

```
1  import java.util.concurrent.ThreadLocalRandom;
2
3  public class Dice {
4
5      private int valueOfDice;
6
7      public Dice()
8      {
9
10     }
11
12     public void setDiceValue()
13     {
14         int r = ThreadLocalRandom.current().nextInt(1, 6 + 1);
15         this.valueOfDice = r;
16     }
17
18     public int getDiceValue()
19     {
20         return this.valueOfDice;
21     }
22
23     public void printDiceValue()
24     {
25         System.out.println("Rolled: "+this.valueOfDice);
26     }
27
28 }
29
```