

CODE:

```
public class Main
{
    public static void main(String[] args)
    {
        //create 2 Die objects
        //roll the dice
        //if possible print their face values

        Die die1 = new Die();
        Die die2 = new Die(5);
        Die die3 = new Die();
        int count = 0;

        System.out.println(die1 + "," + die2);

        die1.roll();
        die2.setFaceValue(3);

        System.out.println(die1 + "," + die2);

        for(int num = 1; num <= 100; num++)
        {
            die3.roll();
            if(die3.getFaceValue() == 3)
            {
                count++;
            }
        }
        System.out.println(count);
    }
}
```

```
public class Die
{
    //data declaration
    private int faceValue;

    //operations
    //default construtor
    //method header -> returnType methodName( parameters ... type name )
    //      void main(String[] args)
```

```
public Die()
{
    //faceValue = 2;
    roll();
}

//non-default
public Die(int newFace)
{
    faceValue = newFace;
}

//roll method
public void roll()
{
    //secret
    faceValue = (int)(Math.random()*6) + 1;
}

//getter method
public int getFaceValue()
{
    return faceValue;
}

//setter method
public void setFaceValue(int face)
{
    faceValue = face;
}

//toString method
public String toString()
{
    return "" + faceValue;
}
}
```