

RandomObject

Int dice1 : Integer type variable which will be returned to the player class when they roll the dice

Int dice2 : Integer type variable which will be returned to the player class when they roll the dice

Cards chance : Cards variable to hold the Chance card when it is randomized

Cards community : Cards variable to hold the Community Chest card when it is randomized

Constructor

```
public RandomObject()
```

Default constructor

```
public int RandomDiceRoll()
```

Method that Randoms a number from 1 to 6 to represent a dice

- Returns a random int between 1 to 6

```
public Cards RandomChanceCard(Cards[] card)
```

Method that randomize the chance cards

Card : Array containing all the cards.

- Return a random chance card

```
public Cards RandomCommCard(Cards[] card)
```

Method that randomize the chance cards

Card : Array containing all the cards.

- Return a random community chest card