# Create a single die

Now that we have a random number generator, we can create one of the dice in our game. Make sure you have the MainActivity.java file open in the project. We will remove the lines we created in the rollDice method from the last lesson since we won't need these to create our die. We need to create a new integer to hold the value of our die. This will need to be a field that is scoped to the entire project. So we need to create that at the top. We can call it die1.

Then in our rollDice method we can use our random number generator to create the value for the die. Start with the comment Roll dice. And we'll set die1 to be equal to a random number generator nextInt six, and we'll add one. And then we can build the string we want to put in the roll result text view. We'll add a comment, build message with the result. String message M-S-G, equals you rolled a plus die1.

And then set the text of the roll result text view to the new message. Comment update the app to display the result message. Then we'll access rollResult. We'll access the setText method, then we'll add in the string M-S-G. Let's go ahead and run the app, and see if it works. When you click the roll button, you'll see that we get the result of a single die. But that is just one.

In this game we need to roll three. So we'll need to modify this to handle three different values for each of the dice.