**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();

}

}

**OUTPUT:**



