Chapter 6 – Dave's Dice Game Reloaded

Time required: 60 minutes

1. Comment each line of code as shown in the tutorials and other code examples.

2. Follow all directions carefully and accurately.

3. Think of the directions as minimum requirements.

Pseudocode

1. Write pseudocode for the exercise

2. Save it in a document

3. Submit with the assignment

Program Requirements

Write a program that generates a list of 6 random dice rolls for the computer and the player.

1. Use a main function.

2. Create a Python program named **dice_list.py**

3. Import and use the **utils.py** module to print a nice title block for your program.

4. Import and use the **die.py** module created earlier to roll the dice.

    a. The only thing the die module does is to roll a single die and return the value.

5. Create a blank list.

    a. Use a loop to append 6 random die rolls to your list.

6. Print the list (Use a for loop).

7. Print the average of the elements in the list. Round the average to 2 decimal places.

8. Print the largest and smallest values in the list.

9. Print how many even numbers are in the list.
   (Hint: Use the modulus operator: %)

Example run:

```
+------------------------------+
|  Dave's Dice Game Reloaded!  |
+------------------------------+
(a) Random dice: 2 3 4 5 1 4
(b) Average: 3.17
(c) Largest: 5 Smallest: 1
(d) Number of evens: 3
```

Your program run will have different numbers each time.

Assignment Submission

1. Attach the pseudocode.

2. Attach the program files.

3. Attach screenshots showing the successful operation of the program.

4. Submit in Blackboard.