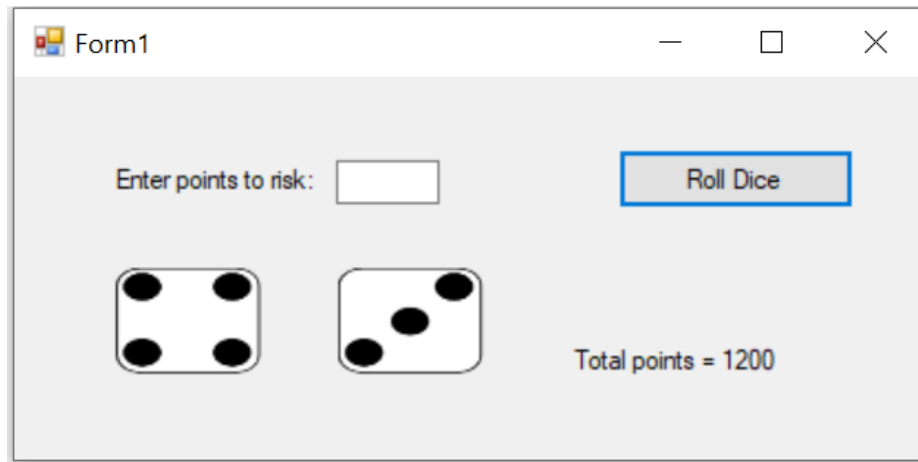


Dice Game:

Design Window:



Code:

Public Class Form1

Dim total_points As Integer = 1000

Dim wager As Integer

Private Sub btnRoll_Click(sender As Object, e As EventArgs) Handles btnRoll.Click
wager = Val(txtWager.Text)

Dim die1 As Integer = 6 * Rnd()

Dim die2 As Integer = 6 * Rnd()

Dim diesum As Integer = die1 + die2

'Check if wager valid

If wager > total_points Then

 MessageBox.Show("Invalid Wager")

Elseif diesum Mod 2 = 1 Then 'Check for win

 total_points += 2 * wager

Elseif diesum Mod 2 = 0 Then 'Check for lose

 total_points -= wager

End If

'update score

lblTotalPoints.Text = "Total points = " & total_points

'Show die 1

Select Case die1

Case Is = 1

 PictureBox1.BackgroundImage = My.Resources._1

Case Is = 2

 PictureBox1.BackgroundImage = My.Resources._2

Case Is = 3

 PictureBox1.BackgroundImage = My.Resources._3

```
Case Is = 4
    PictureBox1.BackgroundImage = My.Resources._4
Case Is = 5
    PictureBox1.BackgroundImage = My.Resources._5
Case Is = 6
    PictureBox1.BackgroundImage = My.Resources._6
End Select
```

```
'Show die 2
Select Case die2
    Case Is = 1
        PictureBox2.BackgroundImage = My.Resources._1
    Case Is = 2
        PictureBox2.BackgroundImage = My.Resources._2
    Case Is = 3
        PictureBox2.BackgroundImage = My.Resources._3
    Case Is = 4
        PictureBox2.BackgroundImage = My.Resources._4
    Case Is = 5
        PictureBox2.BackgroundImage = My.Resources._5
    Case Is = 6
        PictureBox2.BackgroundImage = My.Resources._6
End Select
```

```
'Check for game over
If total_points = 0 Then
    MessageBox.Show("Game Over")
    Application.Exit()
End If
```

```
txtWager.Text = Nothing
```

```
End Sub
End Class
```