**No. 5)** Complete the method: public static int rollDice(), that returns a random number between 1 and 6, representing the roll of a die.

public class rollDice

{

public static void main(String[] args)

{

//rollDice();

System.out.println("The random num is " + rollDice1());

}

public static int rollDice1()

{

int die; // The number on the first die.

die = (int)(Math.random()\*6) + 1;

return die;

}

}

**No. 6)** Complete the method: public static int rollDice(int numFaces), that returns a random number between 1 and numFaces, representing a roll of a die with a non-standard number of faces.

import java.util.Random;

public class Dice {

public static int rollDice(int numFaces)

{

int num;

if(numFaces >=3)

{

for(int i = 1; i < num; i++)

{

num = (int)(Math.random()\*6) + 1;

// numFaces)+1

}

}

else

{

System.out.println("Invalid!, Num must be at least 3");

}

return num;

}

public static void main (String[] args)

{

System.out.println("The random num is: "+rollDice(3));

}

}