

# DICE ROLLING SIMULATOR

## What is it?

This is a dice simulator, it roll the dice with 2 combinations (*i.e. 2 random numbers between 1-6*). Where we can use this in playing games like snake & ladder, Ludo etc.

## How it works?

1. The program randomly selects a number between 1 and 6 (*because dice will have numbers from 1 – 6*)
2. It will ask the player to enter his choice (*yes/y or no/n*)
3. Then it will roll the dice in 2 combinations until player says no
4. If the player enter his choice other than *yes/y* then the program will stop

## Source Code:

```
import random
min = 1
max = 6

roll_again = "yes"

print ("\n", "*" * 20, "START", "*" * 20, "\n")
print ("-" * 50)

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

    print ("| Rolling the dices...")
    print ("| The values are....")
    print ("| ", random.randint(min, max))
    print ("| ", random.randint(min, max))

    print ("-" * 50)

    roll_again = input("| Roll the dices again? (yes/no) : ")

print ("\n", "*" * 20, "STOPED", "*" * 20, "\n")
```

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## Output:

\*\*\*\*\* START \*\*\*\*\*

-----  
| Rolling the dices...

| The values are....

| 6

| 1

-----  
| Roll the dices again? (yes/no) : y

| Rolling the dices...

| The values are....

| 4

| 2

-----  
| Roll the dices again? (yes/no) : yes

| Rolling the dices...

| The values are....

| 4

| 3

-----  
| Roll the dices again? (yes/no) : n

\*\*\*\*\* STOPED \*\*\*\*\*

**Note:** you can remove an extra print functions used for design purpose.