```csharp
1  //Programmer: Aaron Yoon
2  //Date: 9/30/22
3  //Project: Dice Rolling Simulator
4
5  using System.ComponentModel;
6
7  namespace Dice_Game
8  {
9      public partial class Form1 : Form
10     {
11         //make variables to track how many times a number was rolled
12         double totalRolls = 0;
13         int rolled2 = 0;
14         int rolled3 = 0;
15         int rolled4 = 0;
16         int rolled5 = 0;
17         int rolled6 = 0;
18         int rolled7 = 0;
19         int rolled8 = 0;
20         int rolled9 = 0;
21         int rolled10 = 0;
22         int rolled11 = 0;
23         int rolled12 = 0;
24
25         double prob2 = 0;
26         double prob3 = 0;
27         double prob4 = 0;
28         double prob5 = 0;
29         double prob6 = 0;
30         double prob7 = 0;
31         double prob8 = 0;
32         double prob9 = 0;
33         double prob10 = 0;
34         double prob11 = 0;
35         double prob12 = 0;
36
37         //generate random numbers
38         System.Random r = new System.Random((int)
             System.DateTime.Now.Ticks);
39         public Form1()
40         {
41             InitializeComponent();
42         }
43
44         private void Form1_Load(object sender, EventArgs e)
45         {
46
47         }
48
```

```csharp
49          private void btnQUIT_Click(object sender, EventArgs e)
50          {
51              this.Close();
52          }
53
54          private void btnRoll_Click(object sender, EventArgs e)
55          {
56
57              totalRolls += 1;
58              arbiString.Visible = true;
59              lblNumRolled.Visible = true;
60
61              int randomizer1 = r.Next(1, 7);
62              int randomizer2 = r.Next(1, 7);
63              int numRolled = randomizer1 + randomizer2;
64
65
66              lblRoll1.Text = randomizer1.ToString();
67              lblRoll2.Text = randomizer2.ToString();
68              lblNumRolled.Text = numRolled.ToString();
69
70              picSetter(picRoll1, randomizer1);
71              picSetter(picRoll2, randomizer2);
72
73              setNumRolled(numRolled);
74
75              prob2 = rolled2 / totalRolls * 100;
76              prob3 = rolled3 / totalRolls * 100;
77              prob4 = rolled4 / totalRolls * 100;
78              prob5 = rolled5 / totalRolls * 100;
79              prob6 = rolled6 / totalRolls * 100;
80              prob7 = rolled7 / totalRolls * 100;
81              prob8 = rolled8 / totalRolls * 100;
82              prob9 = rolled9 / totalRolls * 100;
83              prob10 = rolled10 / totalRolls * 100;
84              prob11 = rolled11 / totalRolls * 100;
85              prob12 = rolled12 / totalRolls * 100;
86
87              lblStats.Text =
88                  totalRolls.ToString() + "\n"
89                  + "Rolled 2: " + rolled2.ToString() + "\n"
90                  + "Probability of Rolling 2: " + prob2.ToString("F") +
                      "\n"
91                  + "Rolled 3: " + rolled3.ToString() + "\n"
92                  + "Probability of Rolling 3: " + prob3.ToString("F") +
                      "\n"
93                  + "Rolled 4: " + rolled4.ToString() + "\n"
94                  + "Probability of Rolling 4: " + prob4.ToString("F") +
                      "\n"
```

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 95                    + "Rolled 5: " + rolled5.ToString() + "\n"
 96                    + "Probability of Rolling 5: " + prob5.ToString("F") +     ⇨
                         "\n"
 97                    + "Rolled 6: " + rolled6.ToString() + "\n"
 98                    + "Probability of Rolling 6: " + prob6.ToString("F") +     ⇨
                         "\n"
 99                    + "Rolled 7: " + rolled7.ToString() + "\n"
100                    + "Probability of Rolling 7: " + prob7.ToString("F") +     ⇨
                         "\n"
101                    + "Rolled 8: " + rolled8.ToString() + "\n"
102                    + "Probability of Rolling 8: " + prob8.ToString("F") +     ⇨
                         "\n"
103                    + "Rolled 9: " + rolled9.ToString() + "\n"
104                    + "Probability of Rolling 9: " + prob9.ToString("F") +     ⇨
                         "\n"
105                    + "Rolled 10: " + rolled10.ToString() + "\n"
106                    + "Probability of Rolling 10: " + prob10.ToString("F") +   ⇨
                         "\n"
107                    + "Rolled 11: " + rolled11.ToString() + "\n"
108                    + "Probability of Rolling 11: " + prob11.ToString("F") +   ⇨
                         "\n"
109                    + "Rolled 12: " + rolled12.ToString() + "\n"
110                    + "Probability of Rolling 12: " + prob12.ToString("F") +   ⇨
                         "\n";
111            }
112
113
114            private void picSetter(PictureBox picture, int number)
115            {
116                if (number == 1)
117                    picture.Image = picDice1.Image;
118                else if (number == 2)
119                    picture.Image = picDice2.Image;
120                else if (number == 3)
121                    picture.Image = picDice3.Image;
122                else if (number == 4)
123                    picture.Image = picDice4.Image;
124                else if (number == 5)
125                    picture.Image = picDice5.Image;
126                else if (number == 6)
127                    picture.Image = picDice6.Image;
128            }
129
130            private void setNumRolled(int num)
131            {
132                if (num == 2)
133                    rolled2 += 1;
134                if (num == 3)
135                    rolled3 += 1;
```

```
136                    if (num == 4)
137                        rolled4 += 1;
138                    if (num == 5)
139                        rolled5 += 1;
140                    if (num == 6)
141                        rolled6 += 1;
142                    if (num == 7)
143                        rolled7 += 1;
144                    if (num == 8)
145                        rolled8 += 1;
146                    if (num == 9)
147                        rolled9 += 1;
148                    if (num == 10)
149                        rolled10 += 1;
150                    if (num == 11)
151                        rolled11 += 1;
152                    if (num == 12)
153                        rolled12 += 1;
154            }
155
156        private void picRoll1_Click(object sender, EventArgs e)
157        {
158
159        }
160
161        private void arbiString_Click(object sender, EventArgs e)
162        {
163
164        }
165    }
166 }
```