```vb
1  'Rykken Nelson
2  'RCET0265
3  'asg 8-2
4  'Dice Roller
5  'https://github.com/NelsRykk/RJN-VS-F19/tree/master/ASG%208-2
6  Public Class Form1
7      Dim rollTotalArray(10, 10000) As String
8      Private Sub Button1_Click(sender As Object, e As EventArgs) Handles        ⏎
          Button1.Click
9          RollDice()
10      End Sub
11      Private Sub RollDice()
12          Dim dieOne As Integer
13          Dim dieTwo As Integer
14          Dim rollTotal As Integer
15          For i = 1 To 10000
16              dieOne = CInt((VBMath.Rnd() * 5) + 1)
17              dieTwo = CInt((VBMath.Rnd() * 5) + 1)
18              rollTotal = dieOne + dieTwo
19              TotalDice(rollTotal)
20          Next
21      End Sub
22      Private Sub TotalDice(rollTotal As Integer)
23          Static trackerTwo As Integer
24          Static trackerThree As Integer
25          Static trackerFour As Integer
26          Static trackerFive As Integer
27          Static trackerSix As Integer
28          Static trackerSeven As Integer
29          Static trackerEight As Integer
30          Static trackerNine As Integer
31          Static trackerTen As Integer
32          Static trackerEleven As Integer
33          Static trackerTwelve As Integer
34          Dim tracker As Integer
35          If rollTotal = 13 Then
36              WriteData(trackerSeven, trackerTwo, trackerThree, trackerFour,    ⏎
                  trackerFive, trackerSix, trackerSeven, trackerEight, trackerNine, ⏎
                  trackerTen, trackerEleven, trackerTwelve)
37
38          Else
39
40              If rollTotal = 2 Then
41                  trackertwo += 1
42                  tracker = trackertwo
43                  WriteDiceTotal(0, tracker, rollTotal)
44              End If
45              If rollTotal = 3 Then
46                  trackerThree += 1
47                  tracker = trackerThree
48                  WriteDiceTotal(1, tracker, rollTotal)
49              End If
```

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50                    If rollTotal = 4 Then
51                        trackerFour += 1
52                        tracker = trackerFour
53                        WriteDiceTotal(2, tracker, rollTotal)
54                    End If
55                    If rollTotal = 5 Then
56                        trackerFive += 1
57                        tracker = trackerFive
58                        WriteDiceTotal(3, tracker, rollTotal)
59                    End If
60                    If rollTotal = 6 Then
61                        trackerSix += 1
62                        tracker = trackerSix
63                        WriteDiceTotal(4, tracker, rollTotal)
64                    End If
65                    If rollTotal = 7 Then
66                        trackerSeven += 1
67                        tracker = trackerSeven
68                        WriteDiceTotal(5, tracker, rollTotal)
69                    End If
70                    If rollTotal = 8 Then
71                        trackerEight += 1
72                        tracker = trackerEight
73                        WriteDiceTotal(6, tracker, rollTotal)
74                    End If
75                    If rollTotal = 9 Then
76                        trackerNine += 1
77                        tracker = trackerNine
78                        WriteDiceTotal(7, tracker, rollTotal)
79                    End If
80                    If rollTotal = 10 Then
81                        trackerTen += 1
82                        tracker = trackerTen
83                        WriteDiceTotal(8, tracker, rollTotal)
84                    End If
85                    If rollTotal = 11 Then
86                        trackerEleven += 1
87                        tracker = trackerEleven
88                        WriteDiceTotal(9, tracker, rollTotal)
89                    End If
90                    If rollTotal = 12 Then
91                        trackerTwelve += 1
92                        tracker = trackerTwelve
93                        WriteDiceTotal(10, tracker, rollTotal)
94                    End If
95                End If
96        End Sub
97
98        Private Sub WriteDiceTotal(collumn As Integer, row As Integer, rollTotal As  ⮑
            Integer)
99            rollTotalArray(collumn, row) = rollTotal
100           Console.WriteLine(rollTotal & " " & "row:" & row)
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101     End Sub
102
103     Private Sub Button2_Click(sender As Object, e As EventArgs) Handles      ⮎
          Button2.Click
104         TotalDice(13)
105     End Sub
106     Private Sub WriteData(lastStep, countTwo, countThree, countFour, countFive, ⮎
          countSix, countSeven, countEight, countNine, countTen, countEleven,    ⮎
          countTwelve)
107         Dim zero As String
108         Dim one As String
109         Dim two As String
110         Dim three As String
111         Dim four As String
112         Dim five As String
113         Dim six As String
114         Dim seven As String
