ASSIGNMENT-02 ANDROID APP DEVELOPMENT

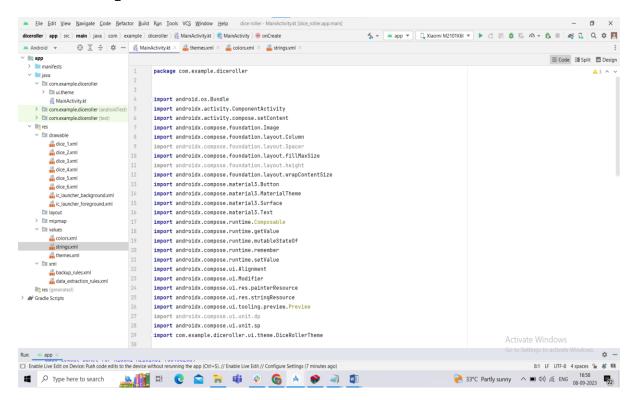
NAME.: P. MAHESWAR REDDY

REG NO.: 21BCE7009

CAMPUS.: VIT-AP UNIVERSITY

\$_____

Dice roll-up



```
Eile Edit View Navigate Code Refactor Build Run Tools VCS Window Help dice roller - MainActivity.kt (dice_roller.app.main)
                                                                                                                                                              - 0 X
                                                                                                    $ - ■ app - □ Xiaomi M2101K6I - ▶ d 등 # □ ↑ ↑ ■ № □ Q 中 ■
 diceroller app src main ava com example diceroller hainActivity.kt hainActivity.kt
 Y 📭 app
                                                                                                                                                         ■ Code ■ Split ■ Design
  > manifests
                                31 a class MainActivity : ComponentActivity() {
                                                                                                                                                                     A3 ^ v
                               32 0
                                         override fun onCreate(savedInstanceState: Bundle?) {

∨ D com.example.diceroller

                               33
                                             super.onCreate(savedInstanceState)
      > 🛅 ui.theme

ℳ MainActivity.kt

                                34
                                             setContent {
                                             DiceRollerTheme {
 > 🖿 com.example.diceroller (androidTest) 35
                                                  Surface(
   > Image: com.example.diceroller (test) 36
   ∨ Ires
                                37
                                                       modifier = Modifier.fillMaxSize(),
                                38
                                                        color = MaterialTheme.colorScheme.background
        adice 1.xml
                                39
                                                  ) {
         adice 2.xml
                                48
                                                        DiceRollerAnn()
         dice_3.xml
                                41
                                                    }
         dice_4.xml
                                42
                                                 }
         dice_5.xml
                                             }
                                43
         dice 6.xml
                                44
                                         }
         ic_launcher_background.xml
                                45
         aic_launcher_foreground.xml
      lavout
                                46
    > 🛅 mipmap
                               47 A @Preview

∨ □ values

                               48
                                     @Composable
        a colors.xml
colorsxml 49  fun DiceRollerApp() {
                                        DiceWithButtonAndImage(modifier = Modifier
         # themes.xml
                               51
                                             .fillMaxSize()
     ∨ 🖿 xml
                              54 C}
                                              .wrapContentSize(Alignment.Center)
                                52
         abackup rules.xml
                                        )
         adata extraction rules.xml
> @ Gradle Scrints
File Edit View Navigate Code Refactor Build Run Tools VCS Window Help dice roller - MainActivity.kt (dice roller.app.main)
                                                                                                                                                               - 🗇 X
                                                                                                     diceroller app src main java com example diceroller eminactivity.kt
 🛎 Android 🔻 😲 💆 💢 💠 — 🖟 MainActivity.kt × 🏭 themes.xml × 👼 colors.xml × 🝶 strings.xml ×
                                                                                                                                                         ■ Code ■ Split ■ Design
  > manifests
                                53
                                                                                                                                                                     A3 ^ v
  ∨ iava
                                54 🔒
                               55
      > 🛅 ui.theme
         # MainActivity.kt
    > 🖿 com.example.diceroller (androidTest) 57
                                      fun DiceWithButtonAndImage(modifier: Modifier = Modifier) {
                                        var result by remember { mutableStateOf( value: 1) }
    > Di com.example.diceroller (test) 58
Teres 59
                                           val imageResource = when(result) {
                                68 🕸
                                          1 -> R.drawable.<u>dice_1</u>
2 -> R.drawable.<u>dice_2</u>
        adice 1.xml
                                61 😝
         dice_2.xml
                                62 😝
                                             3 -> R.drawa 🛅 com.example.diceroller
                                63 😝
                                             4 -> R.drawa
5 -> R.drawa
else -> R.dr
         adice 4.xml
                                64 🚇
         dice_5.xml
                                65 @
         dice_6.xml
                                66
67
         aic launcher background.xml
                                         Column(modifier = modifier, horizontalAlignment = Alignment.CenterHorizontally) { this Colu
         a ic_launcher_foreground.xml
                                              Image(painter = painterResource(imageResource), contentDescription = result.toString())
       layout
    > 🛅 mipmap
colors.xml 71
strings.xml 72
themes.xml 73
                                                  onClick = { result = (1 ≤ .. ≤ 6).random() },
                                             ) { this: RowScope
                                                 Text(text = stringResource(R.string.<u>roll</u>), fontSize = 24.sp)
     ∨ 🖿 xml
                                             }
       backup_rules.xml
                                         }
         data_extraction_rules.xml
> @ Gradle Scripts
                                                                                                                                            Go to Settings to activate Windows.
Run: app ×
Enable Live Edit on Device: Push code edits to the device without rerunning the app (Ctrl+S). // Enable Live Edit // Configure Settings (8 minutes ago)
                                                                                                                                                    77:1 LF UTF-8 4 spaces 🔓 🙎 📵
                                                                                                                              ■ P Type here to search
```

