CIS 1068
Worksheet 7

Instructions: **Die Roll** – Create 2 classes, a main class called **DieTester** (this will contain your main method), and another class called **Die**. The classes should be defined as follows:

**Die:**
This class will have 2 methods:

- **public void rollPercentage(int numberOfRolls)**
- **private int roll()**

The *roll()* method will roll a simulated 6-sided die, and return the number that it lands on. Basically, this method will simply generate a random number between 1 and 6 inclusive, and then return that value (Remember the Random class in Java).

The *rollPercentage(int numberOfRolls)* will roll the die *numberOfRolls* times by making sequential calls to *roll().* It must keep track of how many times each number is returned, and then print the number and percentage. E.g.

If *rollPercentage()* is called with 200 passed for *numberOfRolls*, sample output might look like this:

```
Total rolls: 200
1: 20 rolls – 10%
2: 34 rolls – 17%
3: 0 rolls – 0%
4: 45 rolls – 22.5%
5: 90 rolls – 45%
6: 11 rolls – 5.5%
```

**DieTester:**
This class will only have a main method. It should repeatedly play the Die Roll game and after each round ask the user if they would like to play again. You should use JOptionPane's *showConfirmDialog()* method to ask the user if they would like to play again. For each round, the user should enter the number of die rolls to play, and that information passed to the rollPercentage() method of the Die class.

You can declare any variable you require in both the Die and DieTester classes to complete this project.

Demonstrate your game to the TA to receive your grade.