```html
1  <!DOCTYPE html>
2
3  <html lang="en" xmlns="http://www.w3.org/1999/xhtml">
4  <head>
5      <meta charset="utf-8" />
6      <title>Dice</title>
7      <style>
8          textarea{
9              resize: none;
10         }
11     </style>
12     <script language="javascript">
13         var rollnumber = 0 * 1;
14         var roll2 = 0 * 1;
15         var roll3 = 0 * 1;
16         var roll4 = 0 * 1;
17         var roll5 = 0 * 1;
18         var roll6 = 0 * 1;
19         var roll7 = 0 * 1;
20         var roll8 = 0 * 1;
21         var roll9 = 0 * 1;
22         var roll10 = 0 * 1;
23         var roll11 = 0 * 1;
24         var roll12 = 0 * 1;
25
26         function rolldice() {
27             var random1 = Math.floor(Math.random() * 6) + 1;
28             console.log(random1);
29
30             var random2 = Math.floor(Math.random() * 6) + 1;
31             console.log(random2);
32
33             var rollsum = random1 + random2;
34             rollnumber += 1;
35
36             if (random1 == 1) {
37                 console.log("you got 1");
38                 document.getElementById("die1").src = "die 1.png";
39             }
40             else if (random1 == 2) {
41                 console.log("you got 2");
42                 document.getElementById("die1").src = "die 2.png";
43             }
44             else if (random1 == 3) {
45                 console.log("you got 3");
46                 document.getElementById("die1").src = "die 3.png";
47             }
48             else if (random1 == 4) {
49                 console.log("you got 4");
50                 document.getElementById("die1").src = "die 4.png";
51             }
52             else if (random1 == 5) {
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53                    console.log("you got 5");
54                    document.getElementById("die1").src = "die 5.png";
55                }
56            else if (random1 == 6) {
57                    console.log("you got 6");
58                    document.getElementById("die1").src = "die 6.png";
59                }
60
61            if (random2 == 1) {
62                    console.log("you got 1");
63                    document.getElementById("die2").src = "die 1.png";
64                }
65            else if (random2 == 2) {
66                    console.log("you got 2");
67                    document.getElementById("die2").src = "die 2.png";
68                }
69            else if (random2 == 3) {
70                    console.log("you got 3");
71                    document.getElementById("die2").src = "die 3.png";
72                }
73            else if (random2 == 4) {
74                    console.log("you got 4");
75                    document.getElementById("die2").src = "die 4.png";
76                }
77            else if (random2 == 5) {
78                    console.log("you got 5");
79                    document.getElementById("die2").src = "die 5.png";
80                }
81            else if (random2 == 6) {
82                    console.log("you got 6");
83                    document.getElementById("die2").src = "die 6.png";
84                }
85
86            if (rollsum == 2) {
87                    roll2 += 1;
88                }
89            else if (rollsum == 3) {
90                    roll3 += 1;
91                }
92            else if (rollsum == 4) {
93                    roll4 += 1;
94                }
95            else if (rollsum == 5) {
96                    roll5 += 1;
97                }
98            else if (rollsum == 6) {
99                    roll6 += 1;
100               }
101           else if (rollsum == 7) {
102                   roll7 += 1;
103               }
104           else if (rollsum == 8) {
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105                 roll8 += 1;
106             }
107         else if (rollsum == 9) {
108                 roll9 += 1;
109             }
110         else if (rollsum == 10) {
111                 roll10 += 1;
112             }
113         else if (rollsum == 11) {
114                 roll11 += 1;
115             }
116         else if (rollsum == 12) {
117                 roll12 += 1;
118             }
119         document.getElementById("outputfield").textContent = "Number of      ↵
             Rolls:" + "\n" +
120            "Times rolled 2: " + roll2 + "\n" +
121            "Times rolled 3: " + roll3 + "\n" +
122            "Times rolled 4: " + roll4 + "\n" +
123            "Times rolled 5: " + roll5 + "\n" +
124            "Times rolled 6: " + roll6 + "\n" +
125            "Times rolled 7: " + roll7 + "\n" +
