**Name :**

**DICE\_APP**

**Submmiteed to;**

**Sir Abdullah sb**

**Submitted by**

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**Reg no :**

**Fa19-bcs-081**

**……………………………………………………………………………………………….**

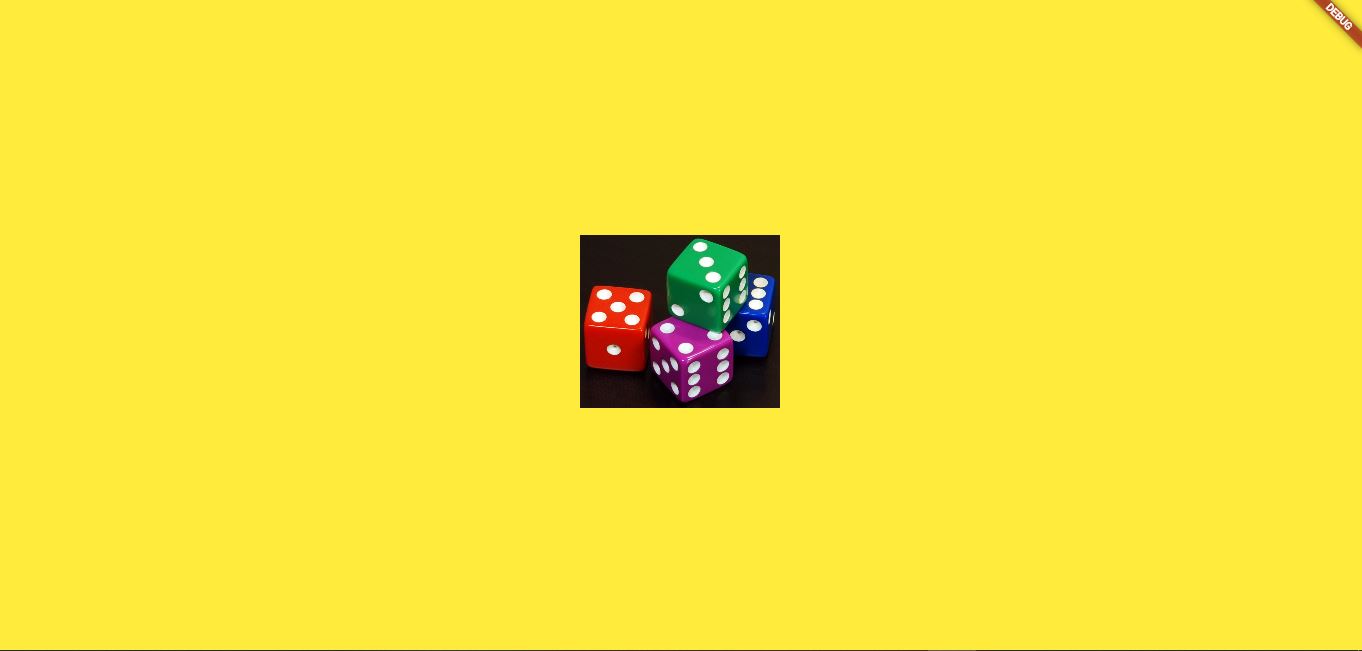