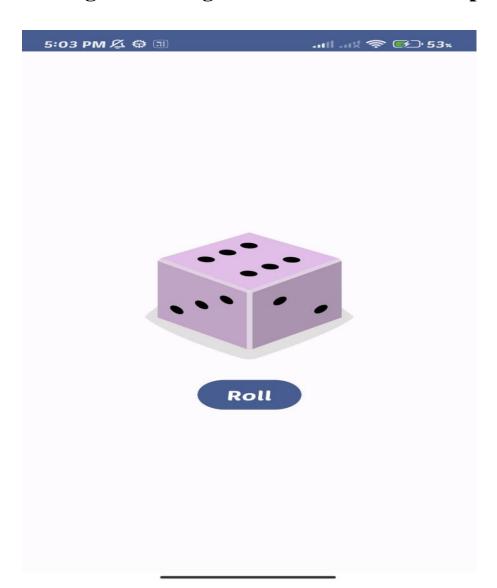
CODE:

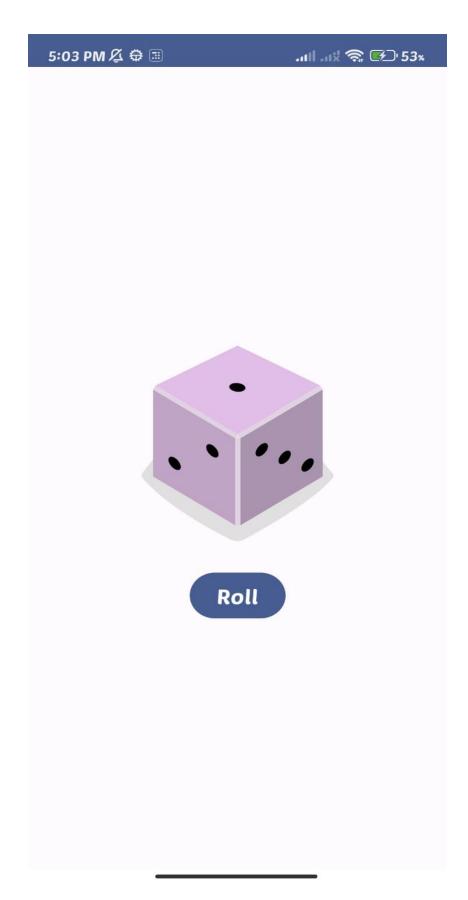
```
package com.example.diceroller
import android.os.Bundle
import androidx.activity.ComponentActivity
import androidx.activity.compose.setContent
import androidx.compose.foundation.Image
import androidx.compose.foundation.layout.Column
import androidx.compose.foundation.layout.Spacer
import androidx.compose.foundation.layout.fillMaxSize
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