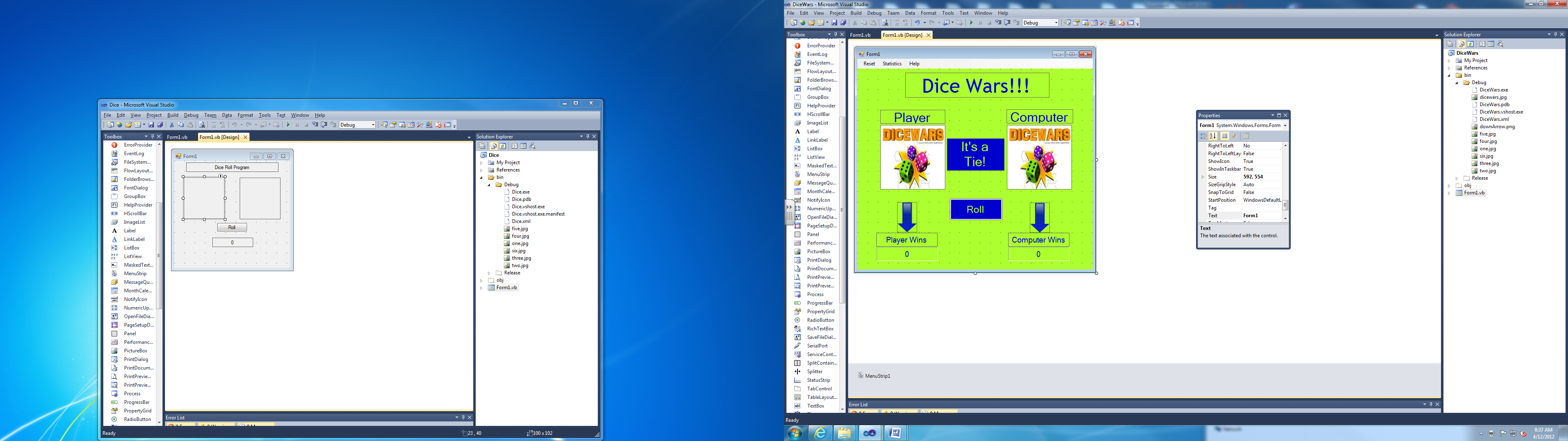
**Dice Wars Program**

**Part 1 - Design the Form** - Create this form. Be sure to rename the objects to match those shown below:

lblTie

pbComputerDie

pbPlayerDie

