

# Session 6 Lab Report

## Objective:

To build a console-based Kotlin program that simulates rolling a pair of dice using random number generation and reusable functions. The program prints results for each roll and displays a special message when both dice show the same number.

## Kotlin Code:

```
import kotlin.random.Random

fun rollDie(): Int {
    return Random.nextInt(1, 7)
}

fun rollDice() {
    val die1 = rollDie()
    val die2 = rollDie()

    println("Die 1: $die1")
    println("Die 2: $die2")
    println("Total : ${die1 + die2}")

    if (die1 == die2) {
        println("■ Double! You rolled the same number!")
    }

    println("-----")
}

fun main() {
    println("■ Dice Roller Simulation ■")

    repeat(5) {
        rollDice()
    }
}
```

## Minimal Explanation:

1. `rollDie()` generates a random number between 1 and 6. 2. `rollDice()` rolls two dice, prints their values, and checks for doubles. 3. If both dice show the same number, a special message is displayed. 4. `main()` runs the simulation multiple times using `repeat()`.