randint

Use `randint`

Step 1

Look at the code below, it is also available at [randrange](#). Either execute the code in Repl.it or type it into Mu and execute it, then answer the questions below.

```
1    from random import randint
2
3    number = randint(1,5)
4    print(number)
```

Step 2

Execute the code **five** times and write the outputs below:

Step 3

Change line 3 of the code so it looks like the code below:

```
1    from random import randint

2

3    number = randint(5,10)

4    print(number)
```
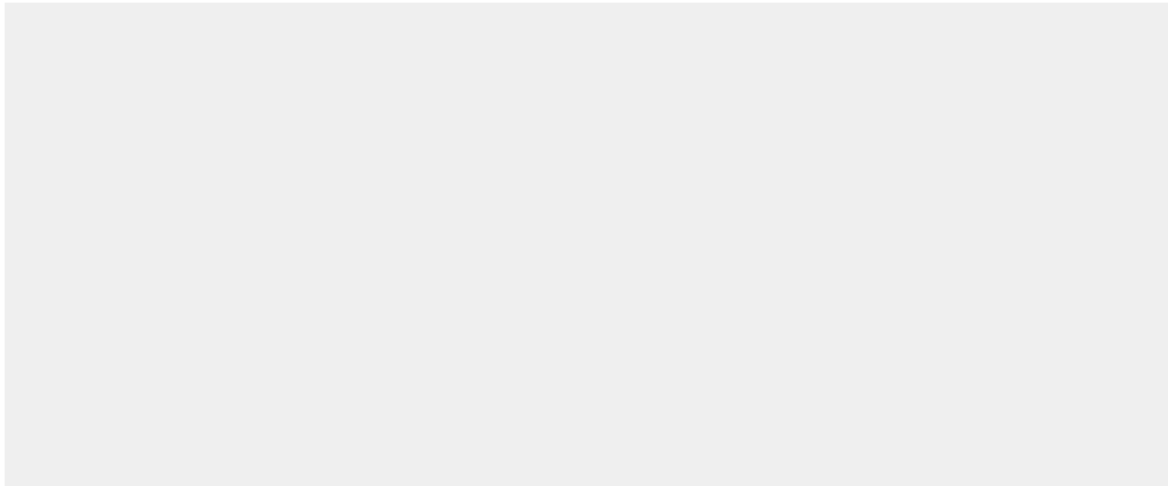
Step 4

Before you execute it, can you predict all possible outputs of the program? Use your previous answers as a guide.

Step 5

Execute the code at least 10 times. Were your predictions correct?

If not, what do you think went wrong?

Create a dice roll program. The program should:

- Ask the user to press enter to roll a dice

- Generate a random number between 1 and 6 and assign this to a variable

- Display the value rolled to the user

Example

The user is prompted to press enter to roll the dice

```
Press the enter key to roll the dice
```

The user presses enter

```
[enter]
```

A random value is assigned to a variable

The random value is displayed to the user

```
The dice rolled a 3!
```

Note: This value will be random and might not be 3.