**Step 1: Import the Random Library**

Import the `random` library.

```
import random
```

A `random` library is a collection of functions and methods. The `random` library generates pseudo-random numbers for various distributions.

**Step 2: Generate and Print One Roll**

Generate a random function `random.randint(1, 6)` to simulate a dice roll.

```
print(random.randint(1, 6))
```

This function generates a random integer between 1 and 6.

**Step 3: Ask for the Number of Rolls**

Create an input statement `num_rolls = input('How many rolls do you want? ')` to give the user a chance to input the number of times they want to roll the dice.

```
num_rolls = input('How many rolls do you want? ')
```

This input will be saved to `num_rolls`.

**Step 4: Implement a While Loop**

A while loop allows code to be executed repeatedly based on a boolean condition. As long as the number saved from an input variable `ctr` is less than the given number of rolls, the loop generates a roll.

```
cnt = 0
while cnt < num_rolls:
    print(random.randint(1, 6))
    cnt = cnt + 1
```

The `ctr` variable is initialized as `0` and incremented by one on each iteration, continuing to roll the dice until the loop condition is true.

**Example:**

In our case, the boolean condition is true when the number of rolls is less than the number given by the user, allowing the code to roll the dice until the desired number of times.

**How many times to roll the die?**

5

```
5
```

**Challenge:** Manipulate the code to simulate a die with a different number of sides! Enjoy your Dice Simulator.