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import java.util.Scanner;

import java.util.Random;

public class TwoDice{

public static void main (String[] args) {

Die die1 = new Die();

Die die2 = new Die();

System.out.println("how many rolls?");

Scanner sc = new Scanner(System.in);

int rolls = sc.nextInt();

for(int i = 0; i<rolls; i++) {

die1.roll();

die2.roll();

DrawHisto.addNext(die1.getFaceValue()+die2.getFaceValue());

}

System.out.println(rolls + " rolls results in");

DrawHisto.draw();

}

}

Reflection for chapter 5:

For chapter five I had a tough time learning and understanding how to write methods that return information. But once I got to the exercises page and had to write a bunch of methods it became a lot easier to write methods for various tasks. Now I can see that they are pretty useful.