Challenge

Write a program that allows its user to play the dice game "Doubles"

Rules of the game

* Player begins with ten dollars ($10.00)
* The player places a bet amount and a pair of dice are rolled
* If the two values showing on the pair of dice are the same (they rolled doubles), the player wins twice their bet amount
* If the two values showing on the dice are not equal, then the player loses their bet amount
* The game ends when the player is out of money

Class Design

The Die class will be similar to your Coin class, except that the instance variable representing the die's face value should be an integer type (to store the value 1 to 6).

* Constructor: initialize the die's value to 0 and instantiate the Random number generator object
* roll() method: use the Random object to simulate a die roll between 1 and 6 (see tip below)
* equals(Die die2): returns true if both die have equal values, false otherwise
* toString(): returns the string "one", "two", "three", etc. based on the integer value of the die

Tip: The Random class method nextInt(int n) returns a random integer value between 0 to n-1. To generate a random integer between 1 to 6 you can use:

randomNumberGenerator.nextInt(6) + 1

**Sample Session**

You have $10.00

How much would you like to bet? 5.00

You rolled a one and one

You win $10.00

You have $20.00

How much would you like to bet? 5.00

You rolled a five and four

You lose $5.00

You have $15.00

How much would you like to bet? 15.00

You rolled a six and two

You lose $15.00

Better luck next time

**Two classes: Die.java and DoublesGame.java are required**