class Dice

This class is designed to represent one dice in a generic game. The dice will be represented as an array of 6 characters, with one character corresponding to each side of the dice. The Dice keeps track of which face is currently showing on top and can also be rolled to randomly pick a new configuration.

Instance Variables:

char sides[]: an array to store the characters for each side
int top: the side currently showing on top

Constructors:

public Dice(String letters)
   The letters parameter must be a string of six characters.
   Initializes the sides array to contain those letters.

Methods:

public char top()
   Returns the character currently on top of the dice.

public void roll()
   Randomly select a new number in the range 0..5 and store the associated face in top.