

```
1 'Anthony Shore
2 'RCET 265
3 'Spring 2020
4 'Roll 2 Dice Form
5 'https://github.com/shoranth/AVS-VS-S20
6
7 Public Class Roll2DiceForm
8     Private Sub RollThousandButton_Click(sender As Object, e As EventArgs)
9         Handles RollThousandButton.Click
10
11         RollDice1000Times()
12         DiceRollsListBox.MultiColumn = True
13
14         For i = 2 To 12
15             DiceRollsListBox.Items.Add(diceValues(i, 1) & " " & diceValues
16                 (i, 2))
17         Next
18     End Sub
19
20     Dim diceValues(12, 2) As Integer
21     Sub RollDice1000Times()
22
23         Dim diceOne As Integer
24         Dim diceTwo As Integer
25         Dim diceTotal As Integer = 0
26
27
28         'enters a number into column 1 that represents the number rolled
29         For i = 2 To 12
30             diceValues(i, 1) = i
31         Next
32
33         'adds a one to the total number of dice rolls made for that number
34         For numberOfDiceRoll = 1 To 1000
35
36             'generates a random number
37             diceOne = Int((6 - 1 + 1) * Rnd() + 1)
38             diceTwo = Int((6 - 1 + 1) * Rnd() + 1)
39
40             'adds the two together
41             diceTotal = diceOne + diceTwo
42
43             'adds a 1 to the total contained within the array in column 2
44             diceValues(diceTotal, 2) += 1
45         Next
46
47         ''code that displays the table
```

```
48      'Console.WriteLine("1000 dice rolls are made using two dice. The
      results are displayed below")
49      'Console.WriteLine()
50      'Console.WriteLine("          Number Rolled          Number of Dice
      Rolls")
51
52      ''for loop that displays each column of the table
53      'For j = 2 To 12
54
55          '    nested for loop that displays the rows of the table
56          '    For p = 1 To 2
57              '        Console.Write(diceValues(j, p).ToString().PadLeft(15) & "|")
58          '    Next
59          '    Console.WriteLine()
60      'Next
61
62      'Console.ReadLine()
63
64
65
66
67
68  End Sub
69
70
71
72
73
74
75  Private Sub RollOnceButton_Click(sender As Object, e As EventArgs) Handles
      RollOnceButton.Click
76
77  End Sub
78
79  Private Sub ExitButton_Click(sender As Object, e As EventArgs) Handles
      ExitButton.Click
80      Me.Close()
81  End Sub
82
83  Private Sub ListBox1_SelectedIndexChanged(sender As Object, e As
      EventArgs) Handles DiceRollsListBox.SelectedIndexChanged
84
85  End Sub
86 End Class
87
```