**DiceWithArray Project Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Directions: Open the project DiceWithArray with two files “Main” and “Dice”**

**Dice class is completed for you and should NOT be changed:**

**DiceArrayMain should have:**

1. **main method:  
    (With the exception of displaying the whole array, all outputs should be in sentences)**

* **Create 2 int arrays. The first should be size 10 and contain values rolled by a 20 sided die. The second array should be size 50 and contain values rolled by a 100 sided die.**
* **Create two dice objects used to generate the random values in the arrays**
* **Display the first array**
* **For the first array, find the maximum value and then display what the value is and where it is located in the array (index)**
* **Display the second array**
* **For the second array, find the minimum value and then display what the value is and where it is located in the array (index)**
* **Calculate and display the average value for each array using your static avg method**
* **Compare the result from your static ave method to the result of the Dice class ave() method from the corresponding Dice object**

**2) max method:**

* **Take an array and return the index where the largest value is located.**
* **This method should not display anything!**

**3) min method:**

* **Take an array and return the index where the smallest value is located.**
* **This method should not display anything!**

**4) avg method:**

* **Take an array, then calculate and return the average of all the values in the array**
* **This method should not display anything!**

**5) display method:**

* **Take an array and print out all the values in the array, separated by commas and spaces**
  + **Ex: 1, 3, 2, 4, 4**
  + **For larger size arrays (length > 20), split the display so that a max of 20 values are printed per line.**