Aim: To use conditional statements to provide different output based on randomly generated conditions stored in variables

```
1
2  live_loop :conditional do
3    use_random_seed Time.now.to_i
4    if rand_i == 0
5      play 60
6      sleep 1
7    else
8      play 80
9      sleep 1
10   end
11 end
```

Write out what each line of code is doing.
Format your response like this:
Line 2: *explanation of what this line is doing*
Line 4: *explanation of what this line is doing*

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```

Copy and paste this code into Sonic Pi and run it.

———

```
live_loop :conditional do

  use_random_seed Time.now.to_i

  puts "flip!"

  play 60 if rand_i == 0

  play 80 if rand_i == 1

  sleep 1

end
```

Write an observation about what you saw/heard happening in the code.

Why do you think our code is behaving this way?

Task:

Create a live loop.

Store the results of the dice roll in a variable.

Have a different note play for each number on the dice.

Use single line conditional statements.

Copy and paste your code here