Exercise 8: Rolling the Dice

Clone your repository

1. Accept the assignment to create your repository for submitting your work: https://classroom.github.com/a/TJAXNGxP

2. In GitHub Desktop, clone the repository to your desktop.

3. Open the repository folder in Windows File Explorer.

    a. Double-click the index file in the Help folder and click the Exercise8 link in the pane on the left; this is the documentation for the Die class I provided to you in the Exercise8 starter code.

4. Open the Exercise8 solution in Visual Studio.

Problem 1- Create two dice

5. Declare **die1** and **die2** variables and use the appropriate **Die** constructor to put new six-sided **Die** objects into those variables. Use the help documentation I provided to figure out which constructor to use.

6. In GitHub Desktop, commit your changes with the message: “Completed Problem 1”.

Problem 2- Tell the dice to roll themselves

7. In Visual Studio, tell the **die1** and **die2** variables to roll themselves.

    a. Use the help documentation I provided to figure out which method to use.

    b. Side note: The starter code I gave you includes a **RandomNumberGenerator** class that's initialized in the **Main** method and used by the **Die** class when a die rolls itself. It's pretty common to have a random number generator that's used by the whole "game".

8. In GitHub Desktop, commit your changes with the message: “Completed Problem 2”.

Problem 3- Print the top sides of the two dice and print their sum

9. Print the top sides of the two dice. Use the help documentation I provided to figure out which property to use.

10. Print the sum of the top sides of the two dice.

    a. Hint: It's easiest to declare a variable that holds the sum of the top sides of the two dice, then print that sum.

11. Commit your changes in GitHub Desktop with commit message: “Completed Problem 3”

Submit Your Work

12. Make a final test of your code and copy the output from the terminal window.

13. If you needed to make any additional changes to your code, make sure you commit and push them to GitHub.

    a. By committing and pushing your updates to GitHub you have submitted your assignment on GitHub Classroom.

14. Return to CodeHS. Paste your output into the code window to complete the assignment.