

Shifted and scaled random integers.

```
using System;

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

        for ( int counter = 1; counter <= 20; counter++ ) { face =
randomNumbers.Next( 1, 7 ); Console.Write( "{0} ", face ); if
( counter % 5 == 0 ) Console.WriteLine(); } } } [/csharp]
```