

Computing

Lesson 2: Representing Algorithms

Algorithms

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Task 1 - Dice roll: Is it a double?

Create a flowchart that simulates two dice being rolled and checks whether the values are the same (a double). The instructions for the algorithm are:

- Generate a random number between 1 and 6 to simulate a dice roll.
- Simulate a second dice roll with a random number between 1 and 6.
- Compare the two dice values.
- If the values are the same, tell the user they rolled a double.
- Otherwise, tell the user they did not roll a double.



Task 1 - Dice roll: Is it a double?

