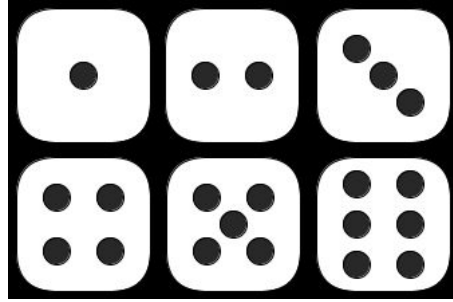


# Lesson 1: Dice!

## Topics covered in this class:

1. Generating `random` numbers.
2. Using `if()` statements.



## Task:

Make a program that shows a simulated dice.

- This dice has 6 different faces, each with different numbers of dots on them.
- Every time you start the app it should show a random face

## Breakdown of steps:

1. Write code to get a random number from 1 to 6.  
*Note: If you want the random number to be a whole number (1, 2, 3, etc.) rather than a decimal (2.718281, 3.14159, etc.), put `(int)` in front of the code to get a random integer.*
2. Use a variable to store the random number.  
*Note: This should be set right at the start of running the app*
3. Use `if()` statements to draw a different face depending on what the random number is. An incomplete section of the code is shown below. In the example, `randomNumber` is the variable storing the random number:

```
if(randomNumber == 1) {
    //draw face with one dot
}
if(randomNumber == 2) {
    //draw face with two dots
}
...
```



4. Copy the code above and write your own code to draw the 2 faces
5. Add more `if()` statements for the remaining 4 faces.

## If you're finished early:

- Write code so that every time you click the mouse or press a key, the dice is rolled again