Assignment 4

Please make sure for each java problem you solve, at the top in a comment block(see chapter 1 of the book), you make note of who you are, what the problem is, and how you plan on solving it.

Set 1 (Please Print out and bring to class):

Chapter 5: Game Zone 2, 4 (Don't instantiate an object, use the die roll method you wrote for Assignment 4 problem 1) , 5