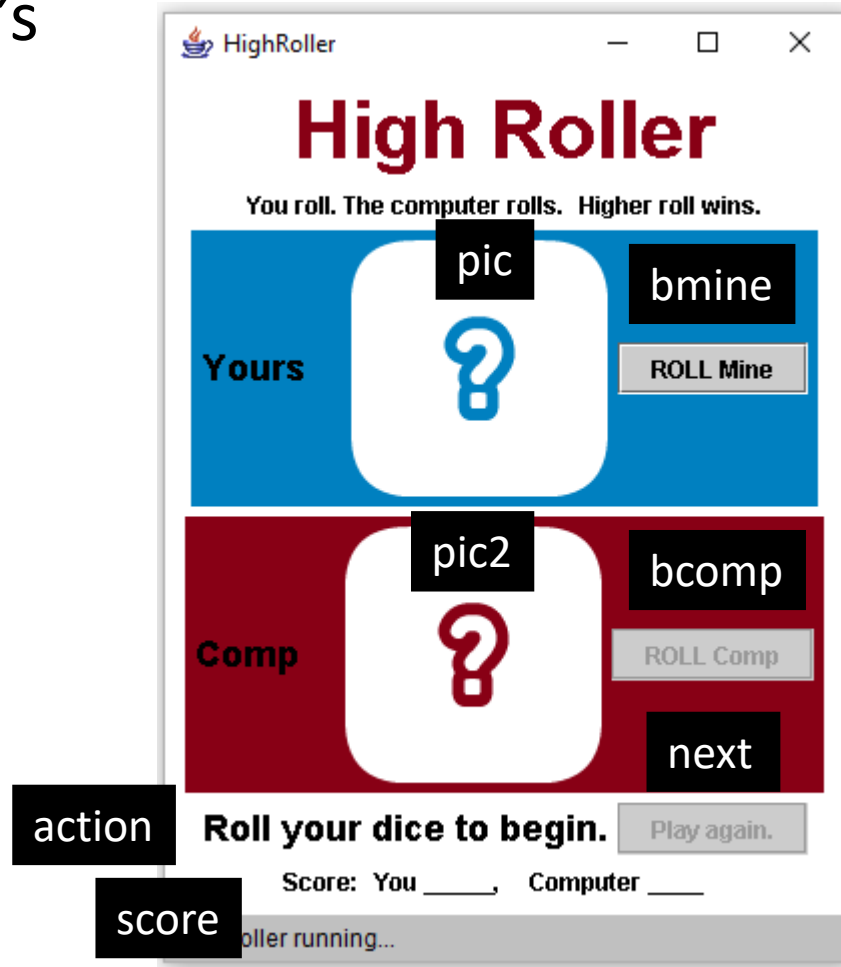


In the **High Roller**,

- You need to code two of the buttons.
- The first button has been coded for you and it is important to look over the code to see what to do for the last two buttons.
- More details follow.

High Roller's Global Variables:

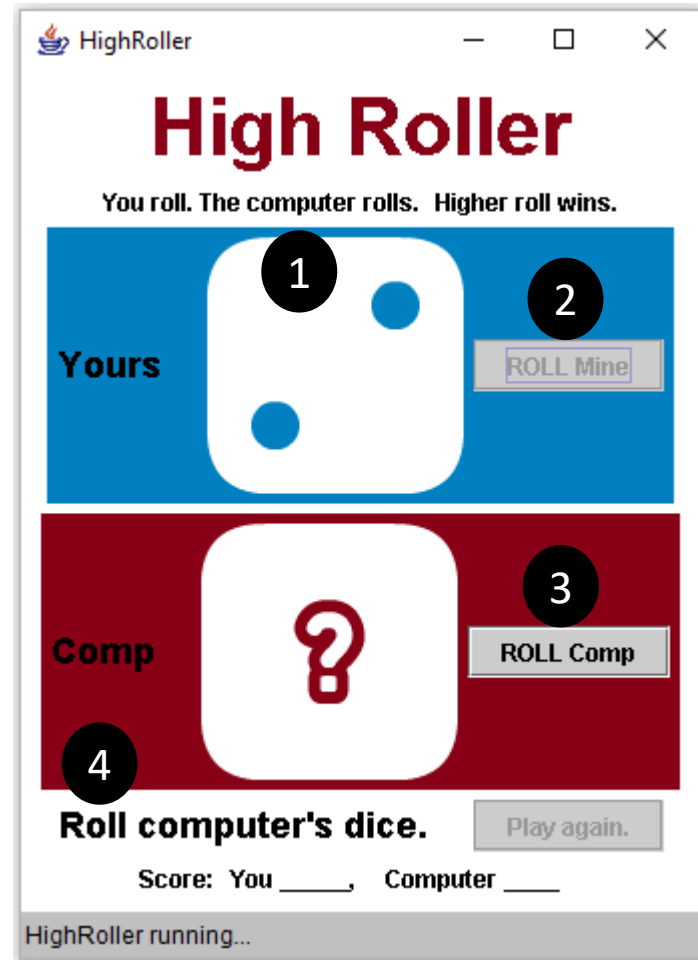


Global Integers:

dice1 (for pic, or your dice)
dice2 (for pic2, or computer dice)

uscore (for your score)
cscore (for computer score)

