```vb
1  Module Module1
2
3
4      Dim DiceSum As Single
5
6      Private Function DiceOne() As Integer
7
8          Dim maxSingle As Single : maxSingle = 5
9          Dim minSingle As Single : minSingle = 1
10         Dim tempSingle As Single
11         Randomize(System.DateTime.Now.Millisecond) 'set seed to current system       ⮐
               millisecond
12         tempSingle = ((maxSingle - minSingle + 1) * Rnd() + minSingle) 'actually      ⮐
               get the random number in the range
13         DiceOne = Convert.ToInt32(tempSingle) 'return the number
14
15         Console.WriteLine("Dice One =")
16         Console.WriteLine(DiceOne)
17         Console.ReadLine()
18
19     End Function
20
21     Private Function DiceTwo() As Integer
22
23         Dim maxSingle As Single : maxSingle = 5
24         Dim minSingle As Single : minSingle = 1
25         Dim tempSingle As Single
26         Randomize(System.DateTime.Now.Millisecond) 'set seed to current system       ⮐
               millisecond
27         tempSingle = ((maxSingle - minSingle + 1) * Rnd() + minSingle) 'actually      ⮐
               get the random number in the range
28         DiceTwo = Convert.ToInt32(tempSingle) 'return the number
29
30
31         Console.WriteLine("Dice Two =")
32         Console.WriteLine(DiceTwo)
33         Console.ReadLine()
34
35     End Function
36     Private Function DiceTotal() As Integer
37
38         DiceSum = DiceOne() + DiceTwo()
39         Console.WriteLine("Dice One + Dice Two = " & DiceSum)
40         Console.ReadLine()
41
42     End Function
43     Sub Main()
44
45         Console.WriteLine(DiceTotal)
46
47         Dim Matrix(11,1) as Double
48
```

```vb
49        End Sub
50
51  End Module
52
```