DICE ROLLINg

snakes and Ladders, Ludo and Checkers, are the most favorite games of all time. But, it feels terrible when you drop the plan of playing just because you couldn’t find the dice. So, here is a fascinating option to give you a chance to make something cool. Let’s build a Dice Rolling Simulator with basic knowledge of Python We all know about dice. It’s a simple cube with numbers from 1 to 6 written on its face. But what is simulation? It is making a computer model. Thus, a dice simulator is a simple computer model that can roll a dice for us.

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Python offers various packages to design the GUI, i.e. the Graphical User Interface. Tkinter is the most common, fast, and easy to use Python package used to build Graphical User Interface applications. It provides a powerful Object-Oriented Interface and is easy to use. Also, you develop an application; you can use it on any platform, which reduces the need of amendments required to use an app on Windows, Mac, or Linux.

#### Importing the required modules

We will import the following modules:

* Tkinter: Imported to use Tkinter and make GUI applications.
* Image, Imagetk: Imported from PIL, i.e. Python Imaging Library. We use it to perform operations involving images in our UI.
* Random: Imported to generate random numbers.
* **Major function:**

‘rolling\_dice’ function is a function that is executed every time a button is clicked. This is attained through the ‘command=rolling\_dice’ parameter while defining a button.

**Explanation:**

‘root.mainloop()’ is used to open the main window. It acts as the main function of our program.



## **Conclusion**

Yay! We have successfully developed a cool application – Dice Rolling Simulator in Python. Now, you can just click on a button and get your next number. Cheers to Python and its package ‘Tkinter’ which supports functions and makes our work easy. Who would have thought that we can develop an application by only the ‘random’ function of python? As of now, we have an understanding of Python, Tkinter, and random function