% Randomly select number between 1 and 6 for die1 and die2

handles.die1 = randi([1 6]);

handles.die2 = randi([1 6]);

% Add die values to get total for roll

handles.dieTotal = handles.die1 + handles.die2;

% Increase number of rolls by 1

handles.numRolls = handles.numRolls + 1;

% Add result to dieTotalHistory

handles.dieTotalHistory(handles.dieTotal - 1) = (handles.dieTotalHistory(handles.dieTotal - 1) + 1);

% Change static texts

set(handles.die1value\_text,'String',num2str(handles.die1));

set(handles.die2value\_text,'String',num2str(handles.die2));

set(handles.dieTotal\_text,'String',num2str(handles.dieTotal));

set(handles.numRolls\_text,'String',num2str(handles.numRolls));

% Update Plot of Roll Results

bar(handles.possibleDieTotal,handles.dieTotalHistory);

% Update handles structure

guidata(hObject, handles);