

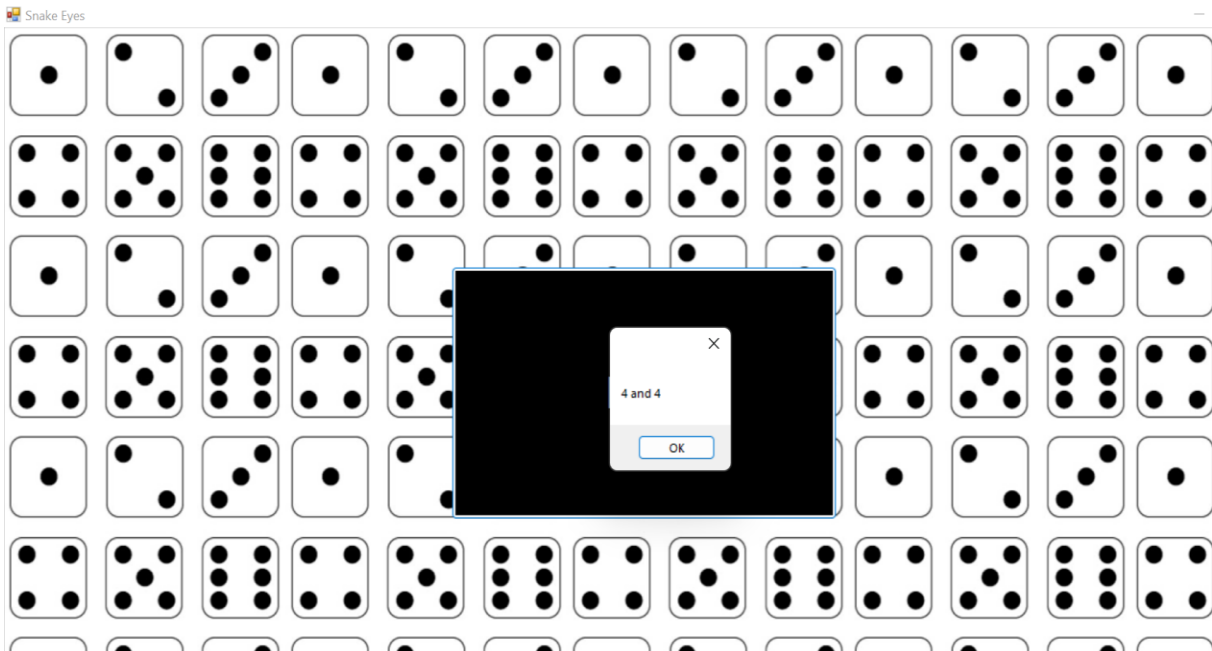
Code

```
3 references
class SnakeEyes
{
    private int Face1;
    private int Face2;
    1 reference
    public SnakeEyes()
    {
        Face1 = SnakeEyes.SnakeEyes();
        Face2 = 0;
    }
    1 reference
    public void RollDice()
    {
        Random random = new Random();
        int Dice1 = random.Next(1, 6);
        int Dice2 = random.Next(1, 6);

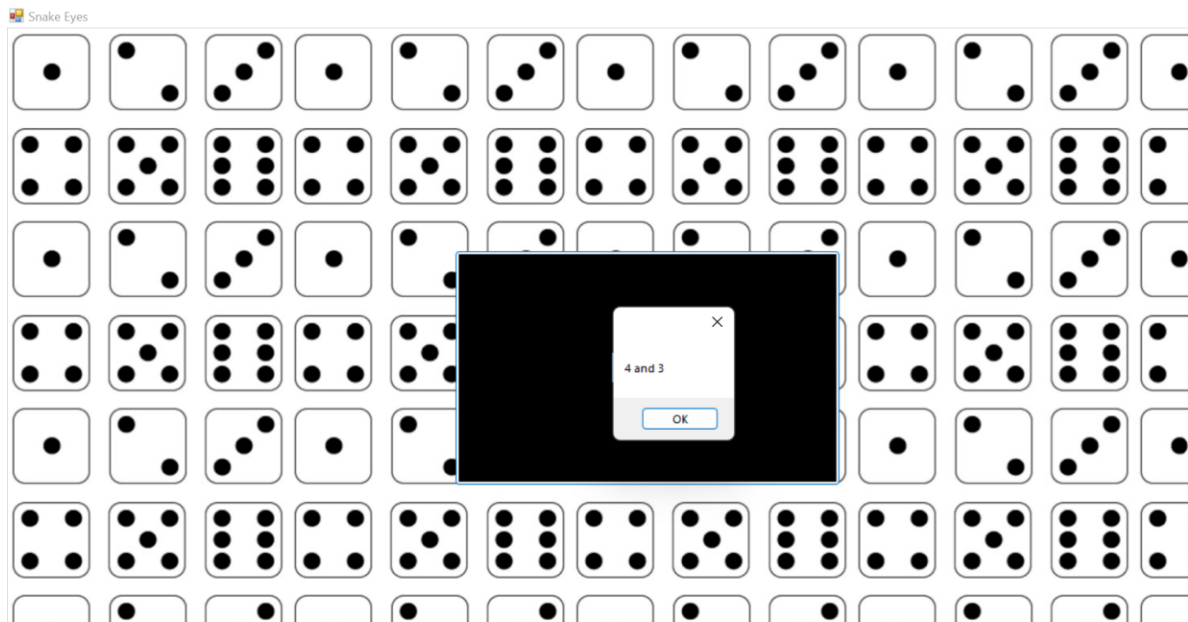
        if ((Dice1 & Dice2) == 1)
        {
            MessageBox.Show("Snake Eyes! Program End");
        }
        Face1 = Dice1;
        Face2 = Dice2;

        MessageBox.Show(Face1.ToString() + " and " + Face2.ToString());
    }
}
```

Test #1



Test #2



Snake Eyes Result

