import random

dice = [set(),set(),set(),set(),set()]

nothing = 0

apair = 0

twopair = 0

threeofkind = 0

fullhouse = 0

fourofkind = 0

fiveofkind = 0

message = "Nothing"

def set():

return (random.randint(1,6))

def roll\_dice():

for i in range(5):

dice[i] = set()

for i in range(5):

print(dice[i])

return dice

def handstatus(dice):

r1 = True

r2 = False

r3 = False

r4 = False

r5 = False

r3est = False

r1repeat = []

ntworepeat = []

r3repeat = 0

r3rest = []

for i in range(5):

if dice.count(dice[i])== 1 :

r1repeat.append(dice[i])

if len(r1repeat) == 5:

message = "Nothing"

for i in range(5):

if dice.count(dice[i])== 2 :

r2 = True

ntworepeat.append(dice[i])

if r2 & (len(ntworepeat)== 2) :

message = "a pair"

elif r2 & (len(ntworepeat)== 4) :

message = "two pair"

for i in range(5):

if dice.count(dice[i])== 3 :

r3 = True

r3repeat = dice[i]

for i in range(5):

if dice[i]!= r3repeat:

r3rest.append(dice[i])

if r3rest[0]!= r3rest[1]:

r3est = True

else:

r3est = False

if r3 & (r3est==True) :

message = "threeofkind"

elif r3 & (r3est==False):

message = "fullhouse"

for i in range(5):

if dice.count(dice[i])== 4 :

r4 = True

if r4:

message = "Fourofkind"

for i in range(5):

if dice.count(dice[i])== 5 :

r5 = True

if r5:

message = "Fiveofkind"

print(message, "\n")

def main():

total\_rolls = 0

num\_experiments = int(input("Dice rolls:"))

for i in range(num\_experiments):

roll\_dice()

handstatus(dice)

#fourofkindpre = fourofkind

#fullhousepre = fullhouse

#threeofkindpre = threeofkind

#print("Dice rolls:",total\_rolls)

#print("four of a kind:",fourofkindpre,"%")

#print("Three of a kind:",threeofkindpre,"%")

return

main()