## 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:

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.

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