

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]
```