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import tkinter as tk
from tkinter import ttk
from PIL import Image, ImageTk
import random
import threading
import time
import pygame

# Create the main window
window = tk.Tk()
window.title("Dice Rolling Simulator")

# Set the width of the window
window_width = 400 # Specify your desired width here
window.geometry(f"{window_width}x200") # Set the width and height of the window

# Load dice images
dice_images = [
    ImageTk.PhotoImage(Image.open("dice1.jpg")),
    ImageTk.PhotoImage(Image.open("dice2.jpg")),
    ImageTk.PhotoImage(Image.open("dice3.jpg")),
    ImageTk.PhotoImage(Image.open("dice4.jpg")),
    ImageTk.PhotoImage(Image.open("dice5.jpg")),
    ImageTk.PhotoImage(Image.open("dice6.jpg"))
]

# Create the dice image label
dice_label = ttk.Label(window, image=dice_images[0])
dice_label.pack(pady=10)
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def play_sound(sound_file):
    pygame.mixer.init()
    pygame.mixer.music.load(sound_file)
    pygame.mixer.music.play()

def animate_dice():
    """Animates the dice rolling motion."""
    for _ in range(10):
        random_dice_number = random.randint(1, 6)
        dice_label.configure(image=dice_images[random_dice_number - 1])
        time.sleep(0.1)
    dice_number = random_dice_number
    dice_label.configure(image=dice_images[dice_number - 1])
    play_sound("rolldie.mp3") # Play a sound effect after the animation

def roll_dice():
    """Simulates rolling a dice and initiates the dice rolling animation."""
    threading.Thread(target=animate_dice).start()

# Create the roll button
roll_button = ttk.Button(window, text="Roll", command=roll_dice)
roll_button.pack(pady=10)

# Run the application
window.mainloop()
```