

Web application that will roll two six sided dice until you roll doubles.

Lab11.html

```
<!DOCTYPE html>

<html>

<head>

    <title>Dice Roller</title>

    <link rel="stylesheet" type="text/css" href="style.css">

    <script type="text/javascript" src="http://balance3e.com/random.js">

    </script>

    <script src="lab10.js"></script>

</head>

<body>

<div class="container">

<h2>Dice Roller</h2>

<input type="button" value="Roll until doubles" onclick="RollUntilDoubles();" class="button">

<hr>

<div id="outputDiv">

</div>

</div>

</body>

</html>
```

Lab11.js

```
function RollUntilDoubles() {  
  
    var roll1, roll2;  
  
    roll1 = RandomInt(1, 6);          // ROLL AND DISPLAY DICE  
    roll2 = RandomInt(1, 6);  
    document.getElementById('outputDiv').innerHTML=roll1+'-'+roll2+'<br >';  
  
    while (roll1 != roll2) {          // WHILE NOT DOUBLES,  
        roll1 = RandomInt(1, 6);      // ROLL AGAIN AND DISPLAY AT  
        roll2 = RandomInt(1, 6);      // THE END OF THE PAGE DIVISION  
        document.getElementById('outputDiv').innerHTML =  
        document.getElementById('outputDiv').innerHTML+roll1+'-'+roll2+'<br>';  
    }  
  
    document.getElementById('outputDiv').innerHTML =  
    document.getElementById('outputDiv').innerHTML+'<i class="output">Waa! The roll doubles!</i>';  
}
```

Style.css

```
.container{  
    margin-left: 500px;  
}  
  
hr{  
    width:70%;  
    margin-right: 100%;  
}  
  
.button {  
    background-color: #4CAF50;  
    border: none;  
    color: white;  
    padding: 15px 32px;  
    text-align: center;  
    text-decoration: none;  
    display: inline-block;  
    font-size: 16px;  
    margin: 4px 2px;  
    cursor: pointer;  
}  
  
.output{  
    color:red;  
}
```

Screenshots

