

What does each of the following programs do? Is the formatting important? What is the point of all this???

```

I rand dice1 dice2 roll nTwos I

nTwos:= 0.
Transcript show: ' '; cr; cr.
rand := Random new.

1 to: 100 do:[a I
    rand := Random new.
    dice1:= ((rand next * 6) asInteger) + 1.
    dice2:= ((rand next * 6) asInteger) + 1.

    roll:= dice1 + dice2.
    Transcript show: 'Roll: '.
    Transcript show: roll; cr.

    roll == 2 ifTrue: [nTwos:= nTwos + 1].
].

Transcript show: "; cr.
Transcript show: 'Number of twos rolled: '.
Transcript show: nTwos; cr
    
```

```

import Foundation

var nTwos: Int = 0

srand48(Int(time(nil)))

for i in 0 ..< 100
{
    var dice1: Int = (Int) (drand48() * 6 + 1)
    var dice2: Int = (Int) (drand48() * 6 + 1)

    var roll: Int = dice1 + dice2
    print(roll)

    if roll == 2
    {
        nTwos = nTwos + 1
    }
}

print()
print("Number of twos: \n(nTwos)")
    
```

```

import java.util.Random;

public class dice
{
    public static void main(String[] args)
    {
        Random r = new Random();
        int numberOfTwosRolled = 0;

        for (int i = 0; i < 100; i++)
        {
            int die1 = r.nextInt(6) + 1;
            int die2 = r.nextInt(6) + 1;

            int roll = die1 + die2;

            if (roll == 2)
                numberOfTwosRolled++;
        }

        System.out.println("Number of twos rolled: " + numberOfTwosRolled);
    }
}
    
```

```

import random

def dice():
    numberOfTwos = 0

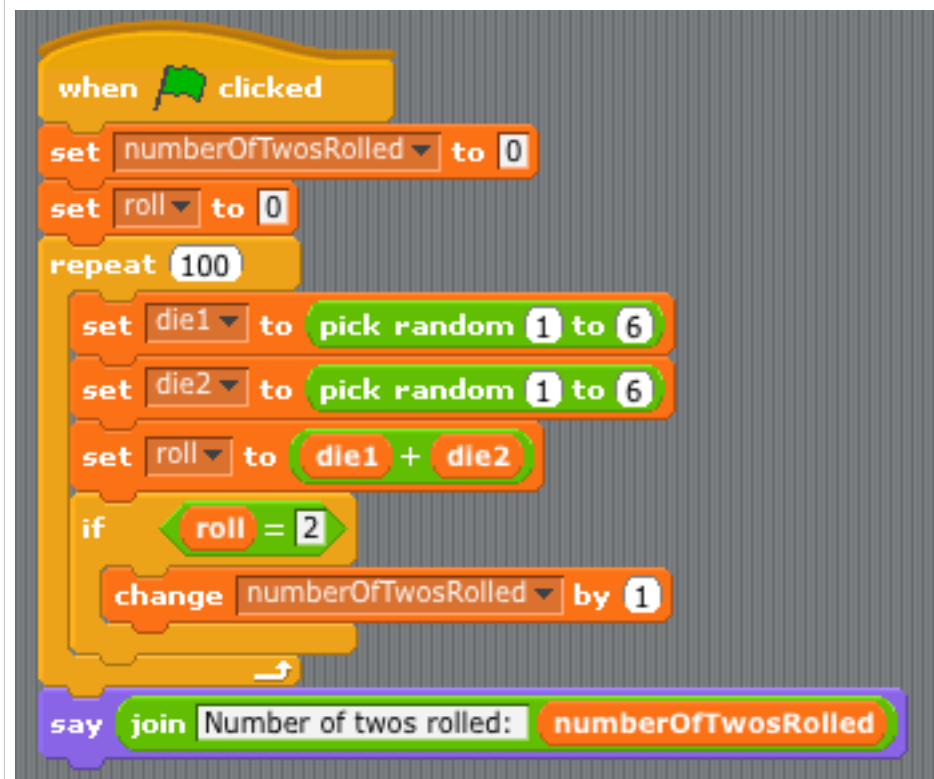
    for i in range(1,100):
        dice1 = random.randint(1,6)
        dice2 = random.randint(1,6)

        roll = dice1 + dice2

        if roll == 2:
            numberOfTwos = numberOfTwos + 1

    print numberOfTwos

    return 0
    
```



Others?

Answers in class...