***SOURCE CODE***

***LAYOUT (XML CODE)***

***activity\_main.xml***

<?xml version="1.0" encoding="utf-8"?>  
<androidx.constraintlayout.widget.ConstraintLayout xmlns:android="http://schemas.android.com/apk/res/android"  
 xmlns:app="http://schemas.android.com/apk/res-auto"  
 xmlns:tools="http://schemas.android.com/tools"  
 android:layout\_width="match\_parent"  
 android:layout\_height="match\_parent"  
 tools:context=".MainActivity">  
  
  
 <ImageView  
 android:id="@+id/imageView2"  
 android:layout\_width="match\_parent"  
 android:layout\_height="740dp"  
 android:scaleType="centerCrop"  
 app:layout\_constraintBottom\_toBottomOf="parent"  
 app:layout\_constraintEnd\_toEndOf="parent"  
 app:layout\_constraintHorizontal\_bias="0.0"  
 app:layout\_constraintStart\_toStartOf="parent"  
 app:layout\_constraintTop\_toTopOf="parent"  
 app:layout\_constraintVertical\_bias="0.0"  
 app:srcCompat="@drawable/background" />  
  
 <TextView  
 android:id="@+id/result\_T"  
 android:layout\_width="match\_parent"  
 android:layout\_height="wrap\_content"  
 android:fontFamily="@font/luckiest\_guy"  
 android:text="ONE"  
 android:textAlignment="center"  
 android:textColor="#274657"  
 android:textSize="70dp"  
 android:shadowColor="#6C7171"  
 android:shadowDx="3"  
 android:shadowDy="3"  
 android:shadowRadius="30"  
 app:layout\_constraintBottom\_toBottomOf="parent"  
 app:layout\_constraintEnd\_toEndOf="parent"  
 app:layout\_constraintHorizontal\_bias="0.0"  
 app:layout\_constraintStart\_toStartOf="parent"  
 app:layout\_constraintTop\_toTopOf="parent"  
 app:layout\_constraintVertical\_bias="0.581" />  
  
 <ImageView  
 android:id="@+id/dC"  
 android:layout\_width="240dp"  
 android:layout\_height="240dp"  
 android:layout\_gravity="center\_horizontal"  
 android:src="@drawable/d\_1"  
 app:layout\_constraintBottom\_toBottomOf="parent"  
 app:layout\_constraintEnd\_toEndOf="parent"  
 app:layout\_constraintHorizontal\_bias="0.497"  
 app:layout\_constraintStart\_toStartOf="parent"  
 app:layout\_constraintTop\_toTopOf="parent"  
 app:layout\_constraintVertical\_bias="0.236" />  
  
 <Button  
 android:id="@+id/rB"  
 android:layout\_width="130dp"  
 android:layout\_height="54dp"  
 android:backgroundTint="#41A37A"  
 android:text="Roll"  
 android:fontFamily="@font/luckiest\_guy"  
 android:textSize="23dp"  
 app:layout\_constraintBottom\_toBottomOf="parent"  
 app:layout\_constraintEnd\_toEndOf="parent"  
 app:layout\_constraintHorizontal\_bias="0.498"  
 app:layout\_constraintStart\_toStartOf="parent"  
 app:layout\_constraintTop\_toTopOf="parent"  
 app:layout\_constraintVertical\_bias="0.76"  
  
/>  
  
  
</androidx.constraintlayout.widget.ConstraintLayout>

***JAVA (JAVA CODE)***

***MainActivity.java***

package com.example.diceroller;  
  
import androidx.appcompat.app.AppCompatActivity;  
  
import android.content.Intent;  
import android.os.Bundle;  
import android.os.Handler;  
import android.view.View;  
import android.widget.Button;  
import android.widget.ImageView;  
import android.widget.TextView;  
import android.widget.Toast;  
  
public class MainActivity extends AppCompatActivity {  
  
  
 ImageView imageViewDice;  
 Button mR;  
  
 @Override  
  
 protected void onCreate(Bundle savedInstanceState) {  
 super.onCreate(savedInstanceState);  
 setContentView(R.layout.activity\_main);  
 imageViewDice = findViewById(R.id.dC);  
 mR = findViewById(R.id.rB);  
 mR.setOnClickListener(new View.OnClickListener() {  
 @Override  
 public void onClick(View v) {  
 roll();  
 }  
 });  
 }  
  
 private void roll() {  
 int rollNumber = (int)(Math.random() \* 6 + 1);  
 TextView mResultText = findViewById(R.id.result\_T);  
  
 switch (rollNumber){  
 case 1:  
 mResultText.setText("ONE");  
 imageViewDice.setImageResource(R.drawable.d\_1);  
 Toast.makeText(this, "DICE ROLLED", Toast.LENGTH\_SHORT).show();  
  
 break;  
 case 2:  
 mResultText.setText("TWO");  
 imageViewDice.setImageResource(R.drawable.d\_2);  
 Toast.makeText(this, "DICE ROLLED", Toast.LENGTH\_SHORT).show();  
 break;  
 case 3:  
 mResultText.setText("THREE");  
 imageViewDice.setImageResource(R.drawable.d\_3);  
 Toast.makeText(this, "DICE ROLLED", Toast.LENGTH\_SHORT).show();  
 break;  
 case 4:  
 mResultText.setText("FOUR");  
 imageViewDice.setImageResource(R.drawable.d\_4);  
 Toast.makeText(this, "DICE ROLLED", Toast.LENGTH\_SHORT).show();  
 break;  
 case 5:  
 mResultText.setText("FIVE");  
 imageViewDice.setImageResource(R.drawable.d\_5);  
 Toast.makeText(this, "DICE ROLLED", Toast.LENGTH\_SHORT).show();  
 break;  
 case 6:  
 mResultText.setText("SIX");  
 imageViewDice.setImageResource(R.drawable.d\_6);  
 Toast.makeText(this, "DICE ROLLED", Toast.LENGTH\_SHORT).show();  
 break;  
 default:  
 mResultText.setText("EMPTY DICE");  
 imageViewDice.setImageResource(R.drawable.d\_1);  
 Toast.makeText(this, "DICE ROLLED", Toast.LENGTH\_SHORT).show();  
 break;  
  
 }  
 }  
}