

Forum:[Hack Forums](#)

Thread: [Dice Roller](#)

Bull. - September 25, 2015, 4:32 pm

Code public class DiceRoller2

```
{
    public static void main(String[] args)
    {
        int num1;
        int num2;
        int total;
        num1 = (int)(Math.random() * (6+1)-1) + 1;
        num2 = (int)(Math.random() * (6+1)-1) + 1;

        total = num1 + num2;
        System.out.println("The two six sided dice rolled equal: " + total);
        //This gets the random number for the dice everything under this point draws the die according to
        the number rolled.
        if(total == 2)
        {
            StdDraw.square(.25,.5,.15);
            StdDraw.square(.75,.5,.15);
            StdDraw.circle(.25,.5,.015);
            StdDraw.circle(.75,.5,.015);
        }
        else if(total == 3)
        {
            StdDraw.square(.25,.5,.15);
            StdDraw.square(.75,.5,.15);
            StdDraw.circle(.30,.5,.015);
            StdDraw.circle(.75,.5,.015);
        }
        else if(total == 4)
        {
            StdDraw.square(.25,.5,.15);
            StdDraw.square(.75,.5,.15);
            StdDraw.circle(.20,.5,.015);
            StdDraw.circle(.30,.5,.015);
            StdDraw.circle(.70,.5,.015);
            StdDraw.circle(.80,.5,.015);
        }
        else if(total == 5)
        {
            StdDraw.square(.25,.5,.15);
            StdDraw.square(.75,.5,.15);
            StdDraw.circle(.25,.6,.015);
            StdDraw.circle(.25,.4,.015);
            StdDraw.circle(.25,.5,.015);
            StdDraw.circle(.75,.5,.015);
        }
    }
}
```

```

}
else if(total == 6)
{
StdDraw.square(.25,.5,.15);
StdDraw.square(.75,.5,.15);
StdDraw.circle(.75,.6,.015);
StdDraw.circle(.75,.4,.015);
StdDraw.circle(.75,.5,.015);
StdDraw.circle(.25,.6,.015);
StdDraw.circle(.25,.4,.015);
StdDraw.circle(.25,.5,.015);
}
else if(total == 7)
{
StdDraw.square(.25,.5,.15);
StdDraw.square(.75,.5,.15);
StdDraw.circle(.20,.55,.015);
StdDraw.circle(.30,.55,.015);
StdDraw.circle(.20,.45,.015);
StdDraw.circle(.30,.45,.015);
StdDraw.circle(.75,.6,.015);
StdDraw.circle(.75,.4,.015);
StdDraw.circle(.75,.5,.015);

}
else if(total == 8)
{
StdDraw.square(.25,.5,.15);
StdDraw.square(.75,.5,.15);
StdDraw.circle(.20,.55,.015);
StdDraw.circle(.30,.55,.015);
StdDraw.circle(.20,.45,.015);
StdDraw.circle(.30,.45,.015);
StdDraw.circle(.80,.55,.015);
StdDraw.circle(.70,.55,.015);
StdDraw.circle(.80,.45,.015);
StdDraw.circle(.70,.45,.015);

}
else if(total == 9)
{
StdDraw.square(.25,.5,.15);
StdDraw.square(.75,.5,.15);
StdDraw.circle(.80,.55,.015);
StdDraw.circle(.70,.55,.015);
StdDraw.circle(.80,.45,.015);
StdDraw.circle(.70,.45,.015);
StdDraw.circle(.20,.55,.015);
StdDraw.circle(.30,.55,.015);
StdDraw.circle(.20,.45,.015);
StdDraw.circle(.30,.45,.015);
StdDraw.circle(.25,.5,.015);

```

```

}
else if(total == 10)
{
StdDraw.square(.25,.5,.15);
StdDraw.square(.75,.5,.15);
StdDraw.circle(.20,.55,.015);
StdDraw.circle(.30,.55,.015);
StdDraw.circle(.20,.45,.015);
StdDraw.circle(.30,.45,.015);
StdDraw.circle(.25,.5,.015);
StdDraw.circle(.80,.55,.015);
StdDraw.circle(.70,.55,.015);
StdDraw.circle(.70,.45,.015);
StdDraw.circle(.80,.45,.015);
StdDraw.circle(.75,.5,.015);
}
else if(total == 11)
{
StdDraw.square(.25,.5,.15);
StdDraw.square(.75,.5,.15);
StdDraw.circle(.80,.55,.015);
StdDraw.circle(.70,.55,.015);
StdDraw.circle(.70,.45,.015);
StdDraw.circle(.80,.45,.015);
StdDraw.circle(.75,.5,.015);
StdDraw.circle(.20,.6,.015);
StdDraw.circle(.20,.4,.015);
StdDraw.circle(.20,.5,.015);
StdDraw.circle(.30,.6,.015);
StdDraw.circle(.30,.4,.015);
StdDraw.circle(.30,.5,.015);
}
else if(total == 12)
{
StdDraw.square(.25,.5,.15);
StdDraw.square(.75,.5,.15);
StdDraw.circle(.20,.6,.015);
StdDraw.circle(.20,.4,.015);
StdDraw.circle(.20,.5,.015);
StdDraw.circle(.30,.6,.015);
StdDraw.circle(.30,.4,.015);
StdDraw.circle(.30,.5,.015);
StdDraw.square(.25,.5,.15);
StdDraw.square(.75,.5,.15);
StdDraw.circle(.70,.6,.015);
StdDraw.circle(.70,.4,.015);
StdDraw.circle(.70,.5,.015);
StdDraw.circle(.80,.6,.015);
StdDraw.circle(.80,.4,.015);
StdDraw.circle(.80,.5,.015);
}
}

```

```
}  
  
}
```

Null Byte - *September 25, 2015, 6:04 pm*

You need to do it something like this:

PHP Code

```
<?php  
public static void paintDice(int num) {  
    if (num == 1) {  
        // code to paint the "1" dice here  
    } else if (num == 2) {  
        // code to paint the "2" dice here  
    } // etc.  
}
```

And then in your main method you would do paintDice(num1) and paintDice(num2).

Bull. - *September 25, 2015, 7:05 pm*

Thank you null byte That makes sense will post again if I run into any problems I appreciate it.

Updated the op with source for others who look for something like this.