

```
1 allRollsNoN =  
2   mapM \(chosen, v) -> if chosen  
3     then [v]  
4     else [ 1..6 ])
```

```
01 allRollsNoN = allRollsBetter . map fromTurn  
02  
03 data DiceChoice = Keep Integer | Reroll  
04  
05 fromTurn :: (Bool, Integer) -> DiceChoice  
06 fromTurn (chosen, v) = if chosen  
07   then Keep v  
08   else Reroll  
09  
10 allRollsBetter :: [DiceChoice] -> [ DiceVals ]  
11 allRollsBetter = mapM $ \case  
12   Reroll -> [ 1..6 ]  
13   Keep v -> [v]  
14
```