

Ch 3 You Do It Activity 1: Dice.java

Topics: String class, Random class and their methods

Write a program that simulate the rolling of two 6-sided dice. It then displays the sum of the face values of the two dice along with their individual face values.

Hint: Don't forget to import java.util.Random class.



```
//Expected Output
/*
*****Simulating Rolling of two Dice*****
Face value of Die 1: 1
Face value of Die 2: 6
The sum of the two face values is : 7
Good Bye
*/
```