

Dice Rolling Stimulator -1

In [52]: `import random`

In [6]: `# random number generation`

In [53]: `number = random.randint(1,6)`
`print(number)`

6

In [54]: `# creating a dice`

```

In [56]: 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("|           |")
    print("|  0 0 0  |")
    print("|           |")
    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("-----")

```

```

-----
|  0  0  |
|           |
|  0  0  |
|           |
-----

```

```

In [58]: # Loop cration for rolling a dice

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```
In [*]: 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("|       |")
        print("|    0 0 0 |")
        print("|       |")
        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: ")
```

```
-----  
| 0 0 |  
| 0 0 |  
-----
```

Press y to roll again: y

```
-----  
| 0 0 |  
| 0 0 |  
-----
```

Press y to roll again: y

```
-----  
| 0 0 |  
| 0 0 |  
| 0 0 |  
-----
```

Press y to roll again: y

```
-----  
| 0 |  
| 0 |  
| 0 |  
-----
```

Press y to roll again:

In []:

In []: