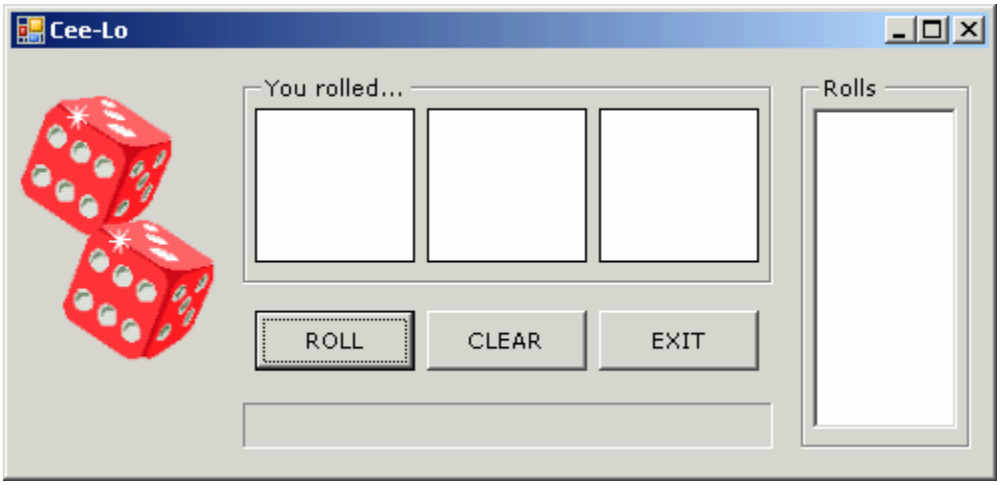
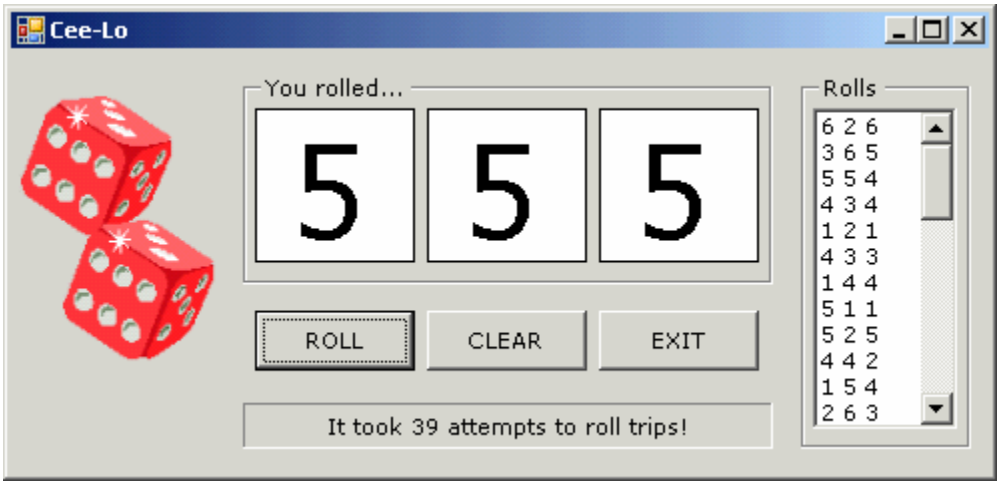
INTRODUCTION TO LOOPS:
PROGRAMMING EXERCISES

1. Create a **Dice Program** that continuously generates rolls for three dice until "trips" (i.e. three similar dice values) are rolled.

   When the user clicks the **ROLL** button, three random numbers between 1 and 6 need to be continuously generated and outputted in a list box. As each roll is generated, the program will need to check if the three dice values are the same. If they are, a message should be outputted to the user indicating how many rolls it took to generate trips. If "trips" are not rolled, the program will generate another roll until "trips" are generated.

   Your program output should look something like this:





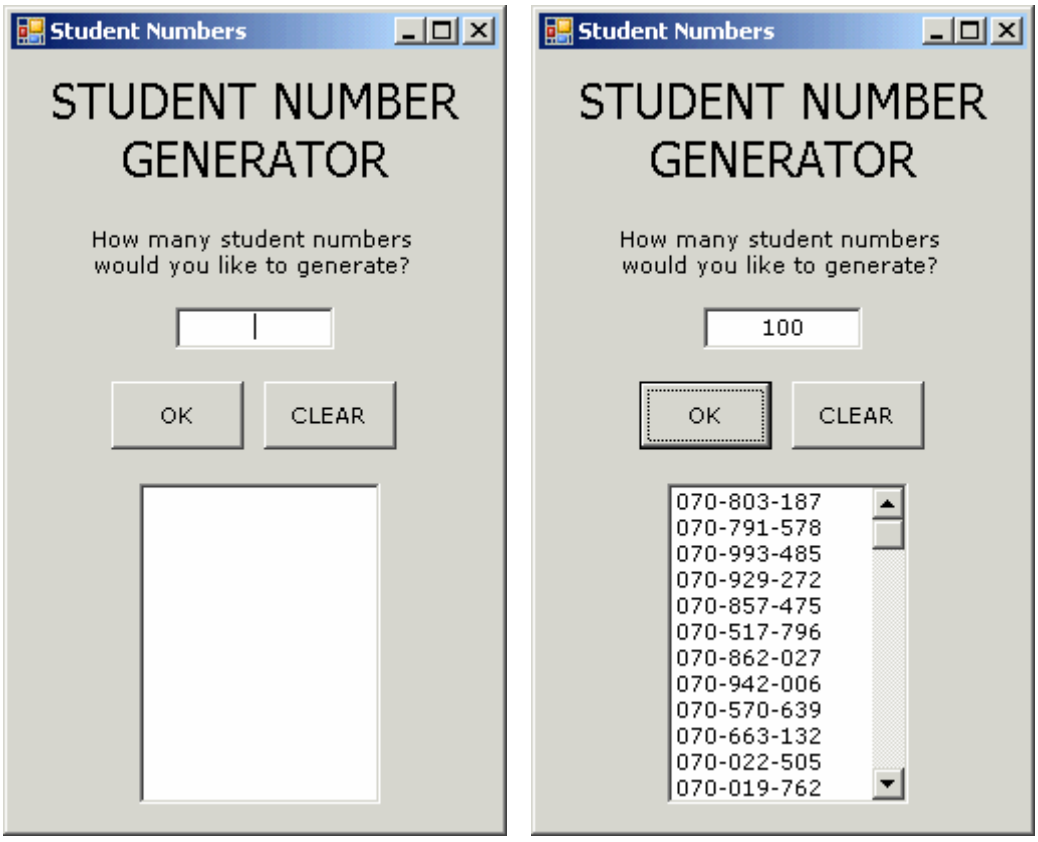
   When the user clicks the **CLEAR** button, the text in the labels and the list box should be cleared.

   When the user clicks the **EXIT** button, the program should exit.

   Save the program as **Dice Program** in your UNIT 3 folder.

2. Create a **Student Number Generator** program that prompts the user for the amount of student numbers he/she wants to generate and then randomly generates and outputs 9-digit student numbers that begin with 070 and take the following format 070-xxx-xxx.

   Your program output should look something like this:



   When the user clicks the **CLEAR** button, the text box and the list box should be cleared.

   Be sure to also include a try-catch statement to account for the possibility that the user does not enter valid data in the text box.

   Save the program as **Student Numbers** in your UNIT 3 folder.