**Main dart**

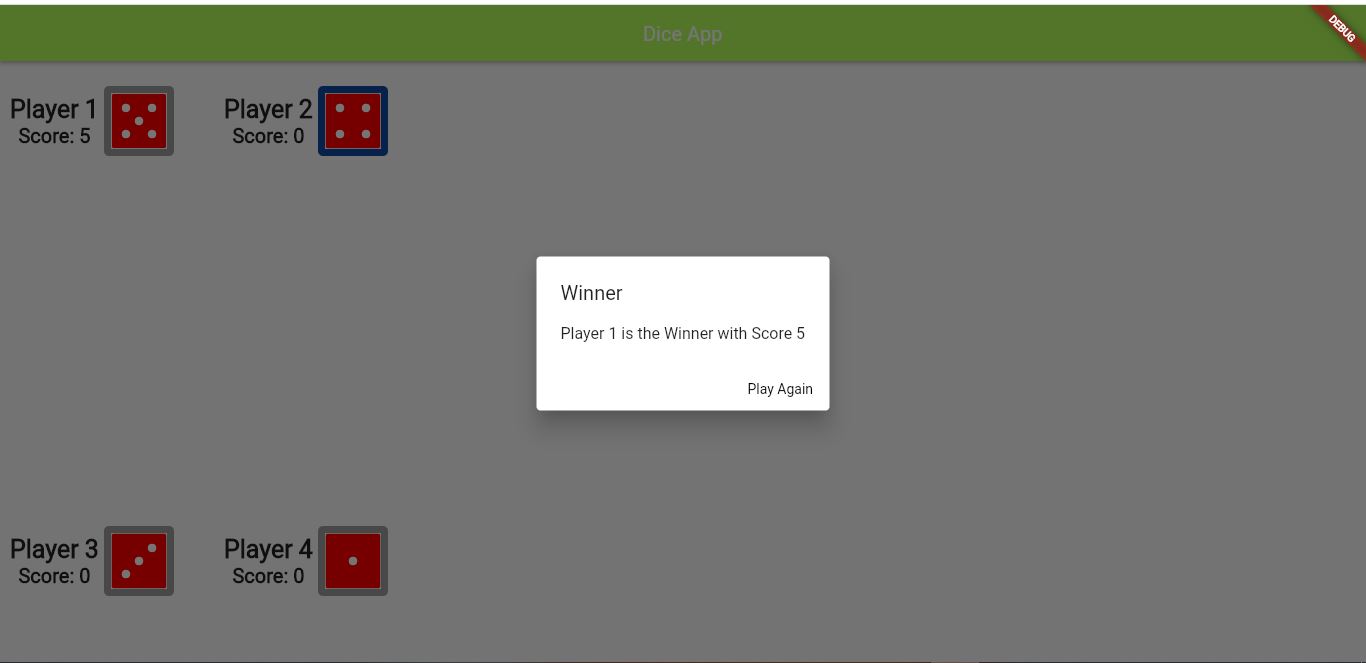
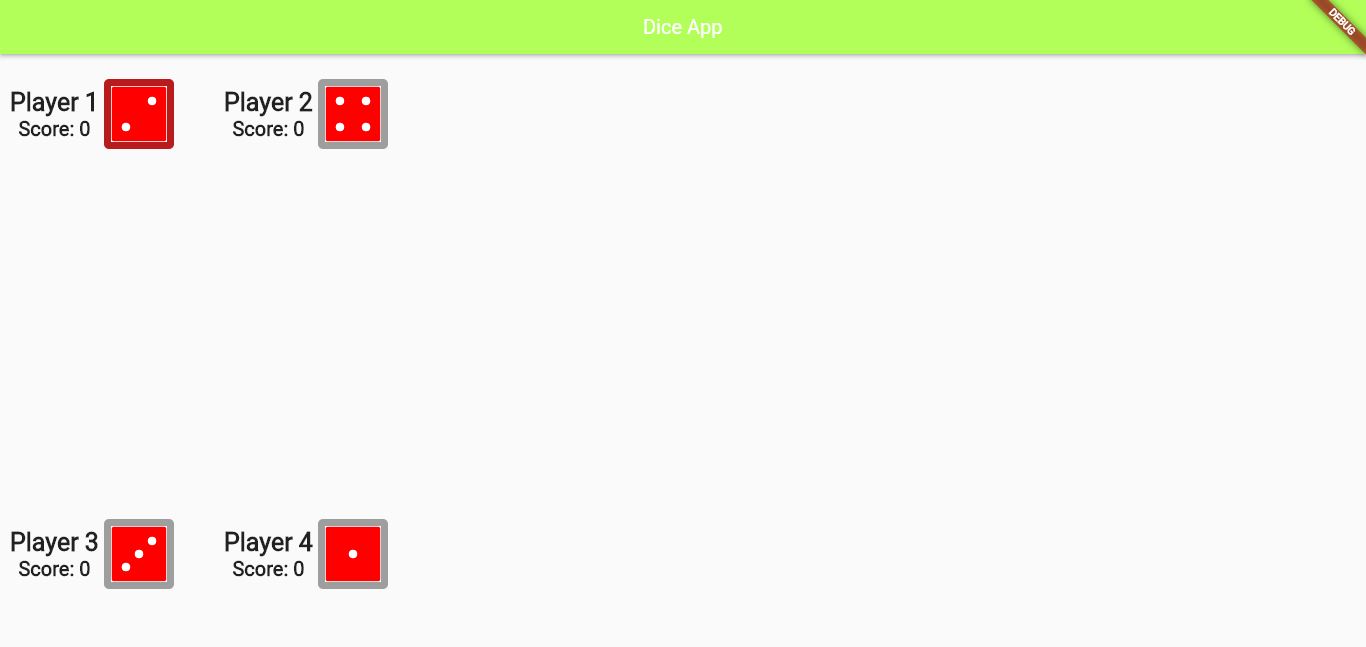
**import 'dart:math'**;  
**import 'package:diceapp/splash.dart'**;  
**import 'package:flutter/material.dart'**;  
  
