

```
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))  
}  
}
```