

Roll a six-sided die 6000 times.

```
using System;

public class RollDie
{
    public static void Main( string[] args )
    {
        Random randomNumbers = new Random();

        int frequency1 = 0;
        int frequency2 = 0;
        int frequency3 = 0;
        int frequency4 = 0;
        int frequency5 = 0;
        int frequency6 = 0;

        int face;

        for ( int roll = 1; roll <= 6000; roll++ ) { face =
randomNumbers.Next( 1, 7 ); switch ( face ) { case 1:
frequency1++; break; case 2: frequency2++; break; case 3:
frequency3++; break; case 4: frequency4++; break; case 5:
frequency5++; break; case 6: frequency6++; break; } }
Console.WriteLine( "Face Frequency" ); // output headers
Console.WriteLine( "1 {0} 2 {1} 3 {2} 4 {3} 5 {4} 6 {5}",
frequency1, frequency2, frequency3, frequency4, frequency5,
frequency6 ); } } [/csharp]
```