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ASSIGNMENT ACTIVITY

BALL SHUFFLING APP

```
import 'package:flutter/material.dart';
import 'dart:math';
void main() => runApp(MyApp());
class MyApp extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      title: 'Ask Me Anything',
      theme: ThemeData(
        primarySwatch: Colors.blue,
      ), home: HomeScreen(title: 'Ask Me Anything');
    })
  class HomeScreen extends StatefulWidget {
    HomeScreen({Key? key, required this.title}) : super(key:
    key);
    final String title;
    @override
    _HomeScreenState createState() => _HomeScreenState();
  }
  class _HomeScreenState extends State<HomeScreen> {
    String answer = "";
    final responses = ['The answer is Yes', 'No', 'Ask again
    Later'];
    final random = Random();
    void shuffleBall() {
      setState(() {
        answer = responses[random.nextInt(responses.length)];
      });
    }
    @override
    Widget build(BuildContext context) {
      return Scaffold(
        backgroundColor: Colors.lightBlue,
        appBar: AppBar(
          title: Text(widget.title),
          centerTitle: true,
        ), body: Center
        ( child: Column(
          mainAxisAlignment: MainAxisAlignment.center,
          children: [
            Text(
              answer,
              style: TextStyle(
                color: Colors.white,
                fontSize: 24,
```

```
), ),  
SizedBox(height: 40),  
ElevatedButton(  
  onPressed: shuffleBall,  
  child: Text('Ask'),  
), ], ), ), ); } }
```