DICE ROLLING SIMULATOR

What is it?

This is a dice simulator, it roll the dice with 2 combinations *(i.e. 2 random numbers between 1-6).* Where we can use this in playing games like snake & ladder, Ludo etc.

How it works?

1. The program randomly selects a number between 1 and 6 *(because dice will have numbers from 1 – 6)*

2. It will ask the player to enter his choice *(yes/y or no/n)*

3. Then it will roll the dice in 2 combinations until player says no

4. If the player enter his choice other than yes/y then the program will stop

Source Code:

```python
import random
min = 1
max = 6

roll_again = "yes"

print ("\n","*"*20,"START","*"*20,"\n")
print ("-"*50)

while roll_again == "yes" or roll_again == "y":

    print ("| Rolling the dices...")
    print ("| The values are....")
    print ("| ",random.randint(min, max))
    print ("| ",random.randint(min, max))

    print ("-"*50)

    roll_again = input("| Roll the dices again? (yes/no) : ")

print ("\n","*"*20,"STOPED","*"*20,"\n")
```

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Output:

```
******************** START ********************


--------------------------------------------------
| Rolling the dices...
| The values are....
| 6
| 1
--------------------------------------------------
| Roll the dices again? (yes/no) : y
| Rolling the dices...
| The values are....
| 4
| 2
--------------------------------------------------
| Roll the dices again? (yes/no) : yes
| Rolling the dices...
| The values are....
| 4
| 3
--------------------------------------------------
| Roll the dices again? (yes/no) : n

******************** STOPED ********************
```

Note: you can remove an extra print functions used for design purpose.