

```
var Num=1;//what number do you want to get
var Count=1;//how many times in a row do you want to get number
var spaml = []; //list with all numbers
var b=1;
onEvent("CountD", "change", function( ) {
    Count = getText("CountD");
    //console.log(Count);
});
onEvent("NumberD", "change", function( ) {
    Num = getText("NumberD");
    //console.log(Count);
});
onEvent("RollButton", "click", function( ) {
    DiceRoll(Count,Num);
    setProperty("label1", "hidden", true);
    setProperty("label3", "hidden", true);
    setProperty("CountD", "hidden", true);
    setProperty("NumberD", "hidden", true);
    setProperty("label4", "hidden", false);
    ObVisibl();
    ClearTable();
    for (var i=1;Count>=i;i++){
        setProperty("image"+i,"image","dice"+Num+".jpeg");
    }
});

onEvent("button2", "click", function( ) {
    ObVisibl();
    ClearTable();
});

//switching object visibility
function ObVisibl(){
    //checkVisibl = getProperty("label1", "hidden");

    if (b%2){
        setProperty("label1", "hidden", true);
        setProperty("label3", "hidden", true);
        setProperty("CountD", "hidden", true);
        setProperty("NumberD", "hidden", true);
        setProperty("label4", "hidden", false);
        setProperty("button2", "hidden", false);
        setProperty("RollButton", "hidden", true);
    }else{

        setProperty("label1", "hidden", false);
        setProperty("label3", "hidden", false);
```

```
50     setProperty("CountD", "hidden", false);
51     setProperty("NumberD", "hidden", false);
52     setProperty("label4", "hidden", true);
53     setProperty("button2", "hidden", true);
54     setProperty("RollButton", "hidden", false);
55 }
56 b+=1;
57 }
58 //get random number form 1 to 6 , while we dont have a needed number, Count times in a r
59 function DiceRoll(NumInRow,Number){
60     var CountList = [];
61     var rNum;
62     spamL = [];
63     //getting random number
64     for(var i=0;CountList.length<NumInRow;i++){
65         rNum = randomNumber(1,6);
66         //console.log("DSada");
67         appendItem(spamL, rNum);
68         //if numbers matched save it
69         if (rNum==Number){
70             appendItem(CountList, rNum);
71         }
72         //if last number in dice roll history , doesn't match with needed number , clear a l
73         if (spamL[spamL.length-1]!=Number){
74             CountList = [];
75         }
76         //if we got needed number , needed times in a row , return how many times needed to
77         if (CountList.length== NumInRow){
78             console.log(CountList);
79             console.log(spamL.length);
80             setText("label4", "We needed "+spamL.length+" dice rolls to get "+Num+", "+Count+"
81             return CountList;
82         }
83     }
84 }
85 //set icon to all images
86 function ClearTable(){
87     for (var b=1;6>=b;b++){
88         setProperty("image"+b,"image","icon://fa-history");
89     }
90 }
91 }
```