# Stuff to understand

Text is coloured white select and change to read

dice D6 1,2,3,4,5,6

numbers from number of faces down to 1 in steps of one

all numbers will be whole numbers.

rand() will return random number from 0 -> 32,000(ish)

srand(seed) will start the random sequence at a particular point.

time(0) will return the number of miliseconds since 1970 (ish)

any number mod 6 will results in one of the following 0,1,2,3,4,5

If we add 1 to these we get the numbers on a D6

std::cout << "output"

std::cin >> input

# Pseudo code

int dieFaces

srand(now)

output "How many faces on your Dice ?"

input dieFaces

rollDice(dieFaces);

rollDice(dieFaces);

...

rollDice(dieFaces);

rollDice( int dieFaces)

{

int result

result = rand() % dieFaces +1

output "you rolled a " & result

}

End of document