import androidx.appcompat.app.AppCompatActivity

import android.os.Bundle

import android.view.View

import android.widget.Button

import android.widget.TextView

import android.widget.Toast

class MainActivity : AppCompatActivity() {

public override fun onCreate(savedInstanceState: Bundle?) {

super.onCreate(savedInstanceState)

setContentView(R.layout.activity\_main)

val rollButton: Button = findViewById(R.id.rollButton)

rollButton.run({ setOnContextClickListener() })

}

private fun rollDice() {

val dice = Dice(6)

val diceRoll = dice.roll()

}

fun onbuttonclicked(view: View) {}

}

class Dice(private val numSides: Int) {

fun roll(): Int {

return (1..numSides).random()

}

}

private fun TextView.setOnContextClickListener() {

TODO("Not yet implemented")

}

fun onbuttonclicked(view: View) {

}