



Introduction to Programming with Java

Class: `DiceRoll.java`

Score: ★★ (Easy)

Description:

Implement a program which performs a random experiment consisting of rolling a dice repeatedly, until two consecutive observation of a desired number.

Sample Run:

```
The desired number is: 4
1 rolled
3 rolled
2 rolled
5 rolled
4 rolled
4 rolled

It took 6 tosses to get 2 consecutive 4.
```