126            "Times rolled 8: " + roll8 + "\n" +
127            "Times rolled 9: " + roll9 + "\n" +
128            "Times rolled 10: " + roll10 + "\n" +
129            "Times rolled 11: " + roll11 + "\n" +
130            "Times rolled 12: " + roll12 + "\n";
131
132         document.getElementById("sumfield").textContent = "Roll sum: " +      ↵
             rollsum;
133
134         var prob2 = roll2 / rollnumber;
135         var prob3 = roll3 / rollnumber;
136         var prob4 = roll4 / rollnumber;
137         var prob5 = roll5 / rollnumber;
138         var prob6 = roll6 / rollnumber;
139         var prob7 = roll7 / rollnumber;
140         var prob8 = roll8 / rollnumber;
141         var prob9 = roll9 / rollnumber;
142         var prob10 = roll10 / rollnumber;
143         var prob11 = roll11 / rollnumber;
144         var prob12 = roll12 / rollnumber;
145
146         var a = prob2.toFixed(3);
147         var b = prob3.toFixed(3);
148         var c = prob4.toFixed(3);
149         var d = prob5.toFixed(3);
150         var e = prob6.toFixed(3);
151         var f = prob7.toFixed(3);
152         var g = prob8.toFixed(3);
153         var h = prob9.toFixed(3);
154         var i = prob10.toFixed(3);
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155              var j = prob11.toFixed(3);
156              var k = prob12.toFixed(3);
157
158              document.getElementById("probfield").textContent = "Roll          ↵
                   Probability:" + "\n" +
159                "Probability of 2: " + a + "\n" +
160                "Probability of 3: " + b + "%" +"\n" +
161                "Probability of 4: " + c + "%" +"\n" +
162                "Probability of 5: " + d + "%" +"\n" +
163                "Probability of 6: " + e + "%" +"\n" +
164                "Probability of 7: " + f + "%" +"\n" +
165                "Probability of 8: " + g + "%" + "\n" +
166                "Probability of 9: " + h + "%" +"\n" +
167                "Probability of 10: " + i + "%" +"\n" +
168                "Probability of 11: " + j + "%" +"\n" +
169                "Probability of 12: " + k + "%" +"\n";
170          }
171
172      function resetdice() {
173          rollnumber = 0 * 1;
174          roll2 = 0 * 1;
175          roll3 = 0 * 1;
176          roll4 = 0 * 1;
177          roll5 = 0 * 1;
178          roll6 = 0 * 1;
179          roll7 = 0 * 1;
180          roll8 = 0 * 1;
181          roll9 = 0 * 1;
182          roll10 = 0 * 1;
183          roll11 = 0 * 1;
184          roll12 = 0 * 1;
185
186          prob2 = 0 * 1;
187          prob3 = 0 * 1;
188          prob4 = 0 * 1;
189          prob5 = 0 * 1;
190          prob6 = 0 * 1;
191          prob7 = 0 * 1;
192          prob8 = 0 * 1;
193          prob9 = 0 * 1;
194          prob10 = 0 * 1;
195          prob11 = 0 * 1;
196          prob12 = 0 * 1;
197
198          a = 0 * 1;
199          b = 0 * 1;
200          c = 0 * 1;
201          d = 0 * 1;
202          e = 0 * 1;
203          f = 0 * 1;
204          g = 0 * 1;
205          h = 0 * 1;
```

```
206                i = 0 * 1;
207                j = 0 * 1;
208                k = 0 * 1;
209
210            }
211        </script>
212    </head>
213    <body style="background-image:url(background.jpg)">
214        <center>
215            <form name="rollform">
216                <img src="die 1.png" id="die1" style="width:300px;height:300px;" />
217                <img src="die 1.png" id="die2" style="width:300px;height:300px;" />
218                </br>
219                </br>
220                <input type="button" value="Roll" onclick="rolldice()"               ⤶
                      style="width:100px;height:25px;font-size:18px;font-              ⤶
                      family:Montserrat;"/>
221                </br>
222                </br>
223                <input type="button" value="Reset" onclick="resetdice()"             ⤶
                      style="width:100px;height:25px;font-size:18px;font-              ⤶
                      family:Montserrat;" />
224                </br>
225                </br>
226                <textarea name="txtsum" id="sumfield" rows="2" cols="11" disabled>
227                </textarea>
228            </form>
229            </br>
230            </br>
231            <form name="outputform">
232                </br>
233                <textarea name="txtoutput" id="outputfield" rows="13" cols="40"      ⤶
                      disabled></textarea>
234                <textarea name="txtprob" id="probfield" rows="13" cols="40"          ⤶
                      disabled></textarea>
235            </form>
236        </center>
237
238    </body>
239    </html>
```