**Munzesta Solution**

**Flutter Training Course**

**DAY # 4**

**Task:**

Watch all the videos in this Day\_4 folder

<https://drive.google.com/drive/folders/15hB7qJJn8ioG0UzGuALIVzx7-XFRar3S?usp=sharing>

**It includes**

* Very important Dice app
* Basics about hot reload and the variables
* Stateful and stateless Widgets (Very Important)
* **Stateful:**

Whenever setstate() is called it reloads build method after executing what’s written inside setstate().

**Time Required for watching video:**

92 minutes lecture

**Implementation Time:**

2-3 hour for implementation

**Dice Images Link:**

<https://drive.google.com/drive/folders/1VXueJ-cWtyPmA-5fuLKCikfA_f1x-D27?usp=sharing>

**Submission:**

Video of Dice app as implemented in video lectures with improved colors in Ui as shown in Video.

Along with that a word file containing your code

**Challenge:(It is also the part of Task)**

Change both dices by making a button at the bottom.

**Deadline:**

11:59pm

10 October 2021