Risk battler

```csharp
static void Main(string[] args)
    {
      int atkTroopNo = 3;
         int atkdiceNo = 0;
         int[] attacks;

         // Checks the number of attacking troops and allocates appropriate
amount of dice
         if (atkTroopNo >= 3)
         {
       atkdiceNo = 3;
         }
         else if (atkTroopNo == 2)
         {
        atkdiceNo = 2;
         }
         else
         {
        atkdiceNo = 1;
         }

         // "Rolls" each dice and stores output in attacks
         attacks = Roll(atkdiceNo);


         int defDiceNo = 0;
         int[] defences;
      // Checks the number of defending troops and allocates appropriate
amount of dice
         if (atkTroopNo > 1)
         {
              defDiceNo = 2;
         }
         else
         {
              defDiceNo = 1;
         }

    // "Rolls" the defenders dice
         defences = Roll(defDiceNo);

         // Calls VictorDecider to compare the arrays and see who won
         VictorDecider(attacks,defences,defDiceNo);
    }

    static int[] Roll(int numOfDice)
```

```csharp
    {
        var random = new Random();
    int[] resultArray;

    // Initialize the array with the appropriate size
    resultArray = new int[numOfDice];

    // Loops depending on how many dice are being used
        for (int i = 0; i < numOfDice; i++)
        {
        // Gets int between 1 and 6
        resultArray[i] = random.Next(1, 7);
        }

    // Sorts the array into descending order
        Array.Sort(resultArray);
        Array.Reverse(resultArray);

    return(resultArray);
    }

    static void VictorDecider(int[] attacks, int[] defences, int defDiceNo)
    {
      int attackDubs = 0;
        int defenceDubs = 0;

        // Loops depending on how many dice are being used
    // Limits the attackers to use the same amount of dice as the
defenders
        for (int i = 0; i < defDiceNo; i++)
        {
      // The if statement decides whose dice wins and allocates points
            if (attacks[i] > defences[i])
            {
                attackDubs++;
             }
             else
            {
                defenceDubs++;
            }
        }
        // Compares total points accumulated and decides the victor
        if (attackDubs > defenceDubs)
        {
             Console.WriteLine("The attackers win");
        }
        else
```

```
    {
        Console.WriteLine("The defenders win");
    }
```