PROFESSIONAL

ROLL-A-DICE

INSTRUCTIONS:

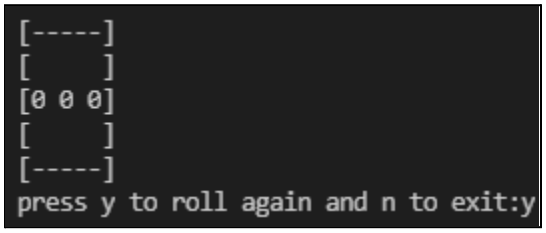
Goal of the Project:

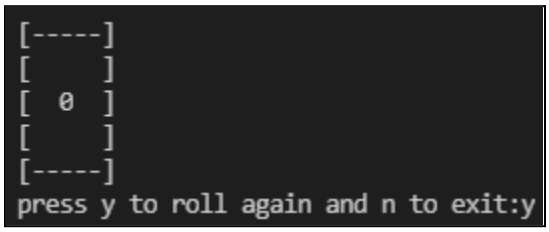
In Class 101, you learned to create programs using built-in module time.

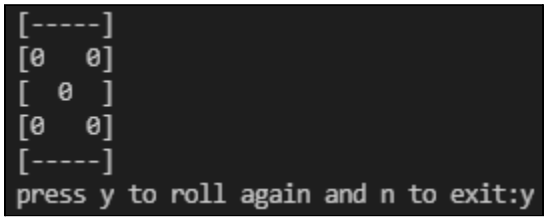
In this project, you will use another built-in module **'random'** to create a class dice simulator.

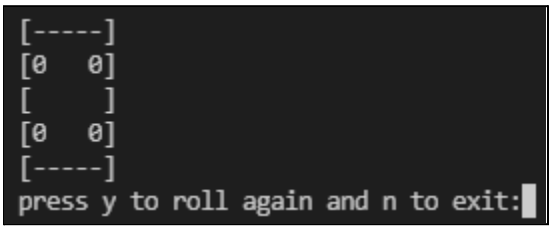
Story:

Your friends have gathered at your place after a long time to spend some fun time. You all decide to play a board game. But you are unable to find a dice. You quickly use your coding skills to create a dice simulator and enjoy the board game with your friends.









***This is just for your reference. We expect you to apply your own creativity to the project.**

Getting Started:

1. Create a new folder named **Project101.**
2. Open the folder in VSC.
3. Create a new file named **roll-a-dice.py.**

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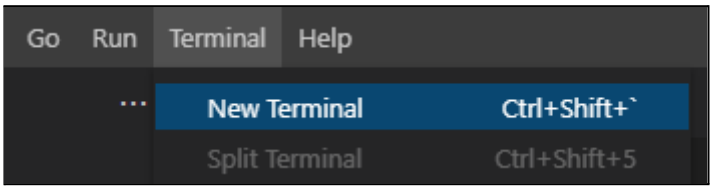
Specific Tasks to complete the Project:

1. Dice shows a random number every time the dice is rolled. You can therefore use the **random** built-in module from Python**.**
2. First **import random** in the file.
3. The code will ask the user if they want to roll a dice or not?
4. Initially, we will set response to Yes, initialize a variable **response** to a str **“y”.**
5. Use a **while** loop to run till **response == “y”.**
6. The **random** module has a method **randint().**
    - The syntax is **randint(start, end)**
    - It returns a random integer in the range [start, end] including the endpoints.

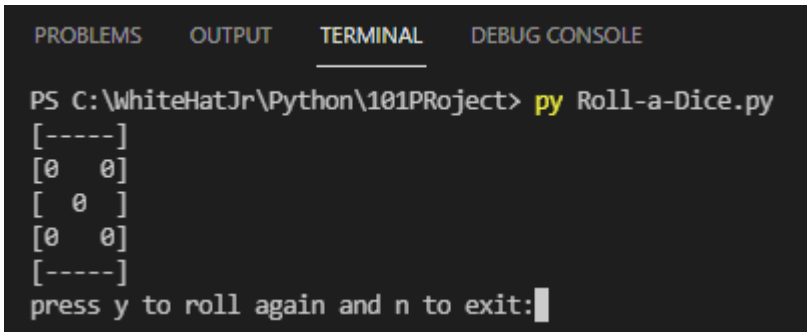
      For creating a dice we need a random number between 1 and 6

```
no = random.randint(1,6)
```

7. Use the **if** condition to check the value of **no,** to **print()** the output.
8. Create multiple **print()** to represent a dice. (See Hint 1)
9. After each output, prompt a user to enter “**y**” to continue and “**n**” to exit.
10. Assign user input to the variable **response.**
11. The while loop will run until the user keeps entering “y” when the response = “n” the code should exit the loop and stop the program.
12. Run the code using Terminal.



- Run the file using **python Roll-a-Dice.py** / **py Roll-a-Dice.py**



Submitting the Project:

1. **SAVE** all the changes made to the project.
2. Click on "**Run**" once to check if it is working.
3. Open the GitHub create a repository named **Project101**
4. Upload a file **Roll-a-Dice.py** and click **Commit Changes**
5. Copy this link and submit it in the Student Dashboard Projects panel against the correct class number.

Hints:

1. Use a multiple **print()** statement to create a Dice to show one 0 **if no==1.**

```
if no == 1:
    print("[-----]")
    print("[     ]")
    print("[  0  ]")
    print("[     ]")
    print("[-----]")
```

   - Create other **if** conditions similarly.

REMEMBER... Try your best, that's more important than being correct.

After submitting your project, your teacher will send you feedback on your work.

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