

ASSIGNMENT-02

ANDROID APP DEVELOPMENT

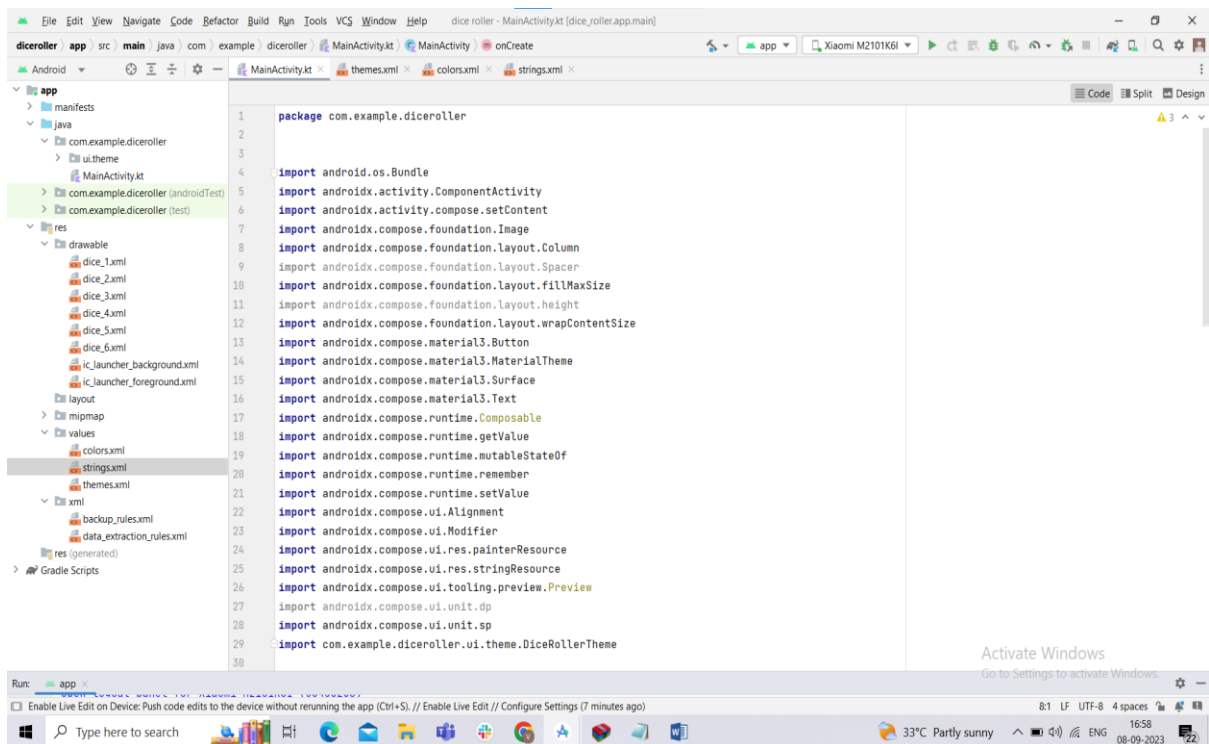
NAME.: P. MAHESWAR REDDY

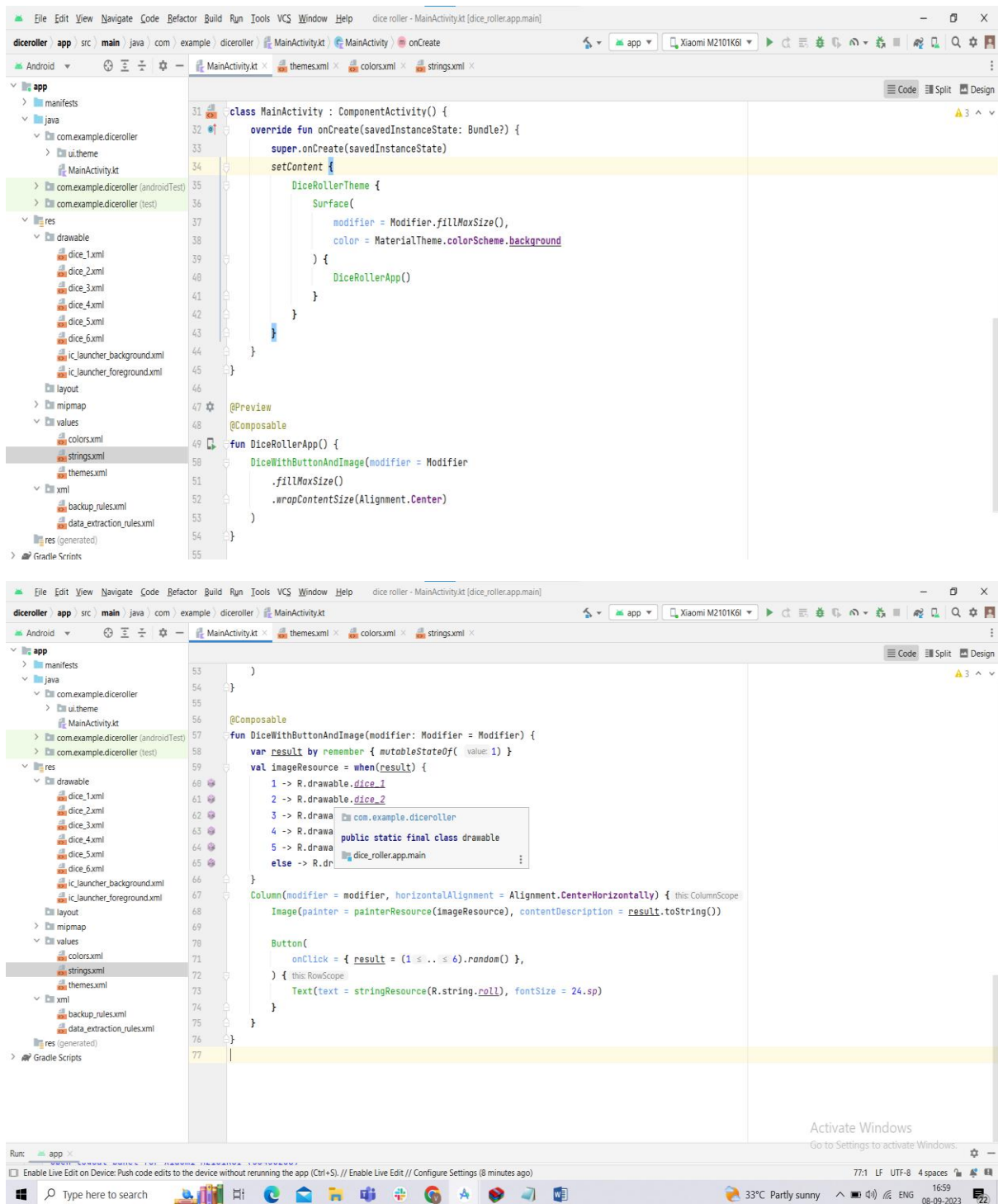
REG NO.: 21BCE7009

CAMPUS.: VIT-AP UNIVERSITY



Dice roll-up





CODE:

```

package com.example.diceroller
import android.os.Bundle
import androidx.activity.ComponentActivity
import androidx.activity.compose.setContent
import androidx.compose.foundation.Image
import androidx.compose.foundation.layout.Column
import androidx.compose.foundation.layout.Spacer
import androidx.compose.foundation.layout.fillMaxSize
import androidx.compose.foundation.layout.height
import androidx.compose.foundation.layout.wrapContentSize
import androidx.compose.material3.Button
import androidx.compose.material3.MaterialTheme
import androidx.compose.material3.Surface
import androidx.compose.material3.Text
import androidx.compose.runtime.Composable
import androidx.compose.runtime.getValue
import androidx.compose.runtime.mutableStateOf
import androidx.compose.runtime.remember
import androidx.compose.runtime.setValue
import androidx.compose.ui.Alignment
import androidx.compose.ui.Modifier
import androidx.compose.ui.res.painterResource
import androidx.compose.ui.res.stringResource
import androidx.compose.ui.tooling.preview.Preview
import androidx.compose.ui.unit.dp
import androidx.compose.ui.unit.sp
import com.example.diceroller.ui.theme.DiceRollerTheme

class MainActivity : ComponentActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContent {
            DiceRollerTheme {
                Surface(
                    modifier = Modifier.fillMaxSize(),
                    color = MaterialTheme.colorScheme.background
                ) {
                    DiceRollerApp()
                }
            }
        }
    }
}

@Preview
@Composable
fun DiceRollerApp() {
    DiceWithButtonAndImage(modifier = Modifier
        .fillMaxSize()
        .wrapContentSize(Alignment.Center)
    )
}

@Composable
fun DiceWithButtonAndImage(modifier: Modifier = Modifier) {
    var result by remember { mutableStateOf( 1) }
    val imageResource = when(result) {
        1 -> R.drawable.dice_1
    }
}

