Building on the previous assignment, modify the Dice Game so that it uses Objects.

- Create a **class** called **Die.** The **this** keyword will be needed for most of the following.
  - The class should have attributes **sides** (representing the number of sides the die has) and **value** (representing the value of the face that is currently "up").
  - Its **constructor()** method must take one parameter - the number of sides that the die has.
  - The **constructor()** method must establish the initial values of all attributes.
  - There should be a **roll()** method that generates a new value for the die. It should also **return** the value that was rolled.
  - There should be a **getValue()** method that simply **return**s the current **value** of the **die** object.
- Create an array called **dice** and populate that array with 5, 6-sided **die** objects. You will need to use the **new** keyword.
- Modify the button's **click** event handler to use the array of **die** objects. Keep the logic of the page's operation identical to Assignment 1. No modifications of the HTML or CSS are permitted. All changes will be in the JavaScript file.

When finished:

1. take a screenshot
2. submit dice.js and screenshot to D2L.

Due: On or before Friday, 2 June. Dropbox will close at midnight. Assignment 1 solution will be available Monday, 29 May, that may be used as starter code.