

Dungeons & Dragons: Roll More Dice!

For this lab, you will reuse some code from the previous dice rolling lab. Instead of generating a roll for each die type, you will use loops to generate multiples rolls.

- Use a for loop to roll a d4 four times.
- Use a for loop to roll a d6 six times.
- Use a while loop with a counter to roll a d8 eight times.
- Use a while loop with a counter to roll a d10 ten times.
- For extra practice with loops, you may repeat this process for d12, d20, and d100, but it is not required for this lab.

For each set of dice rolls, keep a running total and print the result. Keep your output streamlined as demonstrated below.

Run your program several times to ensure it is generating the correct range of values and the correct total for each set of rolls.

Example Output

```
D&D Dice Roller
Roll 4d4: 4 4 3 1 Total = 12
Roll 6d6: 1 2 2 4 2 4 Total = 15
Roll 8d8: 1 6 4 5 8 3 2 1 Total = 30
Roll 10d10: 10 8 9 9 7 8 5 9 5 6 Total = 76
```

```
D&D Dice Roller
Roll 4d4: 4 2 2 1 Total = 9
Roll 6d6: 6 2 3 2 3 3 Total = 19
Roll 8d8: 5 1 6 4 2 7 2 3 Total = 30
Roll 10d10: 1 6 6 9 2 6 10 10 4 1 Total = 55
```

Deliverables

Make sure your code has the required file header and correctly formatted identifier names, as outlined in the CS Java Documentation Policy under Course Info on D2L.

To receive credit for this lab you must

1. Demonstrate the code and execution to the instructor during this lab, during office hours, or during the next lab period.
2. Zip the src folder in your project directory and upload the instructor approved .java files to the Lab 10 D2L drop box.