Write



And enter.

Give the name of the class and start coding in the second class which appears

class DicePage extends StatefulWidget {  
 const DicePage({Key? key}) : super(key: key);  
  
 @override  
 State<DicePage> createState() => \_DicePageState();  
}  
  
class \_DicePageState extends State<DicePage> {  
 int image = 3;  
 @override  
 Widget build(BuildContext context) {  
 return Center(  
 child: Row(  
 children: [  
 Expanded(  
 child: TextButton(  
 child: Image.asset('images/$image.PNG'),  
 onPressed: () {  
 print('button tapped');  
 },  
 ),  
 ),  
 Expanded(child: Image(image: AssetImage('images/2.PNG'))),  
 ],  
 ),  
 );  
 }