```
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
             Randomize(System.DateTime.Now.Millisecond) 'set seed to current system
11
         millisecond
             tempSingle = ((maxSingle - minSingle + 1) * Rnd() + minSingle) 'actually ➤
12
          get the random number in the range
13
             DiceOne = Convert.ToInt32(tempSingle) 'return the number
14
             'Console.WriteLine("Dice One =")
15
             Console.WriteLine(DiceOne)
             Console.ReadLine()
17
18
19
        'End Function
20
21
        'Private Function DiceTwo() As Integer
22
             Dim maxSingle As Single : maxSingle = 5
23
             Dim minSingle As Single : minSingle = 1
24
25
             Dim tempSingle As Single
             Randomize(System.DateTime.Now.Millisecond) 'set seed to current system
26
         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
        'Private Function DiceTotal() As Integer
37
38
             DiceSum = DiceOne() + DiceTwo()
39
             'Console.WriteLine("Dice One + Dice Two = " & DiceSum)
             Console.ReadLine()
40
41
42
        'End Function
        'Function RunningTotals(currentValue As Integer, increment As Boolean, clear
43
          As Boolean)
44
             Static counterArray(10) As Integer
45
             Const OFFSET As Integer = 2
             If increment = True Then
46
                 counterArray(currentValue - OFFSET) += 1
47
```

```
...epositories\MDL-VS-S20\RollTheDice\RollTheDice\Module1.vb
```

```
48
             End If
49
             Return counterArray
50
        'End Function
51
        Sub Main()
52
            'For ROLL = 1 To 1000
53
                 DiceTotal()
54
            'Next
            Dim sum As Integer
55
            Dim MyArray(12, 2) As Decimal
56
57
            Dim rollNumber As Integer = 1000
            For i = 1 To rollNumber
58
                Randomize()
59
                sum = Int((6 * Rnd()) + 1) + Int((6 * Rnd()) + 1)
60
61
                MyArray(sum, 2) += 1
62
                'myArray(row, column)
63
                For j = 2 To 12
64
                    MyArray(j, 1) = j
65
                Next
66
            Next
            'display's array
67
68
            Console.WriteLine("
                                                                   ~ Roll Of The Dice
              ~")
69
            For i = 1 To 2
70
                For j = 2 To 12
                    Console.Write(MyArray(j, i).ToString().PadLeft(5) & " | ")
71
72
                Next
73
                Console.WriteLine()
74
            Next
75
            Console.ReadLine()
76
77
        End Sub
        'Sub RollTwoDice()
78
79
80
        'End Sub
81
        'Sub WriteArrayToConsole(arrayOfNumbers() As Integer)
82
             Console.WriteLine(Space(19) & "Roll Of The Dice" & Space(19))
83
             Console.WriteLine(StrDup(55, "-"))
84
85
             For i = LBound(arrayOfNumbers) To UBound(arrayOfNumbers)
86
                 Console.Write(CStr(i + 2).PadLeft(4) & "|")
87
             Next
88
             Console.WriteLine()
89
             Console.WriteLine(StrDup(55, "-"))
             For i = LBound(arrayOfNumbers) To UBound(arrayOfNumbers)
90
91
                 Console.Write(CStr(arrayOfNumbers(i)).PadLeft(4) & "|")
92
             Next
93
        'End Sub
94
95 End Module
96
```