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ASSIGNMENT ACTIVITY

ROLL THE DICE

```dart
import 'package:flutter/material.dart';
import 'dart:math';
void main() {
runApp(MyApp());
}
class MyApp extends StatelessWidget {
@override
Widget build(BuildContext context) {
return MaterialApp(
title: 'Roll the Dice',
theme: ThemeData(
primarySwatch: Colors.blue, ),
home: HomeScreen(),
); } }
class HomeScreen extends StatefulWidget {
@override
_HomeScreenState createState() => _HomeScreenState();
}
class _HomeScreenState extends State<HomeScreen> {
int_diceValue1 = 1;
int _diceValue2 = 1;
int _numRolls = 0;
int _score = 0;
void _rollDice() {
if (_numRolls >= 10)
return;
setState(() {
_numRolls++;
_diceValue1 = Random().nextInt(6) + 1;
_diceValue2 = Random().nextInt(6) + 1;
if ((_diceValue1 == 1 ||_diceValue1 == 6) && (_diceValue2
== 1 ||_diceValue2 == 6)) { _score += 10;
} });
} @override
Widget build(BuildContext context) {
return Scaffold(
appBar: AppBar(
title: Text('Roll the Dice'),
actions: <Widget>[
Padding(
padding: const EdgeInsets.all(8.0),
child: Text('Score: $_score'),
) ], ),
body: Center(
```

```dart
          child: Column(
          mainAxisAlignment: MainAxisAlignment.center,
          children: <Widget>[
          Row(
          mainAxisAlignment: MainAxisAlignment.spaceEvenly,
          children: : <Widget> [
          Dice(value:_diceValue1),
          Dice(value:_diceValue2),
          ], ),
          SizedBox(height: 32),
          ElevatedButton(
          child: Text(_numRolls >= 10 ?'Roll Limit Exceeded' : 'Roll'),
          onPressed:_numRolls >= 10 ? null :_rollDice,
          ), ], ), ), ); } }
          class Dice extends StatelessWidget {
          final int value;
          const Dice({Key key, this.value}) : super(key: key);
          @override
          Widget build(BuildContext context) {
          return Image.asset(
          'assets/dice$value.png',
          width: 120,
          height: 120,
          ); } }
```