Dice Rolling Simulator

Import Useful Libraries

```python
In [1]:  from tkinter import *
         from PIL import Image, ImageTk
         import random
```

Initialize the window and add label in it

```python
In [2]:  root = Tk()
         root.geometry('400x400')
         root.title('Roll the Dice')

         # Adding Label
         Label(root, text="Hello!", fg = "light green", bg = "dark green", font = "Helvetica 16 bold italic").pack(pady=20)
```

Dice Images

```python
In [3]:  path = 'E:/WORK/PYTHON/01 - Basic Python Projects/05 - Dice Rolling Simulator/'
         d1 = path + 'dice1.png'
         d2 = path + 'dice2.png'
         d3 = path + 'dice3.png'
         d4 = path + 'dice4.png'
         d5 = path + 'dice5.png'
         d6 = path + 'dice6.png'

         dice = [d1, d2, d3, d4, d5, d6]
```

Simulating the dice with random numbers between 0 to 5 and Generating image

```python
In [4]:  image1 = ImageTk.PhotoImage(Image.open(random.choice(dice)))

         # construct a label widget for image
         label1 = Label(root, image=image1)

         # Function activated by button
         def rolling_dice():
             image1 = ImageTk.PhotoImage(Image.open(random.choice(dice)))
             label1.configure(image=image1)
             label1.image = image1

         label1.pack(expand=True)
```

Adding button in which command will use rolling_dice function

```python
In [5]:  Button(root, text='Roll the Dice', fg='blue', command=rolling_dice).pack(pady=20)
```

Execute the Window

```python
In [6]:  root.mainloop()
```