Assignment 8: Doubles

1. You are not given a starter class for this project. You can use an old project to get started! Name the class for this project Doubles.java.
2. Create a program that rolls 2 dice (using random numbers between 1 and 6) and prints the results.
3. Use a while loop to keep going until it rolls doubles. If they roll doubles, print a message of congratulations.
4. This all happens so fast! Change the program so that each time it asks the user if they want to roll the dice and waits for user input to go on. If the user does not want to roll the dice, you can break out of the loop.
5. Run the program and make sure it works as expected.
6. Save the program in Git.