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CMPSC 121

Activity 14

22 June 2021

* When rolling a pair of dice, we have to think about each roll as two separate events. Each event should produce a random integer between 1-6. To do this, the random function would have to be seeded with an ever changing value as to produce a real world scenario of a random number being thrown on a die. I would accomplish this with the srand() function passing the argument time(NULL). Once both of these random numbers are generated, I would add them together and store in a result variable of the integer datatype.
* The program statements would look something like this:

#include <ctime>

#include <iostream>

…

srand(time(NULL));

int diceRollOne = rand() % 6 + 1;

int diceRollTwo = rand() % 6 + 1;

int totalDiceRoll = diceRollOne + diceRollTwo;

cout << “Dice roll one: “ << diceRollOne << endl;

cout << “Dice roll two: “ << diceRollTwo << endl;

cout << “Total roll: “ << totalDiceRoll;