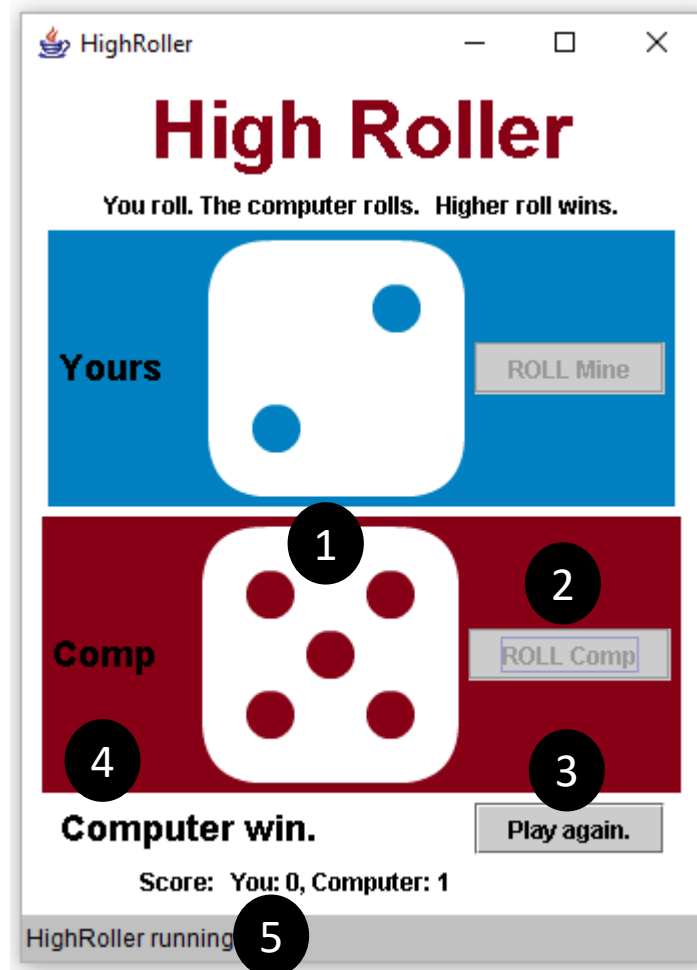
The **Roll Mine** Button is pressed (bmine)



- What changes on this screen:
1. dice1 integer is randomized. pic changes to match.
 2. bmine is disabled.
 3. bcomp is enabled.
 4. The action's message is updated.

This part is coded for you.

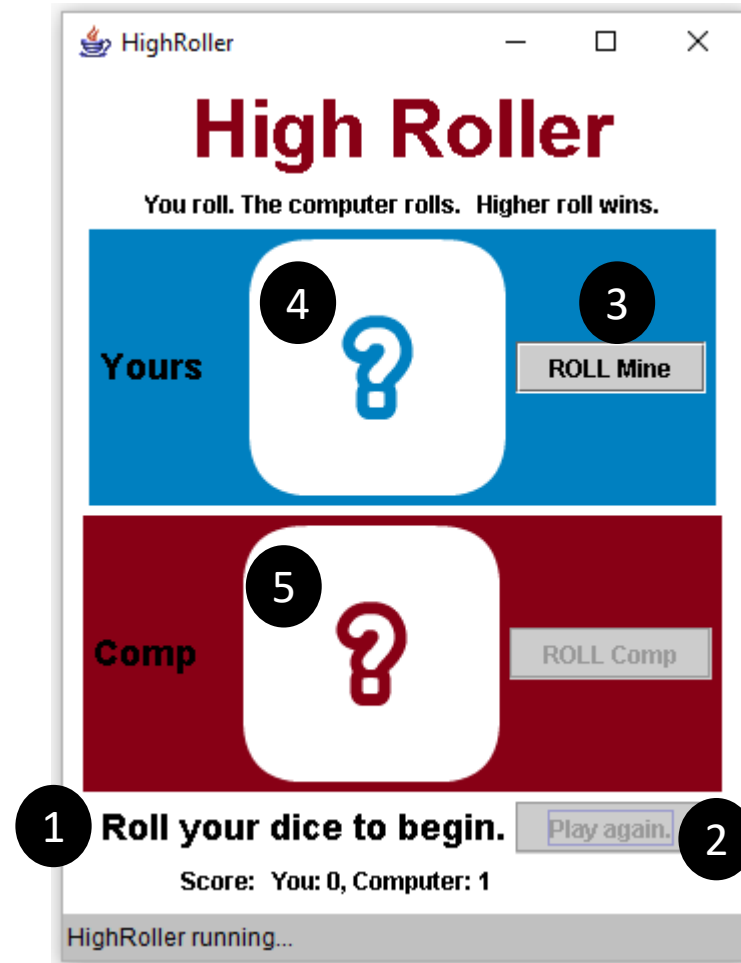
The **Roll Comp** Button is pressed (bcomp)



- What changes on this screen:
1. dice2 integer is randomized.
pic2 changes to match.
 2. bcomp is disabled.
 3. next is enabled.
 4. The action's message is updated.
 5. The winner is calculated. The score is changed.

You need to code this part.

The **Play Again** Button is pressed (bcomp)



What changes on this screen:

1. The action's message is updated.
2. next is disabled.
3. bmine is enabled.
4. pic's image is changed to d0.png.
5. pic2's image is changed to d0.png

You need to code this part.