

```
import kotlin.random.Random

// Returns a number between 1 and the number of sides (inclusive)

fun rollDie(sides: Int, rnd: Random): Int {

    return rnd.nextInt(1, sides + 1)

}

// Rolls two six-sided dice and returns them as a Pair

fun rollTwoDice(rnd: Random): Pair<Int, Int> {

    val first = rollDie(6, rnd)

    val second = rollDie(6, rnd)

    return Pair(first, second)

}

// Formats the roll result

fun formatRoll(rollNumber: Int, a: Int, b: Int): String {

    val base = "Roll $rollNumber: $a and $b"

    return if (a == b) {

        "$base -> Double!"

    } else {

        base

    }

}

fun main() {

    val rnd = Random(123) // Seeded for reproducible output

    var rollNumber = 0

    println("--- Dice Roller ---")

}
```

```
repeat(3) {  
    println("Pressing 'Roll'...")  
    rollNumber++  
    val (a, b) = rollTwoDice(rnd)  
    println(formatRoll(rollNumber, a, b))  
}  
}
```