**Summary:**

The goal of this assignment was for the student to develop a program to simulate the rolling of two die in a game. This is suffiecient practice to prepare the student for the final project in which the three scenarios involve at least one dice to roll. This assignment uses a random number generator for the two die and loops the program (or “rolls”) until the number the user entered matches the total value of the two die’s values. Once this condition is met, the program outputs the number of attempts the program ran to the user. This program was pretty straightforward and did not cause me any compile-time or run-time errors. The only errors I encountered were logic errors with the range of the random number generator. I experimented with the values to fit the range between values 2 and 12 per the assignment.



