```
...dio Class Projects\LRG-VS-S20\FormsRollOfTheDice\Form1.vb
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1
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1 'Logan Garcia
 2 'RCET0265
 3 'Roll Of The Dice
 4 'https://github.com/garcloga/LRG-VS-S20
 6 Option Explicit On
 7 Option Strict On
 8
 9 Public Class Form1
10
       Private Sub ExitButton_Click(sender As Object, e As EventArgs) Handles
          ExitButton.Click
11
            'Closes the form
12
            Me.Close()
13
        End Sub
14
15
       Private Sub RollButton_Click(sender As Object, e As EventArgs) Handles
          RollButton.Click
16
17
            Dim firstDice As Single
            Dim secondDice As Single
19
            Dim sumOfDice As Single
            Dim diceArray(10) As Integer
20
21
            Dim columnHeader As String
22
            Dim rollColumn As String
            columnHeader = ""
23
            rollColumn = ""
24
25
26
            For roll = 1 To 1000
27
                Randomize()
28
                firstDice = Int((6 * Rnd()) + 1)
29
                Randomize()
30
                secondDice = Int((6 * Rnd()) + 1)
                sumOfDice = firstDice + secondDice
31
32
33
                'Adds total rolls for each number
34
                If sumOfDice = 2 Then
35
                    diceArray(0) += 1
36
                ElseIf sumOfDice = 3 Then
37
                    diceArray(1) += 1
                ElseIf sumOfDice = 4 Then
                    diceArray(2) += 1
39
40
                ElseIf sumOfDice = 5 Then
41
                    diceArray(3) += 1
42
                ElseIf sumOfDice = 6 Then
43
                    diceArray(4) += 1
44
                ElseIf sumOfDice = 7 Then
45
                    diceArray(5) += 1
46
                ElseIf sumOfDice = 8 Then
47
                    diceArray(6) += 1
48
                ElseIf sumOfDice = 9 Then
49
                    diceArray(7) += 1
50
                ElseIf sumOfDice = 10 Then
```

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                                                                                        2
51
                    diceArray(8) += 1
                ElseIf sumOfDice = 11 Then
52
53
                    diceArray(9) += 1
54
                Else
55
                    diceArray(10) += 1
56
                End If
57
           Next
58
59
           For i = 2 To 12
60
                columnHeader &= CStr(i).PadLeft(4) & "|"
           Next
61
62
            'Display the header
63
64
            RollDiceListBox.Items.Add(Space(19) & "Roll of The Dice" & Space(19))
65
           RollDiceListBox.Items.Add(StrDup(55, "-"))
            RollDiceListBox.Items.Add(columnHeader)
           RollDiceListBox.Items.Add(StrDup(55, "-"))
67
68
            'Write the total rolls for each number
69
70
           For i = LBound(diceArray) To UBound(diceArray)
                rollColumn &= CStr(diceArray(i)).PadLeft(4) & "|"
71
72
           Next
73
           RollDiceListBox.Items.Add(rollColumn)
74
75
           RollDiceListBox.Items.Add(vbNewLine)
76
           RollDiceListBox.TopIndex = RollDiceListBox.Items.Count - 1
77
```

Private Sub ClearButton_Click(sender As Object, e As EventArgs) Handles

78

79 80

81

82

83

86

End Sub

End Sub

85 End Class

ClearButton.Click

RollDiceListBox.Items.Clear()