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#Digital DICE
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#This DICER class contains two methods
# 1. random number generator
# 2. dice generator
class dicer:

    #This is a uniform random generator with a full period of 2^31
    def u16807(self, iseed):
        return (iseed)*16807 % 2147483647

    #this takes a float number between 0 and 1 and spits out an integer from [1, 2, 3, 4, 5, 6]
    def dice(self, u):
        if(u <= 1/6):
            return 1
        elif(u > 1/6 and u <= 2/6):
            return 2
        elif(u > 2/6 and u <= 3/6):
            return 3
        elif(u > 3/6 and u <= 4/6):
            return 4
        elif(u > 4/6 and u <= 5/6):
            return 5
        else:
            return 6

#creating an instance of the dicer class
a = dicer()

# Another function that takes two use inputs and prints a list of random dice outputs

def main():
    iseed = float(input("Please enter the initial seed value "))
    ite = int(input("Please enter the number of iterations"))
    t = []
    for i in range(0, ite):
        iseed = a.u16807(iseed)
        t.append(a.dice(iseed/2147483647))
    print(t)

if __name__ == "__main__": main()

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