```java
/*
 * David Lim
 * 9/2/22
 * Dice Roll
 */

import javax.imageio.ImageIO;
import javax.swing.*;
import java.awt.*;
import java.awt.event.ActionListener;
import java.awt.event.ActionEvent;
import java.awt.image.BufferedImage;
import java.io.File;
import java.io.IOException;
import java.util.Arrays;

public class Main extends JFrame implements ActionListener{
    int rollMin = 1;
    int rollMax = 6;

    int randomRoll1; //don't assign value here so it can change with every button click
    int randomRoll2;
    JTextArea txaRandomRoll = new JTextArea("", 10, 30);
    JButton btnRoll = new JButton("Roll");

    public static void main(String[] args){
        Main frame = new Main();
        frame.setSize(500,500);
        frame.setVisible(true);

    }

    //declare constructor for the project
    public Main(){
        //application bar name
        super("Dice Roll");
        setDefaultCloseOperation(EXIT_ON_CLOSE);

        //layout manager
        setLayout(new FlowLayout());

        //screen components
        add(txaRandomRoll);
        add(btnRoll);

        //add listener for the button
        btnRoll.addActionListener(this);
    }//end of constructor

    //execute code below on button click

    public void actionPerformed(ActionEvent event){
        Object objSource = event.getSource();

        if (objSource == btnRoll){
            txaRandomRoll.setText("");
            randomRoll1 = (int)Math.floor(Math.random() *  (rollMax - rollMin + 1) + rollMin);
```

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58              randomRoll2 = (int)Math.floor(Math.random() *  (rollMax - rollMin + 1) + rollMin);
59
60              //initialize class for calculation
61              calculate calculate = new calculate(randomRoll1, randomRoll2);
62
63              //get values for calculate class
64              int sum = calculate.getSum();
65
66              String outputString = "";
67
68              //output
69              outputString = "Roll 1: " + randomRoll1 + "\t" + "Roll 2: " + randomRoll2 + "\n"
70              + "Roll sum: " + sum + "\t" + "Sum Counts: " +
Arrays.toString(calculate.returnRollCount()) + "\n" +
71              "Roll Probabilities: " + Arrays.toString(calculate.returnArray()) + "\n" + "Total
Rolls: " + calculate.getRolls();
72              txaRandomRoll.append(outputString);
73          }
74
75      }
76
77  }
78
```