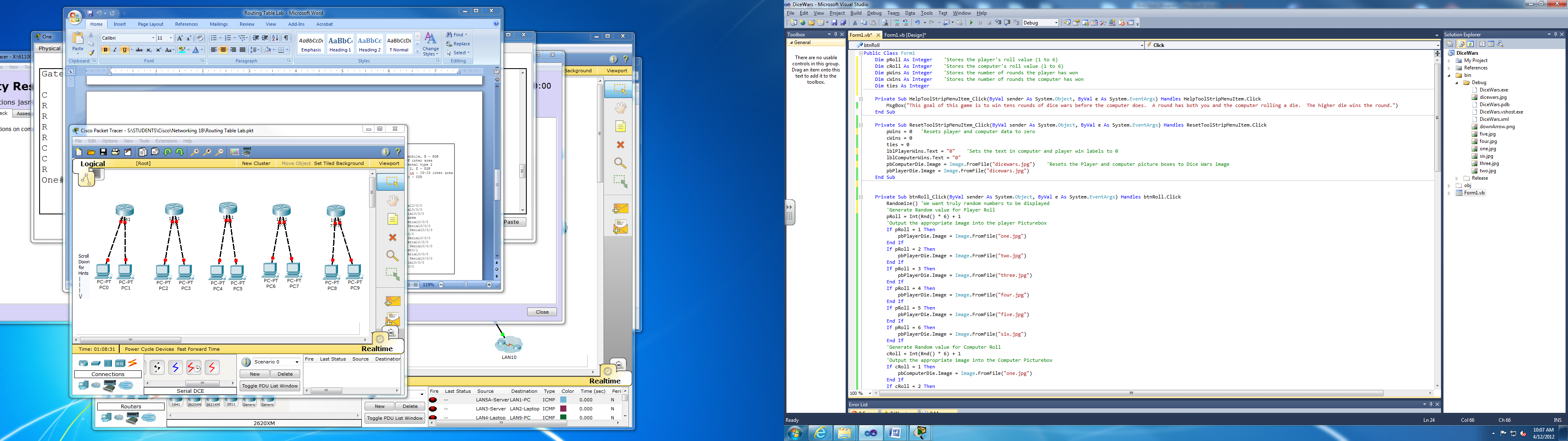
lblComputerWins

lblPlayerWins

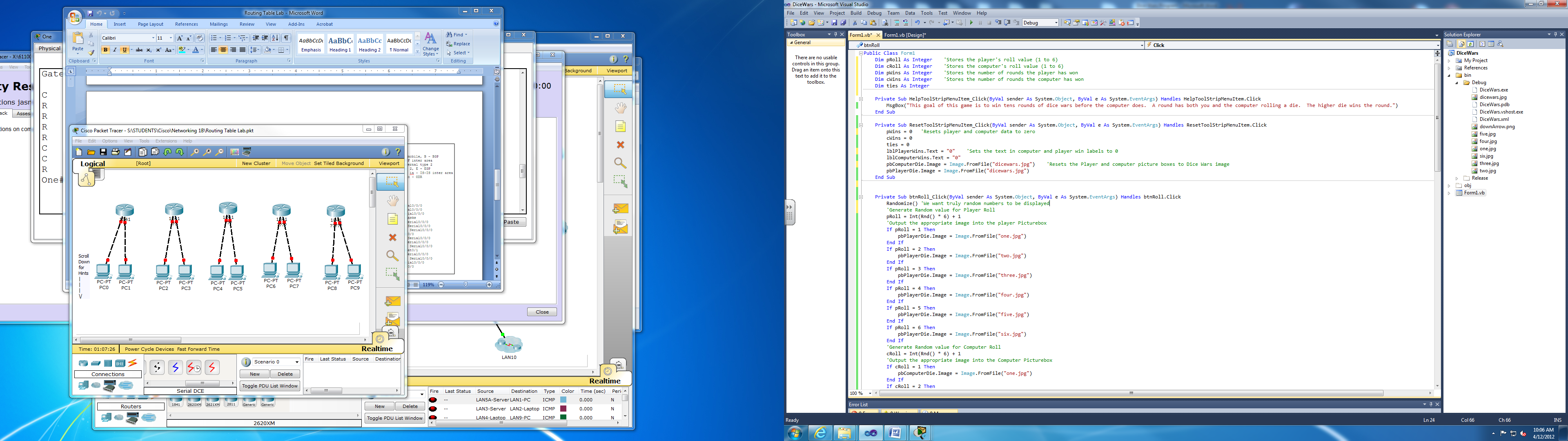
pArrow

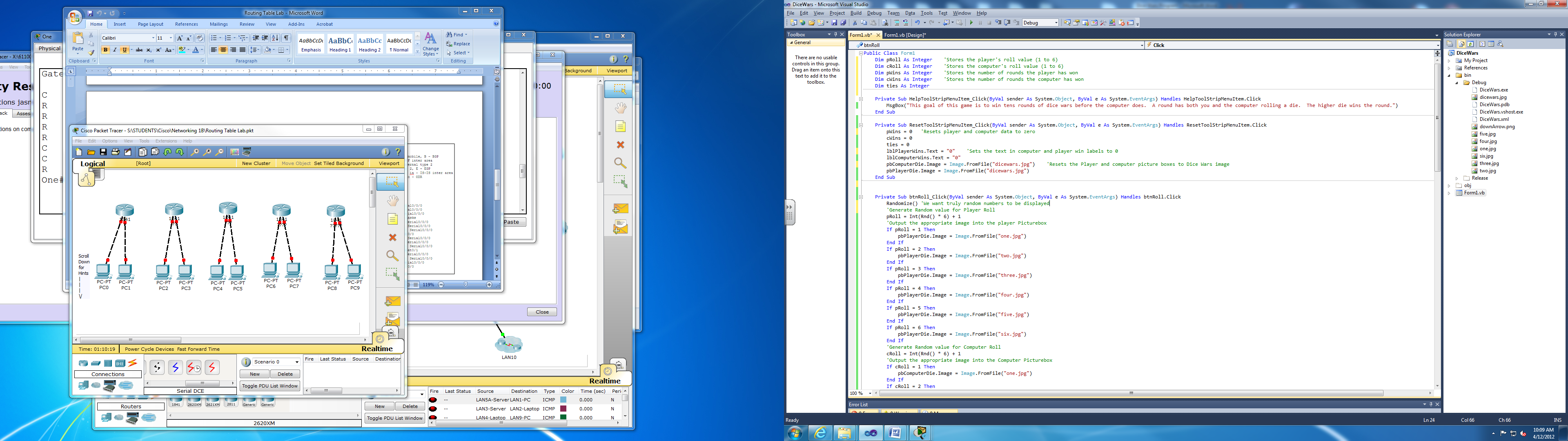
cArrow

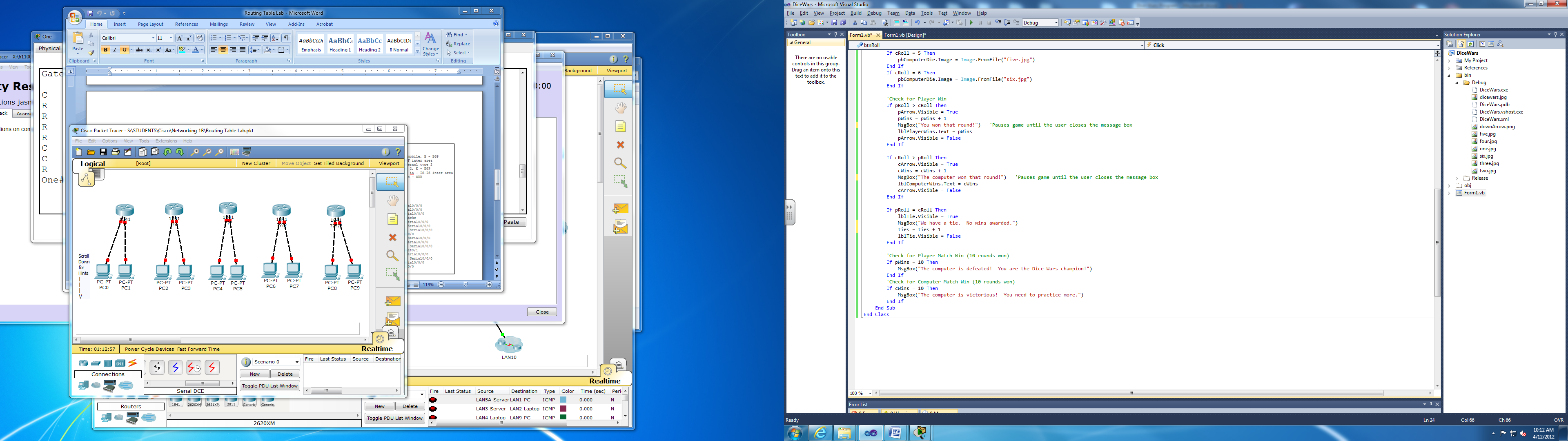
btnRoll

\*Set the visible property of cArrow, pArrow, lblTie to False. We do not want them to show up when the program starts.

**Part 2 - Variables**

**Part 3 - Coding**

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