

```
package myrandom_1;
```

```
import java.util.Random;
```

```
public class MyRandom_1 {
```

```
    public static void main(String[] args) {
```

```
        Random rand = new Random();
```

```
        int diceOutcome = rand.nextInt(6) + 1;
```

```
        System.out.printf( "%d", diceOutcome);
```

```
        System.out.println();
```

```
    }
```

```
}
```