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).