DieGame

Write two classes in two separate files (**Die.java** and **TestDie.java**) such that,

1. (**Die.java**) The Die class will be used to create a die object. This class should contain the following variables:
- **private int faceValue**, which holds the face value of the die,

The Die *constructor* should initialize **faceValue** to 1. In this class, you should also have the following methods:

- **roll()** – Changes the face value of the die randomly between 1 and 6 (inclusive).
- **getFaceValue()** – Returns the face value of the die.

2. (**TestDie.java**) The TestDie class contains a run method which creates two Die objects and rolls the dice. At the end, the program shows who the winner is. If there is a tie, there is no winner and the program reports this.

Here are some some sample runs:

Sample 1:
First player has 4
Second player has 2
First player wins with 4

Sample 2:
First player has 5
Second player has 6
Second player wins with 6

Sample 3:
First player has 5
Second player has 5
Tie! Both players have 5