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::::::::::::::
roll.c
::::::::::::::
#include <stdio.h>
#include <stdlib.h>

#define NUM 10000

int main()
{
    int i,roll;
    int *counts;
    counts = (int *) malloc(13 * sizeof(int));
    for(i = 0; i < 13; i++)
        counts[i] = 0;

    for(i = 0; i < NUM; i++)
    {
            // two dice, each with values from 0..5

        roll = (random() % 6) + (random() % 6) + 2;
        counts[roll]++;
    }
    for(i = 2; i < 13; i++)
        printf("%d throws yielded %d rolls of %d\n",NUM,i, counts[i]);
}
```

```
:::::::::::::::
dice.out
:::::::::::::::
10000 throws yielded 2 rolls of 284
10000 throws yielded 3 rolls of 565
10000 throws yielded 4 rolls of 839
10000 throws yielded 5 rolls of 1199
10000 throws yielded 6 rolls of 1332
10000 throws yielded 7 rolls of 1671
10000 throws yielded 8 rolls of 1369
10000 throws yielded 9 rolls of 1117
10000 throws yielded 10 rolls of 816
10000 throws yielded 11 rolls of 559
10000 throws yielded 12 rolls of 249
```