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| **Application/ Program name:** | TestLoadedDie |
| **Written by:** | Zachary Muerle |

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| **Purpose or problem definition:** |
| “Create a program that rolls two Die objects against each other 1,000 times and counts the number of times the first Die has a higher value than the other Die. Then roll a Die object against a LoadedDie object 1,000 times, and count the number of times the Die wins. Display the results.” |
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| **Program Procedures:** |
| Tell the user we are going to begin rolling (in case they have a slow PC and it seems to freeze for a while), roll the dice 1000 times, noting when die1 is higher than die2. Do the same thing again, except the 2nd die is now loaded, and cannot roll a 1. Display the results in the console. |
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| **Algorithm/Processing/Conditions:** |
| **Inputs: none** |
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| **Processes: main** |
| **(see source code)** |
| **Outputs: Messages** |
| Tell the user how many times the first die was greater than the 2nd, be it a legit or loaded die |
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| **Notes & Restriction:** |
| none |
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| **Comments:** |
| It does not seem to be 50/50 on the legit die, although it is weighted towards failing, because equal values are a fail, and the loaded die only lowers the value by about 100 (10%). |