**Dice Project part 2 – Loops/ Conditional Statements Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Directions: Modify your DiceMain class to be able to play 7 games. Make sure to organize your code, include comments for each section (game) of code and also organize / label your output. Using if/else statements, while loops and for loops:**

Game 1: Try to roll a 6 and output the success/failure. (one try)

Game 2: Try to roll an even number and output the success or failure. (one try)

Game 3: Simulate the number of rolls it takes to roll a 6 and output the result.

Game 4: Simulate the number of rolls it takes to roll an even number and output the result.

Game 5: Simulate the number of times you need to roll 2 dice before you get doubles.

Game 6: Simulate the number of times you need to roll 2 dice before you get “snake eyes” (a pair of 1’s).

Game 7: Roll a die a set number of times and output the number of times each number is rolled.

1. Simulate game 7 with rolling 10 times.
2. Simulate game 7 with rolling 100 times.

NOTES:

\*\* You may NOT make any changes to your dice class from part 1. Also, you may NOT use arrays/ ArrayLists or any other object that we have not discussed in class this year for this project.

\*\* For games 1-4, display every value that is rolled. Games 5-7 you only need to display the results