Computer Science I	**Dice Roller Project**
Python	Output A: 80 Output B: 100

Assignment Purpose:

The purpose of this assignment is check your understanding of user input, conditionals statements, creating methods, calling methods, escape sequences, use of an import statement, and string concatenation to determine the correct outcome of a situation.

To get the points for this project, you must write a program that accepts user input related to the topic in the problem instructions.

Making the file:

1. Create a new Python file called: **DiceRollerProject_yln.py**

Grading:

There are two separate outputs for this project. The highest point value you can receive for Output A is an 80. The highest point value you can receive for Output B is a 100, if all of the following conditions are meet:

1. The use of a random number to generate the single dice output. (10pts)
2. The use of at least 3 methods but no more than 7 methods. (10pts)
3. The use of if statements throughout your code to get the correct output. (10pts)
4. Printing out the score of the roll, along with the dice output. (10pts)
5. Using the correct method types. (10pts)
6. User input, for the number of dice to be displayed. (10pts)
7. Output for each output is correct. (20pts or 40pts)

Dice Roller Project

This project will ask you to use concepts which have been discussed over the past weeks we have been working with Python. The first item needed for this project is the use of the **random** library, which will allow you access to the **randint**() method. This method will generate a random number between **1** and **6**. Once the random number is generated, the code you create must determine the correct dice to be output each time that number comes up randomly. The use of methods can help with the dice output. Calling these methods will allow their use over and over. If statements can help with selecting of the correct dice to be displayed. With the output of the dice, you must also output the **score** of the roll. Look at the location of the score for each of the outputs. The method below is skeleton code to help you start your project. The program needs to accept user input to determine the number of dice to be rolled and displayed. The diceRoller() method is only called once.

Skeleton code (just copy the following method into your file):

```
def diceRoller(num):                # use this method as the method to be called
    for x in range(0, num):         # this line is a loop that will go from 0
                                    # to the number entered by the user
```

Outputs are on next page.

Dice Roller Project – Output A - 80

```
----jGRASP exec: python DiceRoller.py
Enter a number of rolls: 3
-------
|  O  |
|     |
|  O  |
-------
-------
|  O  |
|  O  |
|  O  |
-------
-------
| O O |
|  O  |
| O O |
-------
You rolled a 10

 ----jGRASP: operation complete.
```

Dice Roller Project – Output B - 100

```
----jGRASP exec: python DiceRoller.py
Enter how many dice to roll: 5
------- ------- ------- ------- -------
| O O | |     | | O O | |  O  | |  O  |
|     | |  O  | |  O  | |     | |  O  | Your score is: 15
| O O | |     | | O O | |  O  | |  O  |
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 ----jGRASP: operation complete.
```