



```
namespace DiceSimulator_CalebFontenot
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void rollButton_Click(object sender, EventArgs e)
        {
            // Define variables
            int random;

            // Create a rng (random number generator) object
            Random rng = new Random();

            // Set random to a random number
            random = rng.Next(1, 6);

            debugLabel.Text = "You rolled a " + random + ".";

            switch (random) {
                case 1:
                    diePicture.Image = Properties.Resources.Die1; // Set die picture to Die1.
                    break;
                case 2:
                    diePicture.Image = Properties.Resources.Die2; // Set die picture to Die2.
                    break;
                case 3:
                    diePicture.Image = Properties.Resources.Die3; // Set die picture to Die3.
                    break;
                case 4:
                    diePicture.Image = Properties.Resources.Die4; // Set die picture to Die4.
                    break;
                case 5:
                    diePicture.Image = Properties.Resources.Die5; // Set die picture to Die5.
                    break;
                case 6:
                    diePicture.Image = Properties.Resources.Die6; // Set die picture to Die6.
                    break;
            }
        }
    }
}
```