```

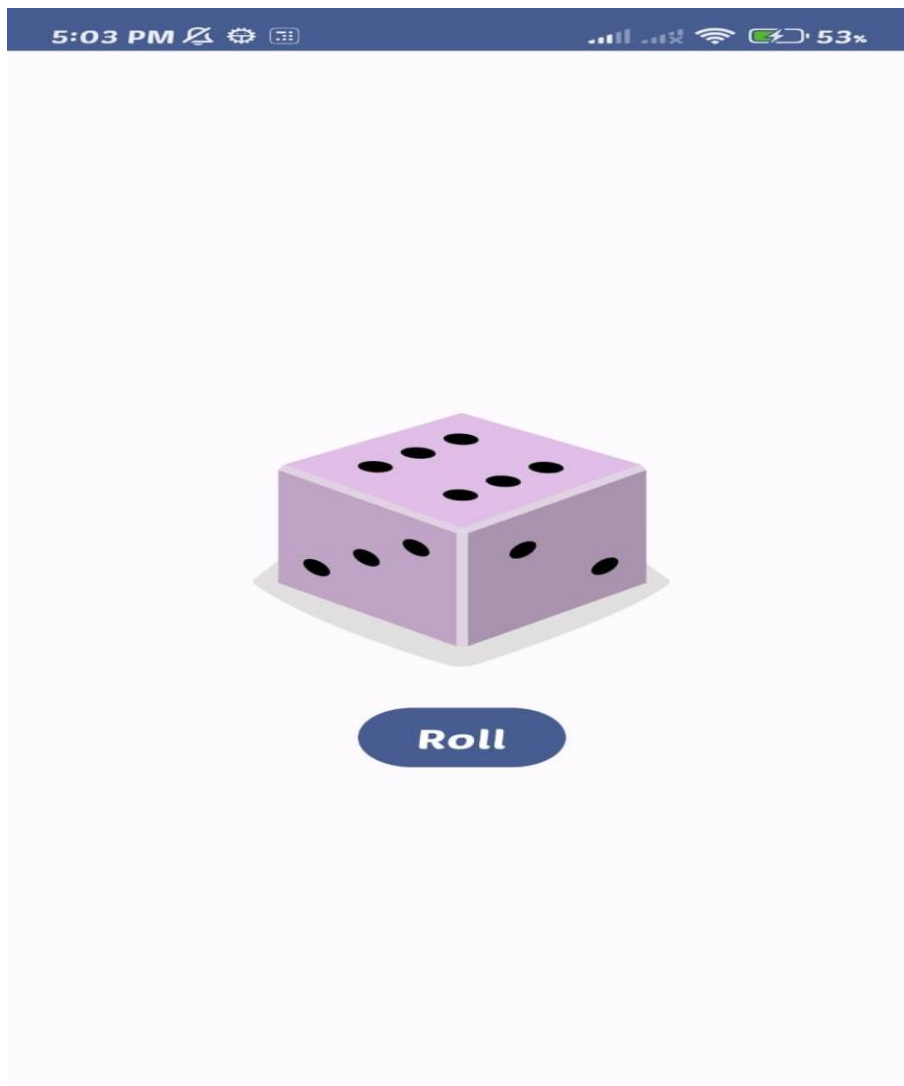
```

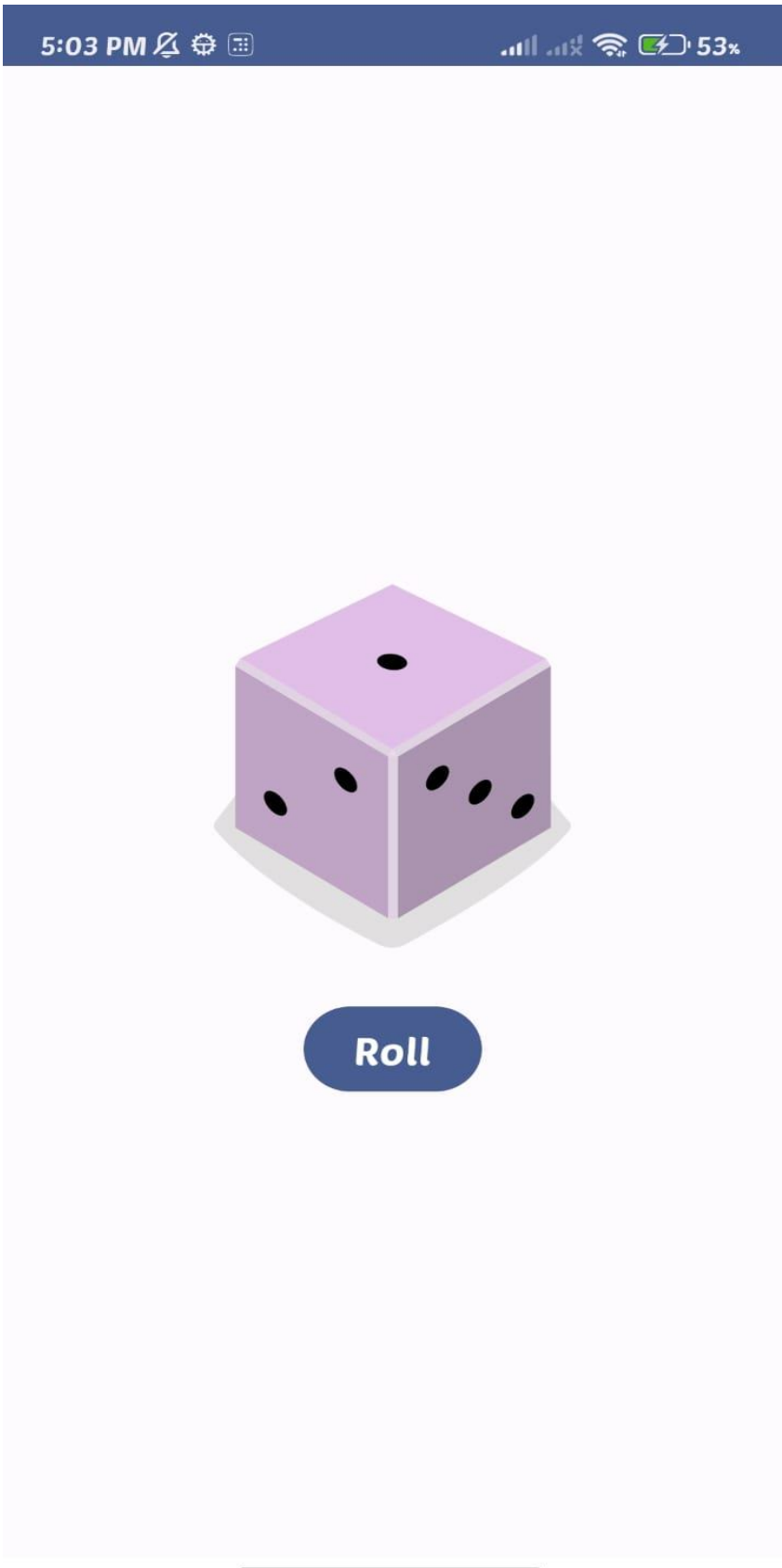
2 -> R.drawable.dice_2
3 -> R.drawable.dice_3
4 -> R.drawable.dice_4
5 -> R.drawable.dice_5
else -> R.drawable.dice_6
}
