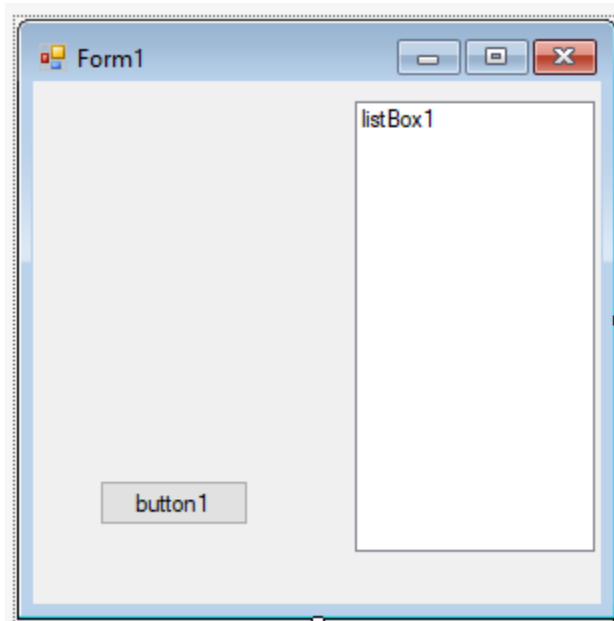


Kast 6 terninger 100 gange



```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;

namespace _1B_win_rolldices
{
    public partial class Form1 : Form
    {
        // globale variabler
        int[] dice = new int[7]; // array for hver terning
        int[] count = new int[37]; // array for summerne
        Random ran = new Random(); // randomfunktionen

        public Form1()
        {
            InitializeComponent(); // funktionen der danner Form1
        }

        private void button1_Click(object sender, EventArgs e)
        {
            // start knappen
            int i, j;
            int sum = 0;
            for (int x = 6; x < 37; x++) // her nulstilles summerne
                count[x] = 0;
            for (j = 1; j < 101; j++) // loop der kører 100 gange
            {
                for (i = 1; i < 7; i = i + 1) // i++
                {
                    // her kastes de seks terninger
                    dice[i] = ran.Next(1, 7);
                }
            }
        }
    }
}
```

```
        sum = sum + dice[i]; // summen efter hvert terningkast
    }
    count[sum]++; // summen indsættes i arrayet
    sum = 0; // sum nulstilles
}
listBox1.Items.Clear(); // listboxen slettes
for (int k = 6; k < 37; k++) // loop fra 6 til 36
    listBox1.Items.Add(k + " " + count[k]); // summerne vises i listboxen
}
}
```