

Day # 4

Topic :Lottery App

```
import 'package:flutter/material.dart';
import 'dart:math';

void main() {
  runApp(MyApp());
}

class MyApp extends StatefulWidget {
  const MyApp({super.key});

  @override
  State<MyApp> createState() => _MyAppState();
}

Random random = Random();
int x = 0;

class _MyAppState extends State<MyApp> {
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      home: Scaffold(
        appBar: AppBar(
          backgroundColor: Colors.blue,
          title: Text("MY LOTTERY APP"),
        ),
        body: Column(
          mainAxisAlignment: MainAxisAlignment.center,
          crossAxisAlignment: CrossAxisAlignment.center,
          children: [
            Center(child: Text("Lottery number is:4")),
            Container(
              height: 250,
              decoration:
                BoxDecoration(color:x==4 ? Colors.greenAccent:
Colors.blueGrey.withOpacity(0.2)),
              child:Padding(
                padding: EdgeInsets.all(15.0),

                child:x==4
                  ? Column(
                      mainAxisAlignment: MainAxisAlignment.center,
                      crossAxisAlignment: CrossAxisAlignment.center,
                      children: [
                        Icon(
                          Icons.done_all,
                          color: Colors.green,
```

```

        size: 50,
      ),
      SizedBox(
        height: 20,
      ),
      Text("Congratulations you have won the lottery $x")
    ],
  ) :
  Column(
    mainAxisAlignment: MainAxisAlignment.center,
    crossAxisAlignment: CrossAxisAlignment.center,
    children: [
      Icon(
        Icons.error,
        color: Colors.red,
        size: 50,
      ),
      SizedBox(
        height: 20,
      ),
      Text("Better luck next time your number is $x")
    ],
  ),
),
],
),
floatingActionButton: FloatingActionButton(
  backgroundColor: Colors.cyan,
  onPressed: () {
    x = random.nextInt(10);
    print(x);
    setState(() {});
  },
  child: Icon(Icons.refresh),
),
),
);
}
}

```