Column(modifier = modifier, horizontalAlignment =
Alignment.CenterHorizontally) {
    Image(painter = painterResource(imageResource), contentDescription
= result.toString())

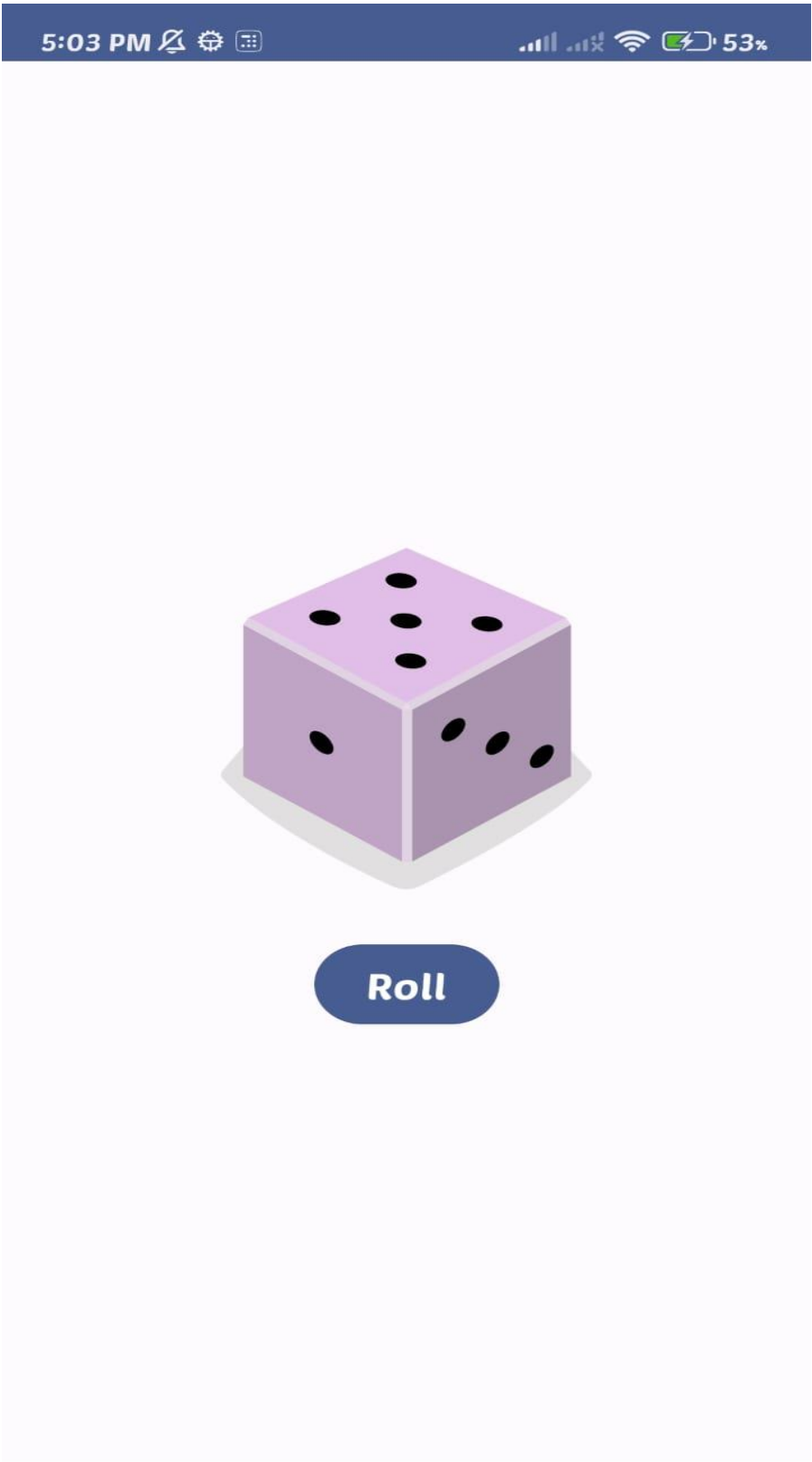
    Button(
        onClick = { result = (1..6).random() },
    ) {
        Text(text = stringResource(R.string.roll), fontSize = 24.sp)
    }
}
}

```

Rolling on clicking roll button. Random outputs are.







THE END