

```
In [ ]: import random

print("This is a dice stimulator")
x = "y"
while x == "y":
    number = random.randint(1,6)

    if number == 1:
        print("=====")
        print("|           |")
        print("|    0    |")
        print("|           |")
        print("=====")

    if number == 2:
        print("=====")
        print("|           |")
        print("| 0      0 |")
        print("|           |")
        print("=====")

    if number == 3:
        print("=====")
        print("|    0    |")
        print("|    0    |")
        print("|    0    |")
        print("=====")

    if number == 4:
        print("=====")
        print("| 0      0 |")
        print("|           |")
        print("| 0      0 |")
        print("=====")

    if number == 5:
        print("=====")
        print("| 0      0 |")
        print("|    0    |")
        print("| 0      0 |")
        print("=====")

    if number == 6:
        print("=====")
        print("| 0      0 |")
        print("| 0      0 |")
        print("| 0      0 |")
        print("=====")

    x = input("Press y to roll again ")
```

This is a dice stimulator

=====

	0	

=====

Press y to roll again y

=====

0		0
	0	
0		0

=====

Press y to roll again y

=====

0		0
0		0

=====

Press y to roll again y

=====

	0	

=====

In []: