

PROJECT 1:

Design a project where as an input student will give a static number (between 1 to 6) and then roll the dice which randomly generate some value between 1 to 6. The winning situation arrives when the given static/fixed number exactly same to the number came after rolling the dice. User can play the game as many numbers of times he wants until user wants to exit, and whenever winning situation occur some scores must be given to the user, and these scores goes on adding if user play this game multiple number of times.

CODE:

```
import random

print("-----Welcome to DICE GAME!-----")

i = " "

scr = 0

while i != "no":
    x = int(input("Enter Number from (1-6): "))
    y = random.randint(1, 6)
    if x not in range(1, 6 + 1):
        print("Number must be between 1 to 6!")
    else:
        print(x, y)
        if x == y:
            scr += 5
    i = str(input("Do you want to continue? (Yes/no): "))
print("Game Exited!")
print("Your Score:", scr)
print("----Thanku for playing----")
```

RESULT:

```
C:\Users\T011\PycharmProjects\nov27\venv\Scripts
-----Welcome to DICE GAME!-----
Enter Number from (1-6): 4
4 3
Do you want to continue? (Yes/no): yes
Enter Number from (1-6): 3
3 3
Do you want to continue? (Yes/no): yes
Enter Number from (1-6): 2
2 1
Do you want to continue? (Yes/no): yes
Enter Number from (1-6): 6
6 5
Do you want to continue? (Yes/no): no
Game Exited!
Your Score: 5
----Thanku for playing----

Process finished with exit code 0
|
```

```
-----Welcome to DICE GAME!-----
Enter Number from (1-6): 3
3 4
Do you want to continue? (Yes/no): yes
Enter Number from (1-6): 1
1 2
Do you want to continue? (Yes/no): yes
Enter Number from (1-6): 5
5 4
Do you want to continue? (Yes/no): no
Game Exited!
Your Score: 0
----Thanku for playing----

Process finished with exit code 0
```