DICEEE

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```dart
import 'dart:math';

import 'package:flutter/material.dart';

void main() {
 runApp(MaterialApp(
  home: Scaffold(
   appBar: AppBar(title: Text('DICEEE'), centerTitle: true,),
   body: DicePage(),
  ),
 ));
}

class DicePage extends StatefulWidget {
 const DicePage({Key? key}) : super(key: key);

 @override
 _DicePageState createState() => _DicePageState();
}

class _DicePageState extends State<DicePage>{
 int left = 1;
 int right = 2;

 void changeFace() {
  setState(() {
   left = Random().nextInt(6) + 1;
   right = Random().nextInt(6) + 1;
  });
 }
 @override
 Widget build(BuildContext context) {
  // TODO: implement build
  return Center(
   child: Container(
    child: Row(
     children: [
      Expanded(
       flex: 1,
       child: TextButton(
        style: TextButton.styleFrom(
```

```dart
          backgroundColor: Colors.red,
        ),
        child: Image.asset('images/dice$left.png'),
        onPressed: () {
          changeFace();
        },
      ),
    ),
  ),
  Expanded(
    flex: 1,
    child: TextButton(
      style: TextButton.styleFrom(
        backgroundColor: Colors.red,
      ),
      child: Image.asset('images/dice$right.png'),
      onPressed: () {
        changeFace();
      },
    ),
  ),
        ],
      ),
    ),
  ); // Building the body widget tree
}
}
```