class \_DicePageState extends State<DicePage> {  
 int leftimage = 1;  
 int rightimage = 2;  
 @override  
 Widget build(BuildContext context) {  
 return Center(  
 child: Row(  
 children: [  
 Expanded(  
 child: TextButton(  
 child: Image.asset('images/$leftimage.PNG'),  
 onPressed: () {  
 setState(() {  
 leftimage = 5;  
 });  
 print('value $leftimage');  
 },  
 ),  
 ),  
 Expanded(  
 child: TextButton(  
 child: Image.asset('images/$rightimage.PNG'),  
 onPressed: () {  
 print('Right button tapped');  
 },  
 ),  
 ),  
 ],  
 ),  
 );  
 }  
}