

CS 1400 Lab #20: Making a Dice Game

Objectives:

The objective of this lab is to help you understand how to write code that validates input, and uses loops together with branches and random numbers. You designed a solution to this problem in the last lab.

The problem

For this assignment, you will be writing a program that simulates rolling a pair of dice. Your program will perform the following steps:

1. Create a Random Number generator object.
2. Ask the user if they want to roll the dice
3. Get the user's response and validate that it is either 'y' or 'n'. If it is not a 'y' or an 'n', tell the user that the input is invalid and ask for another response.
4. If the user responds with a 'y' then
 - a. Generate two random numbers in the range 1 - 6
 - b. If the two numbers are 6 and 6, display the message "You rolled boxcars"
 - c. If the two numbers are 1 and 1 display the message "You rolled snake-eyes"
 - d. In all other cases display the message "You rolled ..." and show the values of the two random numbers
 - e. Return to step 2 and ask the user again if they want to roll the dice.
5. If the user responds with a 'n', print a goodbye message and quit.

Deriving the Solution

You should have developed the design for this program in lab #19.

Writing the Code

Start Visual Studio and open the project you created for lab #19. Now, fill in the C# code that will implement the pseudo-code that you wrote in lab #19. Notice how your pseudo-code now serves as documentation for your code. It makes it easier for others to understand how your program works.

File(s) to Submit:

Place your complete project folder in a zip file and name the zip file lab_20_your-initials_V1.0.zip. For example, I would name my file lab_20_RKD_V1.0.zip. Submit this assignment as Lab #20 on Canvas.

Grading Guidelines

Description	Points possible
Assignment meets grading guidelines: <ul style="list-style-type: none">o Source code files contain a declaration that you did not copy any code, except that provided.o Assignment has been properly submitted to Canvaso Code meets style guidelineso Code contains a Console.ReadLine() statement at the endo Your program is adequately documented	2
Your program works and meets all requirements.	3
Total	5