# Instruction of the dice game

The default of number of in a range of 1-6( because the dice number is limited from 1 to 6). At first step, the prompt will notify you “if you want to throw the dice”? If your answer is Yes( the characters are being capitalized automatically), then the code will continue and choose a random number from 1-6 as the user number, then set the number as a int variable, and print the number on the screen to let the user knows what exactly the number is. new random method is used to guarantee every time the numbers generated by user or computer are a new random number from 1 to 6.

The next step is the computer will also generate a random number from the range of 1 to 6, then save it as another variable.

The next step is to use if…else if statement to compare. There are 3 situations: the first one is the number chose by user and the number chose by computer are the same, so it will give a result “the same result”; the second one is the number of user is larger than the computer, then the user win; the last one is vice versa , and the computer win.

Then it will as the user if they need to play another time, if the answer is Yes, then the code will continue.