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#include <iostream>

using namespace std;

#include <ctime>

int main()

{

int dice\_face, storeNum, counter = 0, one = 1, two = 2, three = 3, four = 4, five = 5, six = 6 ;

for (int i = 0 ; i < 1000 ; i++)

{

srand(time(0));

dice\_face = 1 + rand() % 6;

storeNum = dice\_face;

if (storeNum == one)

{

counter += 1;

cout << "Counter 1 is" << counter;

}

else if (storeNum == two)

{

counter += 1;

cout << "Counter 2 is" << counter;

}

else if (storeNum == three)

{

counter += 1;

cout << "Counter 3 is" << counter;

}

else if (storeNum == four)

{

counter += 1;

cout << "Counter 4 is" << counter;

}

else if (storeNum == five)

{

counter += 1;

cout << "Counter 5 is" << counter;

}

else if (storeNum == six)

{

counter += 1;

cout << "Counter 6 is" << counter;

}

}

system("pause");

}