/\* a game die \*/

public class Die extends Object {

/\* the current value of the die \*/

private int faceValue = 1;

/\* the number of sides this die can have - the value will not change \*/

private final int numberOfSides;

/\* a constructor to set the number of sides of the die \*/

public Die(int numSides) {

numberOfSides = numSides;

}

/\* a generic constructor to make the die 6 sided \*/

public Die() {

numberOfSides = 6;

}

/\* a method to roll the die \*/

public int roll() {

return faceValue = (int)(Math.random() \* numberOfSides) + 1;

}

/\* return the face value of the die \*/

public int getFaceValue() {

return this.faceValue;

}

/\* sets the face value of the die \*/

public void setFaceValue(int faceValue) {

this.faceValue = faceValue;

}

}