```java
/**
 * represents a single die
 */

import java.util.Random;

public class Die {

    public int currSide; //should this be private or public
    private int numSides;
    public final int DEFAULT_SIDES = 6;
    public final int DEFAULT_START = 1;


    /**
     * constructor, initializes the die
     */
    public Die(int sides) { //do not have to define data type in constructor
        numSides = sides;
        currSide = DEFAULT_START;
    }

    /**
     * Constructor, initializes the die with default values
     */
    public Die() {
        numSides = DEFAULT_SIDES;
        currSide = DEFAULT_START;
    }

    /**
     * roll the dice, select random number 1-n.
     * set current side equal to roll value
     */
    public void roll() { //void means does not return anything
        Random rollNum; //declaring that rollNum will be of the random class when written
```

```
37          rollNum = new Random(); //the roll is a
   random int
38          currSide = rollNum.nextInt(numSides) +1; //
   variable.method(parameter) // returns a random
   number in rollNum range
39      }
40
41      /**
42       * @return the number rolled on the die
43       */
44      public int getValue() {
45          return currSide;
46      }
47  }
48
49
```

```java

import java.util.Scanner;
public class Client {


    public static void main(String[] args) {

        final int TWELVE_SIDES = 12; //how to define this constant in die without error

        Die die1;
        die1 = new Die();

        Die die2;
        die2 = new Die(TWELVE_SIDES);


        while ((die1.getValue() != die2.getValue() * 2 && die2.getValue() != die1.getValue() * 2 )) {
            System.out.print("press return to continue");
            Scanner getUserInput = new Scanner( System.in); //gets user input
            getUserInput.nextLine(); //returns a string, tells you what UI is
            //need code here that restarts the loop after enter is pressed
            die1.roll();
            die2.roll();
            System.out.println("you rolled:" + die1 .getValue() + " and " + die2.getValue());
            }
        System.out.println("game over, double value !");
//die default to 6 and 12, so make it so that they do not get checked until rolled


        }
}
```

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