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Assignment-2
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Roll a Die Application

Activity_main.xml code:

```
<?xml version="1.0" encoding="utf-8"?>
<android.support.constraint.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="com.codinginflow.diceexample.MainActivity">
    <ImageView
        android:id="@+id/image_view_dice"
        android:layout_width="300dp"
        android:layout_height="300dp"
        android:src="@drawable/dice1"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintLeft_toLeftOf="parent"
        app:layout_constraintRight_toRightOf="parent"
        app:layout_constraintTop_toTopOf="parent" />
</android.support.constraint.ConstraintLayout>
```

MainActivity.kt Code:

```
package com.codinginflow.diceexample

import android.os.Bundle
import android.view.View
import android.widget.ImageView
import androidx.appcompat.app.AppCompatActivity
import com.example.roll_dice.R
import java.util.Random

class MainActivity : AppCompatActivity() {
    private lateinit var imageViewDice: ImageView
    private val rng = Random()
```

```

override fun onCreate(savedInstanceState: Bundle?) {
    super.onCreate(savedInstanceState)
    setContentView(R.layout.activity_main)
    imageViewDice = findViewById(R.id.image_view_dice)
    imageViewDice.setOnClickListener { rollDice() }
}

private fun rollDice() {
    val randomNumber = rng.nextInt(6) + 1
    when (randomNumber) {
        1 -> imageViewDice.setImageResource(R.drawable.dice1)
        2 -> imageViewDice.setImageResource(R.drawable.dice2)
        3 -> imageViewDice.setImageResource(R.drawable.dice3)
        4 -> imageViewDice.setImageResource(R.drawable.dice4)
        5 -> imageViewDice.setImageResource(R.drawable.dice5)
        6 -> imageViewDice.setImageResource(R.drawable.dice6)
    }
}
}

```

Images used:

