

## Exercise 2

This exercise is due at the end of class. When you are finished, please call your instructor over to grade it.

- Create a VI that "Rolls" two dice. If you roll a "7", then a light indicator comes on saying that "YOU WIN". If it is anything else other than a "7", have an indicator pop up which says "You LOSE". Use a Boolean "STOP" button so that the program knows when you are done playing. Use a Boolean "ROLL" button to roll the dice again. Both of these Boolean buttons should latch until read.

The flowchart for the VI should look like the following:

