MUNZESTA SOLUTIONS

SHAHAB ALAM

Flutter App Development Course

DAY # 4

Task 1:

SOURCE CODE

```
import 'package:flutter/material.dart';
import 'dart:math';

void main() {
  runApp(MyApp());
}

class MyApp extends StatelessWidget {
  // This widget is the root of your application.
  @override
  Widget build(BuildContext context) {
return MaterialApp(
     debugShowCheckedModeBanner: false,
      home: Scaffold(
        backgroundColor: Colors.black,
        appBar: AppBar(
          backgroundColor: Colors.black,
```

```
        shadowColor: Colors.cyan,
        elevation: 40,
        title: Center(child: Text("Shahab's Dicee",style: TextStyle(letterSpacing: 2,color: Colors.white,fontSize: 17,fontWeight: FontWeight.bold,),),),
      ),

      body: DicePage(),
    ),
  );
 }
}

class DicePage extends StatefulWidget {
 @override
 _DicePageState createState() => _DicePageState();
}

class _DicePageState extends State<DicePage> with SingleTickerProviderStateMixin {

// functions for bouncing btn

 double _scale;
 AnimationController _controller;
 @override
 void initState() {
```

```
  _controller = AnimationController(
    vsync: this,
    duration: Duration(
      milliseconds: 500,
    ),
    lowerBound: 0.0,
    upperBound: 0.5,
  )..addListener(() {
    setState(() {});
  });
  super.initState();
 }
@override
 void dispose() {
  super.dispose();
  _controller.dispose();
 }

 //================================


  int leftDiceNo = 5;
  int rightDiceNo = 3;

 @override
 Widget build(BuildContext context) {
```

```
_scale = 1 - _controller.value;


void changebothDice(){
 setState(() {
        leftDiceNo= Random().nextInt(6)  + 1;
        rightDiceNo  = Random().nextInt(6)  + 1;
         });
}



return Column(
 children: [
   SizedBox(height:  100,),
   Center(
    child: Column(
      mainAxisAlignment:  MainAxisAlignment.spaceBetween,
      children: [



// Left BTN
         TextButton( onPressed: (){
          setState(() {
                leftDiceNo = Random().nextInt(6)  + 1;
                print("Left  Dice Number  is $leftDiceNo");
```

```
                    });
          } ,child: Expanded(child: Image.asset("assets/dice$leftDiceNo.png", height: 200, width: 200,))),

          SizedBox(height: 20,),
// Rightt BTN

          TextButton(onPressed:(){
            setState(() {
                    rightDiceNo = Random().nextInt(6)+1;
                    print("Right Dice Number is $rightDiceNo");
                    });
          }, child: Expanded(child: Image.asset("assets/dice$rightDiceNo.png", height: 200, width: 200,))),
         ],

        ),
      ),


// Animated Bouncing Button
   SizedBox(height: 50,),
   Column(
       mainAxisAlignment: MainAxisAlignment.center,
       children: <Widget>[

        Center(
```

```
            child: GestureDetector(

              onTap: (){changebothDice();},
              onTapDown: _tapDown,
              onTapUp: _tapUp,
              child: Transform.scale(
                scale: _scale,
                child: _animatedButton(),
              ),
            ),
          ),
        ],
),

    ],
   );
 }

 Widget  _animatedButton() {
  return Container(

    height: 40,
    width: 150,
    decoration: BoxDecoration(
      borderRadius:  BorderRadius.circular(10.0),
```

```
    boxShadow: [
     BoxShadow(
      color: Colors.cyan,
      blurRadius: 10.0,
      spreadRadius: 0,
      offset: Offset(0.0, 5.0),
     ),
    ],
    gradient: LinearGradient(
     begin: Alignment.topLeft,
     end: Alignment.bottomRight,
     colors: [
      Colors.cyan,
      Colors.blue[900],
      Colors.cyan,

     ],
    )),
  child: Center(

   child: Row(
     mainAxisAlignment: MainAxisAlignment.spaceEvenly,
     children: [
      Icon(Icons.sync, size: 20,color: Colors.white,),
```

```
          Text("Roll Them",style: TextStyle(color: Colors.white,fontSize: 17,fontWeight:
FontWeight.bold,),),
          ],
        ),


    ),
   );
 }
void _tapDown(TapDownDetails details) {
   _controller.forward();
 }
void _tapUp(TapUpDetails details) {
   _controller.reverse();
 }


 }
```

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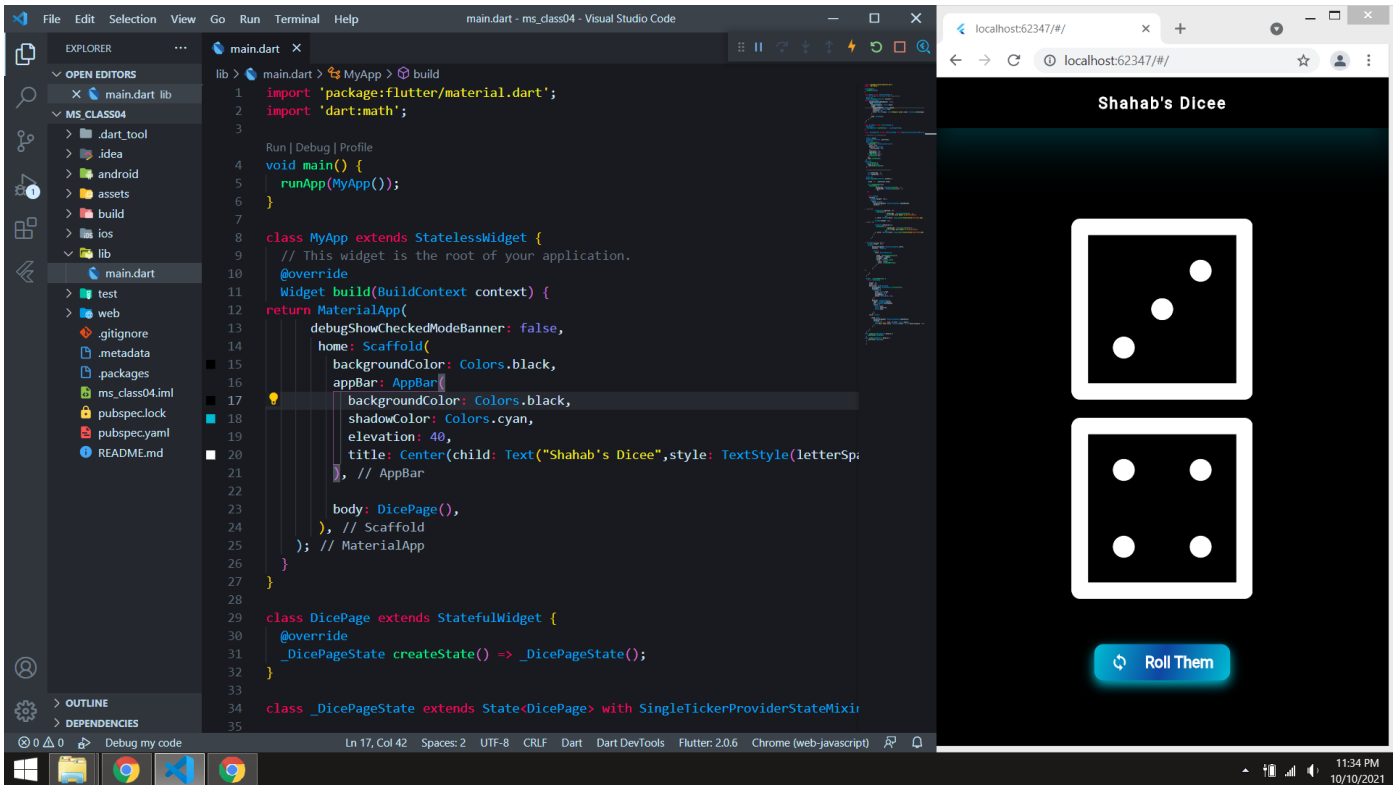
OUTPUT:



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