**Simple Dices Cup Game with different type of dices with user interaction.**

Class SixSidedDie should include the following methods: roll(), getFaceValue(), and repr ().

Create a TenSidedDie and a TwentySidedDie class must extended from SixSidedDie. They must provide the same functionality. They must not re-implement any code that is not necessary.

Create a Cup class. A cup will hold several dice that may be rolled at once. The cup may hold any number of six-, ten-, or twenty- sided dice. For example, we could create a cup with one of each type of die as follows: >>> cup = Cup(1,1,1)

…or we could create a cup with 3 six-sided dice… >>> cup = Cup(3,0,0)

The Cup class should include the following functionality: roll(), getSum(), repr ().

For example: >>> cup = Cup(1,2,1) >>> cup.roll() 28 >>> cup.getSum() 28 >>> cup Cup(SixSidedDie(3),TenSidedDie(5),TenSidedDie(3),TwentySidedDie(17))

**Build a game.**

1. Greet the user and ask their name.

2. Provide the user with a balance of 100 dollars.

3. Ask them if they would like to play a game.

4. Generate a random number between 1 and 100. This number will be called the goal.

5. Ask the user how much they would like to bet. This money is deducted from their account.

6. Ask the user how many of each die they would like to roll.

7. Create a cup filled with dice according to the user’s input.

8. Roll the cup and display the results.

9. If the roll exactly matches the goal, the user receives 10x bet added to their balance.

10. Otherwise, if the roll is within 3 of the goal but not over, the user receives 5x bet added to their balance.

11. Otherwise, if the roll is within 10 of the goal but not over, the user receives 2x bet added to their balance.

12. Report the results to the user. The message should include their name and updated balance.

13. Ask if they would like to play again. If so, go to step 4.