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// This program simulates rolling dice.
#include <iostream>
#include <cstdlib>      // For rand and srand
#include <ctime>        // For the time function
using namespace std;

int main()
{
    // Constants
    const int MIN_VALUE = 1;    // Minimum die value
    const int MAX_VALUE = 6;    // Maximum die value

    // Variables
    int die1;    // To hold the value of die #1
    int die2;    // To hold the value of die #2

    // Get the system time.
    unsigned seed = time(0);

    // Seed the random number generator.
    srand(seed);

    cout << "Rolling the dice...\n";
    die1 = (rand() % (MAX_VALUE - MIN_VALUE + 1)) + MIN_VALUE;
    die2 = (rand() % (MAX_VALUE - MIN_VALUE + 1)) + MIN_VALUE;
    cout << die1 << endl;
    cout << die2 << endl;
    return 0;
}

```