

# A4 Dice

Create this screen:



When the image is clicked, make a random number between 1 and 6.

```
var x = randomNumber(1, 6);
```

Then, make an if/else if/else statement that switches the image based on the number rolled: (this shows the '1' only, you need to make them all)

```
if (x == 1) {
    setImageURL("dice", "d1.png");
}
```