**void** main() {  
 runApp(**const** MaterialApp(  
 home: Splash(),  
 ));  
}  
  
**class** DiceApp **extends** StatefulWidget {  
 **const** DiceApp({Key? key}) : **super**(key: key);  
  
 @override  
 \_DiceAppState createState() => \_DiceAppState();  
}  
  
**class** \_DiceAppState **extends** State<DiceApp> {  
 int **player1** = 0;  
 int **player2** = 0;  
 int **player3** = 0;  
 int **player4** = 0;  
 int **turn** = 1;  
 int **p1img** = 2;  
 int **p2img** = 3;  
 int **p3img** = 1;  
 int **p4img** = 4;  
 int **count** = 1;  
 int **six** = 0;  
 int **tries** = 10;  
 @override  
 Widget build(BuildContext context) {  
 **return** Scaffold(  
 appBar: AppBar(  
 title: **const** Text(**"Dice App"**),  
 centerTitle: **true**,  
 backgroundColor: Colors.*lightGreenAccent*,  
 ),  
 body: Container(  
 decoration: BoxDecoration(  
 color: Colors.*blueAccent*[250],  
 ),  
 child: Column(  
 children: [  
 *// Topp Players Row* Padding(  
 padding: **const** EdgeInsets.only(top: 25, left: 10),  
 child: Row(  
 children: [  
 Column(  
 children: [  
 Row(  
 children: [  
 Column(  
 children: [  
 **const** Text(  
 **"Player 1"**,  
 style: TextStyle(  
 fontSize: 25, fontWeight: FontWeight.*bold*),  
 ),  
 Text(  
 **"Score:** ${**player1**}**"**,  
 style: **const** TextStyle(  
 fontSize: 20, fontWeight: FontWeight.*bold*),  
 ),  
 ],  
 ),  
 Column(  
 children: [  
 *// Red Box* Container(  
 margin: **const** EdgeInsets.only(  
 left: 5,  
 ),  
 height: 70.0,  
 width: 70.0,  
 decoration: BoxDecoration(  
 borderRadius: BorderRadius.circular(5),  
 border: Border.all(  
 color: **turn** == 1  
 ? Colors.*red*.**shade900** : Colors.*grey*,  
 width: 7,  
 ),  
 ),  
 child: GestureDetector(  
 child: Expanded(  
 child: Image(  
 image:  
 AssetImage(**"images/face**$**p1img.png"**),  
 ),  
 ),  
 onTap: () {  
 **if** (**turn** == 1) {  
 int img = Random().nextInt(6) + 1;  
 **p1img** = img;  
 **player1** += img;  
 **if** (img == 6 && **six** < 2) {  
 **six**++;  
 } **else** {  
 **turn**++;  
 **six** = 0;  
 }  
  
