```
Rolled [Dice 1: 6, Dice 2: 2]
Rolled [Dice 1: 4, Dice 2: 3]
Rolled [Dice 1: 3, Dice 2: 3]
Rolled [Dice 1: 2, Dice 2: 2]
Rolled [Dice 1: 1, Dice 2: 3]
Rolled [Dice 1: 1, Dice 2: 3]
Rolled [Dice 1: 6, Dice 2: 3]
Rolled [Dice 1: 4, Dice 2: 1]
Rolled [Dice 1: 4, Dice 2: 1]
Rolled [Dice 1: 3, Dice 2: 4]
Rolled [Dice 1: 1, Dice 2: 5]
Rolled [Dice 1: 4, Dice 2: 5]
Rolled [Dice 1: 1, Dice 2: 4]
Rolled [Dice 1: 5, Dice 2: 2]
Rolled [Dice 1: 5, Dice 2: 5]
Rolled [Dice 1: 1, Dice 2: 4]
Rolled [Dice 1: 5, Dice 2: 6]
Rolled [Dice 1: 3, Dice 2: 5]
Rolled [Dice 1: 2, Dice 2: 1]
Rolled [Dice 1: 6, Dice 2: 3]
Rolled [Dice 1: 4, Dice 2: 1]
Rolled [Dice 1: 5, Dice 2: 1]
Rolled [Dice 1: 1, Dice 2: 1]

It took 30rolls to get snake eyes!

C:\Users\edgar\source\repos\DiceRoll\bin\Debug\net6.0\DiceRoll.exe (process 31900) exited with code 0.
To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the conso
le when debugging stops.
Press any key to close this window . . .
```