Class DiceRolls

import java.util.Random;  
public class DiceRolls {  
 Random random = new Random();  
  
 public int RollPair() {  
 int roll1 = random.nextInt(1, 7);  
 int roll2 = random.nextInt(1, 7);  
  
 return roll1 + roll2;  
 }  
 public int RollsOfPairsToGet(int *target*) {  
 int counter = 0;  
 int result;  
  
 do {  
 result = RollPair();  
 counter += 1;  
 }  
  
 while (result != *target*);  
  
 return counter;  
 }  
}

Tester

public class Tester {  
 public static void main(String[] *args*) {  
 System.*out*.println(**"---First we will see how many rolls it takes to get each possible value..---"**);  
 System.*out*.println(**"Target Rolls Needed"**);  
 DiceRolls diceRolls = new DiceRolls();  
  
  
 for (int target = 2; target <= 12; target++) {  
  
 int attempts = diceRolls.RollsOfPairsToGet(target);  
  
 System.*out*.println(target + **" "** + attempts);  
 }  
 System.*out*.println(**"---Now we'll see how many rolls on average it took to get each value 10000 times...--- "**);  
 System.*out*.println(**"Target Average Rolls Needed"**);  
 int trials = 10000;  
  
 for (int target = 2; target <= 12; target++) {  
  
 long totalRolls = 0;  
 for (int i = 0; i < trials; i++) {  
 totalRolls += diceRolls.RollsOfPairsToGet(target);  
 }  
 double averageRolls = (double) totalRolls / trials;  
 System.*out*.println(target + **" "** + averageRolls);  
  
 }  
  
 }  
}

output:

