

23/11/2015

```
public class die {
```

```
    public int faceValue;
```

```
    private int numberOfFaces;
```

```
    public die (int n) { // CONSTRUCTOR!!
```

```
        numberOfFaces = n;
```

```
        faceValue = 1;
```

```
    }
```

```
    // -----
```

```
    public die () { // DEFAULT CONSTRUCTOR!!
```

```
        numberOfFaces = 20;
```

```
        faceValue = 1;
```

```
    }
```

```
    // -----
```

```
    public void roll () {
```

```
        faceValue = (int) (Math.random() * numberOfFaces + 1);
```

```
    }
```

```
    // ----- 1 -----
```

```
    public void roll (int n) {
```

```
        this.faceValue = n;
```

```
    }
```

```
    // -----
```

```
    public String toString () {
```

```
        return "" + faceValue;
```

```
    }
```

```
    // -----
```

```
    public void addValue (int n) {
```

```
        faceValue = faceValue + n;
```

```
    }
```

```
}
```

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```

public class Main {
    public static void main(String[] args) {
        die mydie = new die(6);
        die yourdie = new die(10);
        die herdie = new die();

        for(int i = 0; i <= 9; i++) {
            mydie.roll();
            yourdie.roll();
            herdie.roll();
            System.out.println(" " + mydie.toString() + " "
                               + yourdie + " " + herdie);
        }

        mydie.faceValue = 10;
        System.out.println(mydie);
        herdie.roll(17);
        System.out.println(herdie);
        herdie.addValue(100);
        System.out.println(herdie);
    }
}

```