```java
public class Dice
{
    public int sides;  //number of sides on die
    public int value;  //value of top face of die

    public Dice(int sides)
    {
        this.sides = sides;
        roll();     //this will actually set value
    }

    public void roll()
    {
        value = (int)(Math.random() * sides) + 1;
    }

    public String toString()
    {
        return "D" + sides + " is showing " + value;
    }

    public static void main(String[] args)
    {
        Dice d6 = new Dice(6);
```

```java
        System.out.println(d6);
        d6.roll();
        System.out.println(d6);

        Dice d20 = new Dice(20);
        System.out.println(d20);
        d20.roll();
        System.out.println(d20);

        Dice coco = new Dice(10);
        System.out.println(coco);
        coco.roll();
        System.out.println(coco);
    }
}
```