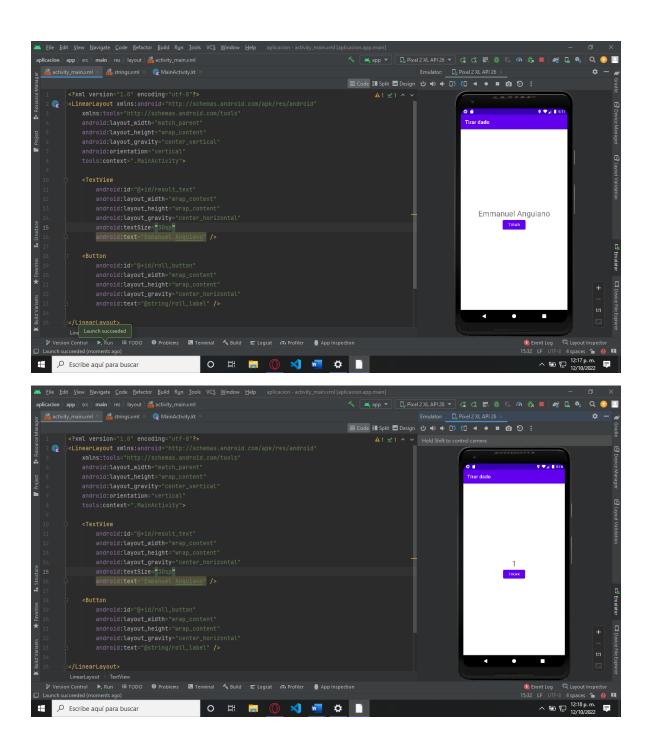


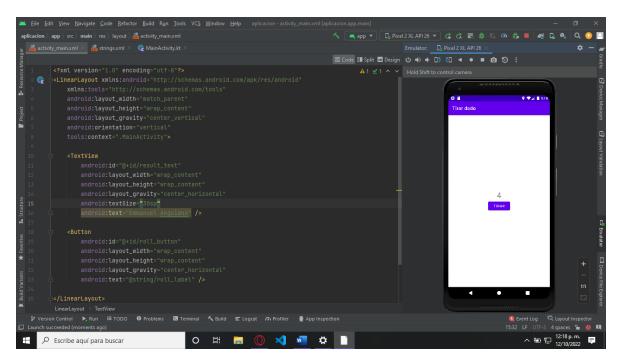
Carlos Emmanuel Anguiano Pedraza

5C

Programación de aplicaciones

FLORES RUELAS FERNANDO ALFONSO





Activity_main.xml

MainActivity.kt

```
package com.example.aplicacion

import android.os.Bundle
import android.widget.Button
import android.widget.TextView
import androidx.appcompat.app.AppCompatActivity
import java.util.*

class MainActivity : AppCompatActivity() {

    lateinit var resultText: TextView;

    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
            setContentView(R.layout.activity_main)

        resultText = findViewById(R.id.result_text)

    val rollButton: Button = findViewById(R.id.roll_button)
        rollButton.setOnClickListener { rollDice() }

    private fun rollDice() {
        val randomInt = Random().nextInt(bound: 6) + 1
        resultText.text = randomInt.toString()
}
```