

Micro Assignment

Dice

Create a program that rolls two six sided dice three times, each time printing out the result.

- Define a value method called *rollDie* that returns a random number between 1 and 6 (inclusive).
- Define a value method called *rollTwoDice* that calls *rollDie* twice, adds the results and returns them.
- Call *rollTwoDice* three times and print out the result.

```
Two dice roll: 8  
Two dice roll: 4  
Two dice roll: 3
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