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1 'Nathan Carlson
2 'RCET0265
3 'asg8-1
4 '10,000 Dice Roller
5 'https://github.com/carlnathF19/NDC-VS-F19/tree/master/assignments/Asg8-2
6
7 Option Explicit On
8 Option Strict On
9
10 Public Class Form1
11
12     Public Function createRandom() As Integer
13         'creates a Random number between 1 and 6 to simulate a dice roll
14         Dim randomNum As Integer
15         'Note that Rnd() * 6 gives 0,1,2,3,4,5,6 and 1-6 is desired, Rnd()*5 + 1 ↗
16         'gives that value.
17         randomNum = Convert.ToInt16(Rnd() * 5 + 1)
18         'initializes randomizer
19         Randomize(DateAndTime.Now.Millisecond)
20         Return randomNum
21     End Function
22
23     Private Sub RollDiceToolStripMenuItem_Click(sender As Object, e As ↗
24         EventArgs) Handles RollDiceToolStripMenuItem.Click, ↗
25         RollDiceToolStripMenuItem1.Click, RollDiceButton.Click
26         Dim countArray(10) As Integer
27         Dim diceSum As Integer
28         'Clears the previous random rolls from the list box.
29         diceRollListBox.Items.Clear()
30
31         For i = 0 To 9999
32             'Sums two random numbers, and then for each case increments the ↗
33             'array of the appropriate
34             'value.
35             diceSum = createRandom() + createRandom()
36             Select Case diceSum
37                 Case 2
38                     countArray(0) += 1
39                 Case 3
40                     countArray(1) += 1
41                 Case 4
42                     countArray(2) += 1
43                 Case 5
44                     countArray(3) += 1
45                 Case 6
46                     countArray(4) += 1
47                 Case 7
48                     countArray(5) += 1
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46         Case 8
47             countArray(6) += 1
48         Case 9
49             countArray(7) += 1
50         Case 10
51             countArray(8) += 1
52         Case 11
53             countArray(9) += 1
54         Case 12
55             countArray(10) += 1
56     End Select
57
58     Next
59     'Adds a heading to the list box.
60     diceRollListBox.Items.Add("Number of times dice rolled")
61     diceRollListBox.Items.Add("")
62     'loops through the array and prints the current array position with 2
        added to it, which
63     'ends up being the corresponding dice result number. Then prints after
        it the sum of the
64     'increments from the cases. Both are padded right.
65     For printArray = 0 To 10
66         diceRollListBox.Items.Add((printArray + 2 & ": ").ToString.PadRight
            (10) _
67                                     & countArray(printArray).ToString.PadRight
            (5))
68     Next
69
70     End Sub
71
72
73
74 End Class
75
```