

# Dice Roll simulator.....

In [11]:

```
import random
```

In [13]:

```
### range of the values of a dice...

min_val = 1
max_val = 6

## to loop the rolling through user input....

roll_again = "yes"

## loop..

while roll_again == "yes" or roll_again == "y":

    print("rolling the dice are : ")

    print("the values are : ")

    ## generating and printing 1st random integer from 1 to 6....

    print(random.randint(min_val,max_val))

    ## generating and printing 2nd random integer from 1to 6.....

    print(random.randint(min_val,max_val))

    ## asking the user to roll the dice again,and input other than yes or y will terminate the loop....

    roll_again = input("Roll the dice again : ")
```

```
rolling the dice are :
the values are :
3
5
Roll the dice again : y
rolling the dice are :
the values are :
6
2
Roll the dice again : y
rolling the dice are :
the values are :
1
1
Roll the dice again : y
rolling the dice are :
the values are :
1
1
Roll the dice again : y
rolling the dice are :
the values are :
6
2
Roll the dice again : 2
```

In [ ]: