**React Basics**

Rolling Dice

1. Design a rolling dice.
2. No. of dice initially set to one
3. CSS Styling for the dice
4. Number of dices should increment by 1, a new dice should appear on the screen, do not display the numbers into the input box
5. Reset button- (Number of dices should come back to one with one side only)
6. Number of sides- initially set to 6 (can be changed), not input text, but up-down buttons, range for the no. Of sides for the dice should be between 1 and 20
7. When you click on any dice, it should increment the number on the dice by 1. If the number exceeds the number of sides, then it should reset to one.
8. Roll button- Generate a random value between 1 and the number of sides
9. React JS: components, state, props and other concepts.
10. Class or function component hooks