Micro Assignment

Smart Dice

Copy your code from previous *Dice* assignment. Create overloaded methods for *rollDie* and *rollTwoDice* that take an argument for how many sides the dice should have. If done right, you should be able to call *rollTwoDice()* with no arguments to roll default six-sided dices and call *rollTwoDice(12)* to roll special 12 sided dice.

```
Two six-sided dice roll: 7
Two 12-sided dice roll: 15
Two 18-sided dice roll: 33
```