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\* \*\*\*\*\*Program Description\*\*\*\*\*

\* The program simulates the roll of two dice, adds them together,

\* and stores the answer. It displays frequency of each number at the end.

\* The user inputs how many rolls should take place.

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\* \*\*\*\*\*Variable Dictionary\*\*\*\*\*

\* String howmany - saves value inputed by user

\* int roll - string howmany converted into an int

\* int num - tracks what number to display in array

\* int rollcount - tracks what roll is taking place

\* int d1 - value of die 1

\* int d2 - value of die 2

\* int combo - the array

\*/

import javax.swing.JOptionPane;

public class DiceRolls

{

public static void main (String args [])

{

String howmany;

howmany = JOptionPane.showInputDialog (null, "How many rolls should there be?");

int roll = Integer.parseInt (howmany);

int num = 2;

int rollcount = 0;

int d1 = 0;

int d2 = 0;

int combo [] = new int [13];

while (rollcount <= roll)

{

rollcount = rollcount + 1;

d1 = (int)(Math.random () \* 6) + 1;

d2 = (int)(Math.random () \* 6) + 1;

combo [d1 + d2] = combo [d1 + d2] + 1;

}

while (num <= 12)

{

System.out.println (num + " : " + combo [num]);

num = num + 1;

}

}

}