Dice Count

#include<iostream>

#include<cstdlib> //srand(), rand() RAND\_MAX

#include<ctime>//time

using namespace std;

int main()

{

    /\*cout << RAND\_MAX << endl;\*/

    //simulate roll of a die

    int randomNum = 0;

    int stars;

    int index = 1;

    int ct1 = 0, ct2 = 0, ct3 = 0, ct4 = 0, ct5 = 0, ct6 = 0;

    srand((time(NULL))); // seed random value

    cout << flush;

    for (int i = 0; i <= 20; ++i)

    {

        randomNum = (1 + rand() % 6);

            //perform frequency analysis

            switch (randomNum)

            {

            case 1:++ct1;

                stars = ++ct1;

                break;

            case 2:stars = ++ct2;break;

            case 3:stars = ++ct3;break;

            case 4:stars = ++ct4;break;

            case 5:stars = ++ct5;break;

            case 6:stars = ++ct6;break;

            }//end switch

            cout << randomNum << endl;

            /\*for (int stars=0;stars<=ct1; i++)

                cout << "\*"<<stars;

            cout << endl;\*/

        } //end for

        cout << "\nResulting die frequencies for the roll of a die";

        cout << "\nCount 1's: " << ct1 << endl

            << "Count 2's: " << ct2 << endl

            << "Count 3's: " << ct3 << endl

            << "Count 4's: " << ct4 << endl

            << "Count 5's: " << ct5 << endl

            << "Count 6's: " << ct6 << endl;

        system("Pause");

    }

Output-

Text

Description automatically generated