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1 'Logan Garcia
2 'RCET0265
3 'Spring2020
4 'Roll Of The Dice
5 'https://github.com/garcloga/LRG-VS-S20
6
7
8
9 Module Module1
10     'Assigning variables
11     Public Dice1 As Integer
12     Public Dice2 As Integer
13     Public Sum As Integer
14
15     Public One As Integer
16     Public Two As Integer
17     Public Three As Integer
18     Public Four As Integer
19     Public Five As Integer
20     Public Six As Integer
21     Public Seven As Integer
22     Public Eight As Integer
23     Public Nine As Integer
24     Public Ten As Integer
25     Public Eleven As Integer
26     Public Twelve As Integer
27     Public Total As Integer
28
29     Sub Main()
30         'Creating an array
31         Dim StoredValues = New Integer(1, 12) {{0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12}, {0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12}}
32
33         'Rolling the dice
34         For i = 1 To 1000
35             Randomize()
36             Dim Dice1 As Integer = CInt(Int((6 * Rnd()) + 1))
37             Randomize()
38             Dim Dice2 As Integer = CInt(Int((6 * Rnd()) + 1))
39             Sum = Dice1 + Dice2
40
41             'Assigning the number totals
42             If Sum = 2 Then
43                 Two = Two + 1
44             ElseIf Sum = 3 Then
45                 Three = Three + 1
46             ElseIf Sum = 4 Then
47                 Four = Four + 1
48             ElseIf Sum = 5 Then
49                 Five = Five + 1
50             ElseIf Sum = 6 Then
51                 Six = Six + 1
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52         ElseIf Sum = 7 Then
53             Seven = Seven + 1
54         ElseIf Sum = 8 Then
55             Eight = Eight + 1
56         ElseIf Sum = 9 Then
57             Nine = Nine + 1
58         ElseIf Sum = 10 Then
59             Ten = Ten + 1
60         ElseIf Sum = 11 Then
61             Eleven = Eleven + 1
62         ElseIf Sum = 12 Then
63             Twelve = Twelve + 1
64         End If
65
66         Total = Two + Three + Four + Five + Six + Seven + Eight + Nine + Ten ➤
              + Eleven + Twelve
67     Next
68     'Indexing the Array
69     Static Dim v As Integer = StoredValues(1, 12)
70     StoredValues(1, 2) = Two
71     StoredValues(1, 3) = Three
72     StoredValues(1, 4) = Four
73     StoredValues(1, 5) = Five
74     StoredValues(1, 6) = Six
75     StoredValues(1, 7) = Seven
76     StoredValues(1, 8) = Eight
77     StoredValues(1, 9) = Nine
78     StoredValues(1, 10) = Ten
79     StoredValues(1, 11) = Eleven
80     StoredValues(1, 12) = Twelve
81
82     'Displaying the code in the console
83     Console.WriteLine("Two" & "           " & StoredValues(1, 2))
84     Console.WriteLine("Three" & "          " & StoredValues(1, 3))
85     Console.WriteLine("Four" & "           " & StoredValues(1, 4))
86     Console.WriteLine("Five" & "            " & StoredValues(1, 5))
87     Console.WriteLine("Six" & "             " & StoredValues(1, 6))
88     Console.WriteLine("Seven" & "            " & StoredValues(1, 7))
89     Console.WriteLine("Eight" & "             " & StoredValues(1, 8))
90     Console.WriteLine("Nine" & "              " & StoredValues(1, 9))
91     Console.WriteLine("Ten" & "               " & StoredValues(1, 10))
92     Console.WriteLine("Eleven" & "              " & StoredValues(1, 11))
93     Console.WriteLine("Twelve" & "             " & StoredValues(1, 12))
94     Console.WriteLine()
95     Console.WriteLine("Total" & "           " & Total)
96
97     Console.ReadLine()
98 End Sub
99
100 End Module
101
```