

```

package dice;

/**
    Dice.java illustrates use of packages
    uses type casting and Math.random()
*/
public class Dice {

    private int diceValue;

    public void throwDice() {

        double randomNumber = Math.random();

// 0.0 <= randomNumber < 1.0

        randomNumber *= 6;

//short for randomNumber = randomNumber*6;

        randomNumber++;

// giving values between 1.0 and 6.9999..

        diceValue = (int)randomNumber;
    }
//a 'get' method to return the dice value

    public int getDiceValue() {

        return diceValue;
    }
}

```

```

package dice;
/**
    ThrowDice.java
    simulates the throwing of two dice
*/

public class ThrowDice {
    public static void main(String[] args) {

//create two dice
        Dice dice1 = new Dice();
        Dice dice2 = new Dice();

//'throw' both of them
        dice1.throwDice();
        dice2.throwDice();

//get their values
        int dice1Score = dice1.getDiceValue();
        int dice2Score = dice2.getDiceValue();

//calculate total score
        int totalScore = dice1Score+ dice2Score;

//display
        System.out.println("The first dice shows
" + dice1Score);
        System.out.println("The second dice shows
" + dice2Score);
        System.out.println("The total score is "
+ totalScore);
    }

}

```