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Reg No: Fa19\_BCS\_090

Dice App Code

*import* 'package:flutter/material.dart';  
*import* 'dart:math';  
  
*void* main() {  
 runApp(MyDiceApp());  
}  
  
*class* MyDiceApp *extends* StatelessWidget {  
 @override  
 Widget build(BuildContext context) {  
 *return* MaterialApp(  
 debugShowCheckedModeBanner: *false*,  
 home: Scaffold(  
 backgroundColor: Colors.*lightBlueAccent*,  
 appBar: AppBar(  
 title: Text("Amish (Fa19\_BCS\_090)"),  
 leading: Icon(  
 Icons.*app\_registration*,  
 ),  
 ),  
  
 body:  
 ClickAblbeDiceApp(),  
  
  
 ),  
 );  
 }  
}  
  
*class* ClickAblbeDiceApp *extends* StatefulWidget {  
 @override  
 \_ClickAblbeDiceAppState createState() => \_ClickAblbeDiceAppState();  
}  
  
*class* \_ClickAblbeDiceAppState *extends* State<ClickAblbeDiceApp> {  
  
 int num = 2;  
 int num2 = 3;  
 int num3 = 1;  
 int num4 = 5;  
 int total=0,s1=0,s2=0,s3=0,s4=0,d=0;  
 @override  
 Widget build(BuildContext context) {  
 *return* Center(  
 child: Column(  
 crossAxisAlignment: CrossAxisAlignment.center,  
  
 children: [  
 Row(  
 crossAxisAlignment: CrossAxisAlignment.center,  
 children: [  
  
 Expanded(  
 child: Text(  
 ' Dice 1:$s1',  
 textDirection: TextDirection.ltr,  
 style: TextStyle(  
 fontSize: 25,  
 color: Colors.*black87*,  
 ),  
  
 ),  
 ),  
 Expanded(  
 child: Text(  
 ' Dice 2:$s2',  
 textDirection: TextDirection.ltr,  
 style: TextStyle(  
 fontSize: 25,  
 color: Colors.*black87*,  
 ),  
 ),  
  
 ),  
 Expanded(  
 child: Text(  
 ' Dice 3:$s3',  
 textDirection: TextDirection.ltr,  
 style: TextStyle(  
 fontSize: 25,  
 color: Colors.*black87*,  
 ),  
 ),  
  
 ),  
 Expanded(child:Text(  
 ' Dice 4:$s4',  
 textDirection: TextDirection.ltr,  
 style: TextStyle(  
 fontSize: 25,  
 color: Colors.*black87*,  
 ),  
 ),  
 ),  
 ],  
 ),  
 SizedBox( *//Use of SizedBox* height: 70,  
 ),  
 Row(  
  
 children: [  
  
 Expanded(  
 child: TextButton(  
 child: Image.asset("images/dice$num.png"),  
 onPressed: () {  
 s1=s1+num;  
 setState(() {  
 num = Random().nextInt(6) + 1;  
 });  
  
 print(num);  
 },  
 )),  
 Expanded(  
 child: TextButton(  
 child: Image.asset("images/dice$num2.png"),  
 onPressed: () {  
 s2=s2+num2;  
 setState(() {  
 num2 = Random().nextInt(6) + 1;  
 });  
  
 print(num2);  
 },  
 )),  
 Expanded(  
 child: TextButton(  
 child: Image.asset("images/dice$num3.png"),  
 onPressed: () {  
 s3=s3+num3;  
 setState(() {  
 num3 = Random().nextInt(6) + 1;  
 });  
  
 print(num3);  
 },  
 )),  
 Expanded(  
 child: TextButton(  
 child: Image.asset("images/dice$num4.png"),  
 onPressed: () {  
 s4=s4+num4;  
 setState(() {  
 num4 = Random().nextInt(6) + 1;  
  
 });  
  
 print(num4);  
 },  
 )  
 ),  
  
 ],  
 ),  
 SizedBox( *//Use of SizedBox* height: 70,  
 ),  
 Row(  
 crossAxisAlignment: CrossAxisAlignment.center,  
 children: [  
 Expanded(  
 child: Text(  
 'Score is $total and Winner is Dice 0$d',  
 textDirection: TextDirection.ltr,  
 style: TextStyle(  
 fontSize: 25,  
 color: Colors.*pink*,  
 ),  
  
 ),  
 ),  
 ],  
 ),  
 SizedBox( *//Use of SizedBox* height: 70,  
 ),  
 Row(  
 crossAxisAlignment: CrossAxisAlignment.center,  
 children: [  
  
 Expanded(child: SizedBox(  
 height: 100,  
 width: 10,  
 child: TextButton(  
  
 style: ButtonStyle(  
  
 foregroundColor: MaterialStateProperty.*all*<Color>(Colors.*white*),  
 overlayColor: MaterialStateProperty.*resolveWith*<Color>(  
 (Set<MaterialState> states) {  
 *if* (states.contains(MaterialState.hovered))  
 *return* Colors.*pink*.withOpacity(0.04);  
 *if* (states.contains(MaterialState.focused) ||  
 states.contains(MaterialState.pressed))  
 *return* Colors.*amber*.withOpacity(0.12);  
 *return null*; *// Defer to the widget's default.* },  
 ),  
 ),  
 onPressed: () {  
 *if*(s1>s2 && s1>s3 && s1>s4)  
 {  
 setState(() {  
 d=1;  
 total=s1;  
 });  
 }  
 *else if*(s2>s1 && s2>s3 && s2>s4)  
 {  
 setState(() {  
 d=2;  
 total=s2;  
 });  
 }  
 *else if*(s3>s1 && s3>s2 && s3>s4)  
 {  
 setState(() {  
 d=3;  
 total=s3;  
 });  
 }  
 *else if*(s4>s1 && s4>s2 && s4>s3)  
 {  
 setState(() {  
 d=4;  
 total=s4;  
 });  
 }  
 *else* {  
 setState(() {  
 total=00;  
 d=00;  
 });  
 }  
  
 },  
 child: Text('Find Winner',  
 style: TextStyle(  
 fontSize: 20,  
  
 ),),  
  
 ),  
 ),  
 ),  
 ],  
 ),  
 ],  
 ),  
  
 );  
 }  
}  
  
*/\*  
  
 \*/*

ScreenShots



