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Flutter – Magic 8 Ball App

Difficulty Level : Hard • Last Updated : 15 Jan, 2021

We will be building a Magic 8 Ball app that will give you the answers to all fun tricky questions (basically it is a fun game app that will change its state of image FlatButton using Stateful widgets). For this, we will use Stateless and Stateful Flutter widgets, a FlatButton.

We will be using **VS Code** IDE for this project, you can also use Android Studio or any other IDE. Now, First, create the Flutter project with the initial steps and follow the below steps:

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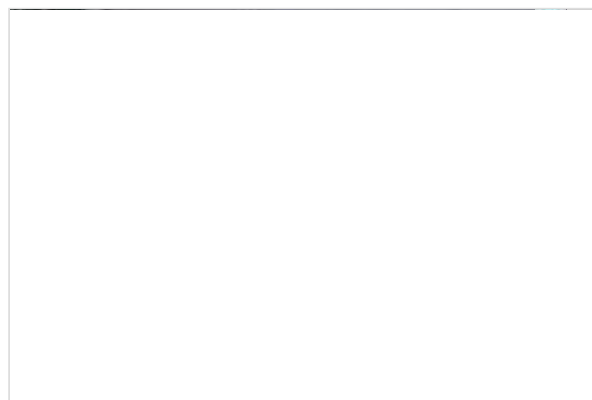
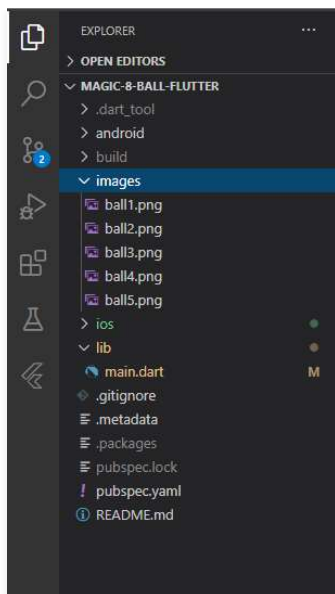
- **Step 1:** Create an ***images*** folder in the project directory and add the required images.

Note: The images used in the article can be download images from [here](#) if you want to follow along.



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- **Step 2:** Now, include the images in *pubspec.yaml* file to use them in the app.

Note: Use proper indentation, otherwise your images will not be included.



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```
19 flutter:
20
21   uses-material-design: true
22
23   assets:
24     - images/
25
```

- **Step 3:** Now, add the following code in **main.dart** file:

Dart

```
// importing flutter and dart packages
import 'package:flutter/material.dart';
import 'dart:math';

// Creates a Material App
void main() => runApp(
  MaterialApp(
    home: BallPage(),
  ),
);

// Creates a Scaffold with
// appBar using StatelessWidget
class BallPage extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      backgroundColor: Colors.green[100],
      appBar: AppBar(
        backgroundColor: Colors.green[600],
        title: Text('GeeksforGeeks'),
      ),
      body: Ball(),
    );
  }
}
```

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```
class Ball extends StatefulWidget {
  Ball({Key key}) : super(key: key);

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

class _BallState extends State<Ball> {
  int ballNumber = 1;

  @override

  // Returns app with centered image FlatButton
  Widget build(BuildContext context) {
    return Center(
      child: FlatButton(
        onPressed: () {
          setState(() {

            // Random.nextInt(n) returns random
            // integer from 0 to n-1
            ballNumber = Random().nextInt(5) + 1;
          });
        },

        // Adding images
        child: Image.asset('images/ball$ballNumber.png'),
      ),
    );
  }
}
```

Output:

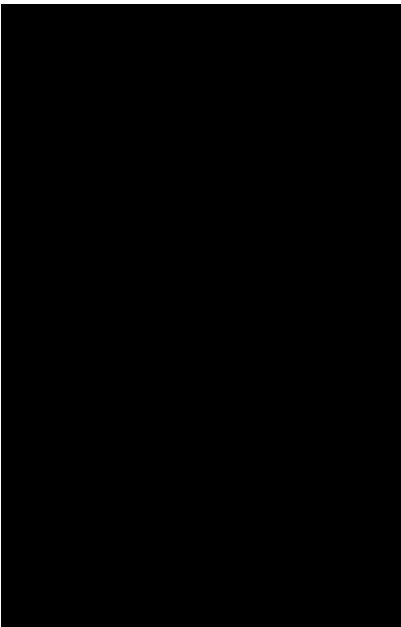


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