Math.random, Comparable interface, toString
in APCS Java Subset
Modifying Die and SnakeEyes classes (pgs. 221-223)

Starting with SnakeDiceToDo project

1) Convert to use the random version used in the APCS Java Subset
   - Make appropriate changes to use Math.random (instead of java.util.Random)

2) Implement the Comparable interface and test
   - Make the Die class implement the Comparable interface.
   - Add *toString* to the Die Class.
   - Modify the SnakeEyes class to test 2 dice for equality, larger and smaller using the *compareTo* method.
   - Print dice values as part of the testing (implicitly using *toString*).

Optional: Use a Static variable
- Add a static variable to the Die class to count the number of times the roll method is called
   (on all dice combined). Modify and create other methods as needed to implement the
   counting and access to the value.
- Modify the SnakeEyes class to test this counter.