# Roll Analysis

Starting from the `roll_analysis.py` template, write a function named `roll_d6` that takes no arguments, and simulates a single six-sided die roll by returning a random integer between 1 and 6 (inclusive).

If you roll a pair of six-sided dice (2d6), the total of the roll can be anywhere between 2 and 12 (inclusive). Write another function named `get_2d6_rolls` that uses your `roll_d6` function to simulate rolling two six sided dice. This function should take the number of dice rolls to simulate as its argument, and return a list of the results for each roll of two six sided dice.

Then, in your main function, call your `get_2d6_rolls` function to simulate $900{,}000$ rolls of a pair of dice. (Hint: you can use a number less than $900{,}000$ while debugging to save time.) Use the list returned from this function call to calculate and print the percentage of rolls that total each value between 2 and 12.

Finally, format your program to match the sample below. Your output percentages will not exactly match the sample output because each roll is determined at random, but you should match the precision, white space and punctuation. In the sample, user input has been highlighted in Pappy's Purple to distinguish it from the program's output, but your user input does not need to be colored. Save your program as `roll_analysis.py` and submit it along with a screenshot showing a test run of your program.

Terminal

```
$ python roll_analysis.py
Roll  Frequency
  2     2.76%
  3     5.53%
  4     8.34%
  5    11.12%
  6    14.00%
  7    16.60%
  8    13.88%
  9    11.14%
 10     8.36%
 11     5.50%
 12     2.76%
```