

Rolling Dice

```
Private Sub btnRoll_Click(ByVal sender  
    Dim dice1 As Integer  
    Dim dice2 As Integer  
  
    dice1 = Int((6 * Rnd())) + 1  
    dice2 = Int((6 * Rnd())) + 1  
  
    MsgBox(dice1 & " " & dice2)  
End Sub
```

Simplified with Message Boxes

```
Private Sub btnRoll_Click(ByVal sender
    Dim dice1 As Integer
    Dim dice2 As Integer
    dice1 = Int((6 * Rnd())) + 1
    dice2 = Int((6 * Rnd())) + 1
    MsgBox(dice1 & " " & dice2)
    Select Case dice1
        Case 1
            MsgBox("1")
        Case 2
            MsgBox("2")
        Case 3
            MsgBox("3")
        Case 4
            MsgBox("4")
        Case 5
            MsgBox("5")
        Case 6
            MsgBox("6")
    End Select
    Select Case dice2
        Case 1
            MsgBox("1")
        Case 2
            MsgBox("2")
        Case 3
            MsgBox("3")
        Case 4
            MsgBox("4")
        Case 5
            MsgBox("5")
        Case 6
            MsgBox("6")
    End Select
End Sub
```

The program shown rolls 2 dice that each come up with a random number between 1 and 6.

Using message boxes we indicate what the 2 rolls are.

Message boxes allow us to track the values of variables as they move through the code.

After this version of the code is working correctly we can move on to the next phase which involves modifying the programs so that actual pictures of dice show up after a roll.

Dice Pictures

```
Dim onePath As String = "C:\Documents and Settings\James\My Documents\Visual Studio 2005\Projects\DiceRoll1\images\die1.gif"  
Dim one As Image = Image.FromFile(onePath)
```

Path to picture



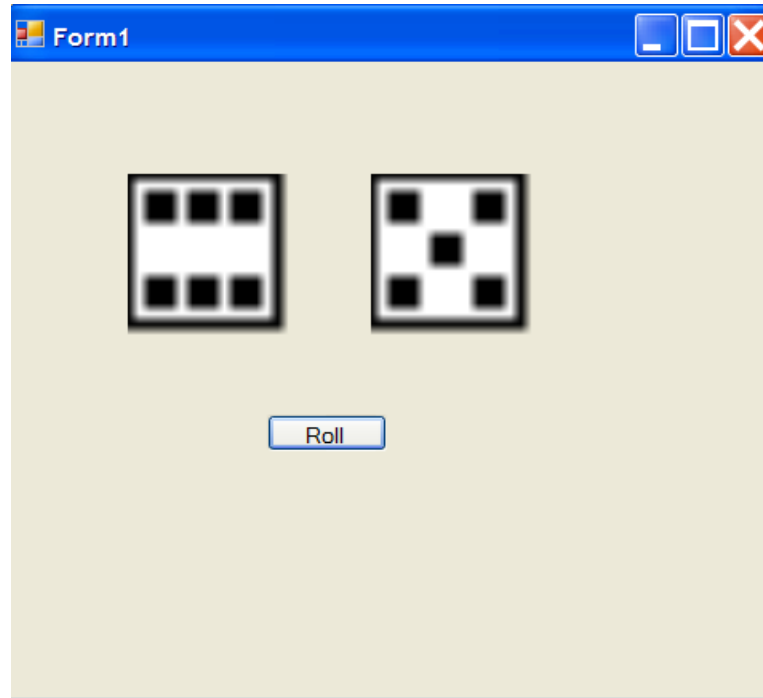
The idea of the program is that when a one comes up on a roll, the picture of the dice showing a one is displayed.

The Code

```
Select Case dice1
  Case 1
    picDice1.Image = one
  Case 2
    picDice1.Image = two
  Case 3
    picDice1.Image = three
  Case 4
    picDice1.Image = four
  Case 5
    picDice1.Image = five
  Case 6
    picDice1.Image = six
End Select
Select Case dice2
  Case 1
    picDice2.Image = one
  Case 2
    picDice2.Image = two
  Case 3
    picDice2.Image = three
  Case 4
    picDice2.Image = four
  Case 5
    picDice2.Image = five
  Case 6
    picDice2.Image = six
End Select
```

Message boxes have been replaced with picture boxes with images of the appropriate dice roll.

Let's Play!



Downloads

The Code for btnRoll

[download](#)

Zipped file of the dice images.

[download](#)