

Warmup

- Write a program that simulates rolling two dice over and over. Print the values of each die (the numbers that are rolled) each time through the loop. Stop rolling when "snake eyes" are rolled (both dice come up as the number 1). At the end, print the number of times it takes until you roll snake eyes.

Reminders:

```
import random
```

← put at top of program, then use:

```
var = random.randint(a, b)
```

← generates a random number between a and b, inclusive

break statement

- The break statement ends a loop immediately (for loop or while loop).
- Can be used to end a loop in the middle of the loop body, or the end of a loop body.
- Also used to end a loop for "abnormal" condition (something that usually isn't supposed to happen).

- Write a program to generate random numbers between 1 and 100. Use a loop to generate these numbers over and over, but with the caveat that each randomly-generated number must be greater than the previous one.
 - Stop when you generate the number 100.
- Modify your previous program so it prints the number of times through the loop it takes until the number 100 is generated.
- Write a new program that allows the user to play a "guess the number" game. Have the computer choose a random number between 1 and 100. The user will guess the number and the computer tells them if they guess too high or too low. Stop when they get it right.