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()