to customize dice (non-standard dice), or creating a visual representation of dice rolled. This step provides a richer interaction and learning experience with more complex JavaScript concepts like Arrays and DOM Manipulation.',
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      output: '5. JavaScript - Additional Features\n' +
        '- Use an array to store roll history for each type of dice.\n' +
        '- Display past rolls with `Array.push()` and DOM manipulation methods.\n' +
        '- Optional: Create custom dice functionality by adding input fields for the user to specify sides and count.'
    }
  ],
  final_answer: "This project will help you understand basic JavaScript functions, event handling, DOM manipulation, and extend your skills with loops and potentially arrays or more advanced concepts if adding history tracking or customization. By the end, you'll have an interactive dice rolling application!"
}
Guide saved to JavaScript_Guide.txt
PDF saved as JavaScript_Guide.pdf
```