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Flutter Program: Dice App Observation

Main.dart

```
import 'dart:math';

import 'package:flutter/material.dart';

void main() {
  runApp(MaterialApp(
    home: Scaffold(
      appBar: AppBar(title: Text('1NT21IS400_DICEE'), centerTitle: true,),
      body: DicePage(),
    ),
  ));
}

class DicePage extends StatefulWidget {
  const DicePage({Key? key}) : super(key: key);

  @override
  _DicePageState createState() => _DicePageState();
}

class _DicePageState extends State<DicePage> {
  int left = 1;
  int right = 2;

  void changeface() {
    setState(() {
      left = Random().nextInt(6) + 1;
      right = Random().nextInt(6) + 1;
    });
  }

  @override
  Widget build(BuildContext context) {
    return Center(
      child: Container(
        child: Row(
          children: [
            Expanded(
              flex: 1,
              child: TextButton(
                style: TextButton.styleFrom(
                  backgroundColor: Colors.blueAccent,
                ),
                child: Image.asset('images/dice$left.png'),
                onPressed: () {
                  changeface();
                },
              ),
            ),
            Expanded(
              flex: 1,
              child: TextButton(
                style: TextButton.styleFrom(
```

```

        backgroundColor: Colors.blueAccent,
      ),
      child: Image.asset('images/dice$right.png'),
      onPressed: () {
        changeFace();
      },
    ),
  ],
),
);
}
}

```

pubspec.yaml

```

flutter:

  # The following line ensures that the Material Icons font is
  # included with your application, so that you can use the icons in
  # the material Icons class.
  uses-material-design: true
  assets:
    - images/

```

