Using and Writing Methods
CS401 Lab4

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What’s covered in this lab

- A Java program to roll the dice. (Not graded. . . )
- A Quiz.
Things that might be useful

- Static Methods
- Math class
- Random Class\(^1\) in java.util
- ...

\(^1\)http://java.sun.com/j2se/1.4.2/docs/api/java/util/Random.html
Write a Java program that will simulate rolling 2 six-sided dice, and keep track of how many times each possible roll (2, 3, ..., 12) occurs.

Write a static void method called `RollDice` to:

1. Roll the dice
2. Count for each number
3. Print out the number of times each number comes up and its fraction out of all of the rolls

In the main program, invoke `RollDice`.