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Implement a hybrid Dice rolling app to demonstrate the use of setState() method for marking part of the code as dirty, and refreshing the app must result in update of UI

```dart
import 'dart:math';

import 'package:flutter/material.dart';


void main() {
  runApp(MaterialApp(
    home:Scaffold(
      appBar: AppBar(title: Text('DICEE'),centerTitle: true,), // Simple Appbar
      body: DicePage(), // body now points to a DicePage which is a stateful widget
    ),
  ));
}
class DicePage extends StatefulWidget {
const DicePage({Key? key}) : super(key: key);
@override
_DicePageState createState() => _DicePageState();
}

class _DicePageState extends State<DicePage> {
int left = 1 ; // set the first image number to left
int right = 2 ; // set the second image number to right
void changeface(){
  setState(() { // marks the code below as dirty

    left = Random().nextInt(6)+1; // Random() belongs to Math library
    right = Random().nextInt(6)+1 ; // Random().nextInt(6) - generates random number between 1-6, excluding 6.
// to include 6 as well, add 1 to it.
  });
}
@override
Widget build(BuildContext context) {
  return Center(
    child: Container(
    child: Row(
    children: [
    Expanded(
    flex: 1,
    child: TextButton(
    style: TextButton.styleFrom(
```

```dart
        backgroundColor: Colors.blueAccent,
    ),
    child:Image.asset('images/dice$left.png'), // dynamically changes the image
number
    onPressed: (){
    changeface(); // calls the UI change on button pressed
    },
    ),
    ),
    Expanded(
        flex: 1,
        child: TextButton(
            style: TextButton.styleFrom(
                backgroundColor: Colors.blueAccent,
            ),
            child:Image.asset('images/dice$right.png'), // dynamically changes
the image number
            onPressed: (){
    changeface(); // calls the UI change on button pressed
        },
        ),
    ),
    ],
    ),
    ),
    );
}
}
```

Pubsec.yaml:

```yaml
name: dicee169
description: A new Flutter project.

publish_to: 'none' # Remove this line if you wish to publish to pub.dev

version: 1.0.0+1

environment:
  sdk: ">=2.12.0 <3.0.0"

dependencies:
  flutter:
    sdk: flutter

  cupertino_icons: ^1.0.2

dev_dependencies:
  flutter_test:
    sdk: flutter
```

```yaml
  flutter_lints: ^1.0.0
flutter:

  uses-material-design: true
  assets:
    - images/
```

DICEE