**Practical-4.8**

**Aim: Dice Roller**  
We are going to make one program on the dice roller in which the number in the dice will be selected randomly.

**Description** We are going to make one program on the dice roller in which the number in the dice will be selected randomly.Here its like a game , every time we open browser it will give different numbers. we have used doGet() method. Here we have used 2 dices.

**Code:**

**import** java**.**io**.\*;**

**import** java**.**util**.\*;**

**import** javax**.**servlet**.\*;**

**import** javax**.**servlet**.**http**.\*;**

public class dice **extends** HttpServlet **{**

int dice1**,**dice2**;**

public void doGet**(**HttpServletRequest request**,** HttpServletResponse response**)**

**throws** IOException**,** ServletException

**{**

Enumeration headerNames **=** request**.**getHeaderNames**();**

response**.**setContentType**(**"text/html"**);**

PrintWriter out **=** response**.**getWriter**();**

out**.**println**(**"<html>"**);**

out**.**println**(**"<head>"**);**

out**.**println**(**"<title>Server</title>"**);**

out**.**println**(**"</head>"**);**

out**.**println**(**"<body>"**);**

dice1**=(**int**)(**Math**.**random**()\***6**)+**1**;**

dice2**=(**int**)(**Math**.**random**()\***6**)+**1**;**

out**.**println**(**"<h3>Dice1:"**+**dice1**+**"</h3>"**);**

out**.**println**(**"<h3>Dice2:"**+**dice2**+**"</h3>"**);**

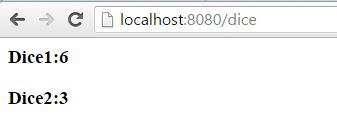
out**.**println**(**"</body>"**);**

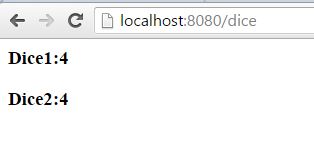
out**.**println**(**"</html>"**);**

**}**

**}**

**Output**

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