**Task 1) Dice Roller**

**Code-**

@page

@model DiceRoller.Pages.DiceRollerModel

@{

int randomNumber = new Random().Next(1, 7); //GENERATES NUMBER BETWEEN 1 and 6

int winningNumber = 4;

}

<h1> Random number is @randomNumber</h1>

@if (randomNumber == winningNumber)

{

<h2><b>Congratulations, you won</b></h2>

}

else

{

<h2>You lost</h2>

int difference = randomNumber - winningNumber;

@if (difference < 0)

{

<h3>@(winningNumber - randomNumber) off</h3>

}

else

{

<h3>@difference off</h3>

}

}

**Output-**

