

## Random Tables

In Dungeon & Dragons, random tables are often used to help improvise situations or make decisions. A random table is a list of descriptions that fall under one category, and a player will roll dice to determine which description to read. For example, random table A helps determine what stone a player finds buried under the sand, and random table B helps determine what happens to a player when they walk through a cursed door.

Table A (d6)	
#	Description
1	opal
2	emerald
3	ruby
4	sapphire
5	garnet
6	quartz

Table B (d8)	
#	Description
1	Stumble to the ground
2	Become super hungry
3	All food becomes rotten
4	Teleported to a dungeon
5	See ghosts for two hours
6	Lose sense of direction
7	Lose all memory of past 24 hours
8	Nothing happens

### Task

First, write the **pseudocode**, then write **RandomTable.java** which allows a user to specify

1. Which random table they want to roll from (have at least 3 different ones)
2. How many times they want to roll

The program then generates an appropriate number of responses. The user should be able to choose to go again (hint: loops!).

You may look up random tables, or come up with your own!

### Example

I run the program and choose table A, and I want to roll 3 times.

The program responds with: "Your 3 rolls are: opal, quartz, garnet"