import random

def roll\_dice():

    return random.randint(1, 6)

def dice\_roller():

    print(" Welcome to the Dice Roller!")

    while True:

        user\_input = input("\nPress 'r' to roll the dice or 'q' to quit: ").lower()

        if user\_input == 'r':

            result = roll\_dice()

            print(f" You rolled: {result}")

        elif user\_input == 'q':

            print(" Thanks for playing")

            break

        else:

            print(" Invalid input")

dice\_roller()