115         Dim eight As String
116         Dim nine As String
117         Dim ten As String
118         Dim row As String
119         Dim setUp As String
120
121         setUp = CStr(countTwo).PadLeft(7) & CStr(countThree).PadLeft(7) & CStr ⮎
              (countFour).PadLeft(6) & CStr(countFive).PadLeft(7) & CStr          ⮎
              (countSix).PadLeft(6) & CStr(countSeven).PadLeft(7) & CStr          ⮎
              (countEight).PadLeft(7) & CStr(countNine).PadLeft(6) & CStr         ⮎
              (countTen).PadLeft(7) & CStr(countEleven).PadLeft(7) & CStr         ⮎
              (countTwelve).PadLeft(6)
122         ListSetup(lastStep, setUp)
123
124         For j = 0 To lastStep
125             row = CStr(j).PadLeft(4)
126             Try
127                 If CInt(rollTotalArray(0, j)) = 2 Then
128                     zero = "2".PadLeft(8)
129                 Else
130                     zero = "/".PadLeft(8)
131                 End If
132             Catch
133                 MessageBox.Show("No Data in array")
134                 Me.Close()
135             End Try
136             If CInt(rollTotalArray(1, j)) = 3 Then
137                 one = "3".PadLeft(5)
138             Else
139                 one = "/".PadLeft(5)
140             End If
141             If CInt(rollTotalArray(2, j)) = 4 Then
142                 two = "4".PadLeft(6)
143             Else
144                 two = "/".PadLeft(6)
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145                     End If
146                 If CInt(rollTotalArray(3, j)) = 5 Then
147                     three = "5".PadLeft(7)
148                 Else
149                     three = "/".PadLeft(7)
150                 End If
151                 If CInt(rollTotalArray(4, j)) = 6 Then
152                     four = "6".PadLeft(6)
153                 Else
154                     four = "/".PadLeft(6)
155                 End If
156                 If CInt(rollTotalArray(5, j)) = 7 Then
157                     five = "7".PadLeft(6)
158                 Else
159                     five = "/".PadLeft(6)
160                 End If
161                 If CInt(rollTotalArray(6, j)) = 8 Then
162                     six = "8".PadLeft(8)
163                 Else
164                     six = "/".PadLeft(8)
165                 End If
166                 If CInt(rollTotalArray(7, j)) = 9 Then
167                     seven = "9".PadLeft(7)
168                 Else
169                     seven = "/".PadLeft(7)
170                 End If
171                 If CInt(rollTotalArray(8, j)) = 10 Then
172                     eight = "10".PadLeft(7)
173                 Else
174                     eight = "/".PadLeft(7)
175                 End If
176                 If CInt(rollTotalArray(9, j)) = 11 Then
177                     nine = "11".PadLeft(7)
178                 Else
179                     nine = "/".PadLeft(7)
180                 End If
181                 If CInt(rollTotalArray(10, j)) = 12 Then
182                     ten = "12".PadLeft(7)
183                 Else
184                     ten = "/".PadLeft(7)
185                 End If
186                 Console.WriteLine(zero & one & two & three & four & five & six &        ⮠
                        seven & eight & nine & ten)
187                 DiceRollListBox.Items.Add(row & zero & one & two & three & four &        ⮠
                        five & six & seven & eight & nine & ten)
188             Next
189         End Sub
190         Private Sub ListSetup(lastStep, setup)
191             DiceRollListBox.Items.Add("Collumn" & "two".PadLeft(5) & "three".PadLeft    ⮠
                    (7) & "four".PadLeft(7) & "five".PadLeft(6) & "six".PadLeft(6) &        ⮠
                    "seven".PadLeft(7) & "eight".PadLeft(7) & "nine".PadLeft(7) &           ⮠
                    "ten".PadLeft(5) & "eleven".PadLeft(8) & "twelve".PadLeft(9))
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192            DiceRollListBox.Items.Add("Total" & setup)
193
194        End Sub
195
196        Private Sub EndButton_Click(sender As Object, e As EventArgs) Handles    ⮡
             EndButton.Click
197            Me.Close()
198        End Sub
199
200        Private Sub ClearButton_Click(sender As Object, e As EventArgs) Handles   ⮡
             ClearButton.Click
201            DiceRollListBox.Items.Clear()
202            For j = 0 To 10000
203                rollTotalArray(10, j) = ""
204                rollTotalArray(9, j) = ""
205                rollTotalArray(8, j) = ""
206                rollTotalArray(7, j) = ""
207                rollTotalArray(6, j) = ""
208                rollTotalArray(5, j) = ""
209                rollTotalArray(4, j) = ""
210                rollTotalArray(3, j) = ""
211                rollTotalArray(3, j) = ""
212                rollTotalArray(2, j) = ""
213                rollTotalArray(1, j) = ""
214                rollTotalArray(0, j) = ""
215            Next
216        End Sub
217  End Class
218
219
```