 setState(() {});  
 }  
 },  
 )  
 *//Red Box End* ),  
 ],  
 ),  
 ],  
 ),  
 ],  
 ),  
 **const** SizedBox(  
 width: 50.0,  
 ),  
 Column(  
 children: [  
 Row(  
 children: [  
 Column(  
 children: [  
 **const** Text(  
 **"Player 2"**,  
 style: TextStyle(  
 fontSize: 25, fontWeight: FontWeight.*bold*),  
 ),  
 Text(  
 **"Score:** ${**player2**}**"**,  
 style: **const** TextStyle(  
 fontSize: 20, fontWeight: FontWeight.*bold*),  
 ),  
 ],  
 ),  
 Column(  
 children: [  
 *// Red Box* Container(  
 margin: **const** EdgeInsets.only(  
 left: 5,  
 ),  
 height: 70.0,  
 width: 70.0,  
 decoration: BoxDecoration(  
 borderRadius: BorderRadius.circular(5),  
 border: Border.all(  
 color: **turn** == 2  
 ? Colors.*blue*.**shade900** : Colors.*grey*,  
 width: 7,  
 ),  
 ),  
 child: GestureDetector(  
 child: Expanded(  
 child: Image(  
 image: AssetImage(  
 **"images/face**$**p2img.png"**,  
 ),  
 ),  
 ),  
 onTap: () {  
 **if** (**turn** == 2) {  
 int img = Random().nextInt(6) + 1;  
 **p2img** = img;  
 **player2** += img;  
 **if** (img == 6 && **six** < 2) {  
 **six**++;  
 } **else** {  
 **turn**++;  
 **six** = 0;  
 }  
 setState(() {});  
 }  
 },  
 )  
 *//Red Box End* ),  
 ],  
 ),  
 ],  
 ),  
 ],  
 ),  
 ],  
 ),  
 ),  
 *//Dice  
  
 //Down Players Row* Padding(  
 padding: **const** EdgeInsets.only(top: 370, left: 10),  
 child: Row(  
 children: [  
 Column(  
 children: [  
 Row(  
 children: [  
 Column(  
 children: [  
 **const** Text(  
 **"Player 3"**,  
 style: TextStyle(  
 fontSize: 25, fontWeight: FontWeight.*bold*),  
 ),  
 Text(  
 **"Score:** ${**player3**}**"**,  
 style: **const** TextStyle(  
 fontSize: 20, fontWeight: FontWeight.*bold*),  
 ),  
 ],  
 ),  
 Column(  
 children: [  
 *// Red Box* Container(  
 margin: **const** EdgeInsets.only(  
 left: 5,  
 ),  
 height: 70.0,  
 width: 70.0,  
 decoration: BoxDecoration(  
 borderRadius: BorderRadius.circular(5),  
 border: Border.all(  
 color: **turn** == 3  
 ? Colors.*green*.**shade900** : Colors.*grey*,  
 width: 7,  
 ),  
 ),  
 child: GestureDetector(  
 child: Expanded(  
 child: Image(  
 image: AssetImage(  
 **"images/face**$**p3img.png"**,  
 ),  
 ),  
 ),  
 onTap: () {  
 **if** (**turn** == 3) {  
 int img = Random().nextInt(6) + 1;  
 **p3img** = img;  
 **player3** += img;  
 **if** (img == 6 && **six** < 2) {  
 **six**++;  
 } **else** {  
 **turn**++;  
 **six** = 0;  
 }  
 setState(() {});  
 }  
 },  
 )  
 *//Red Box End* ),  
 ],  
 ),  
 ],  
 ),  
 ],  
 ),  
 **const** SizedBox(  
 width: 50.0,  
 ),  
 Column(  
 children: [  
 Row(  
 children: [  
 Column(  
 children: [  
 **const** Text(  
 **"Player 4"**,  
 style: TextStyle(  
 fontSize: 25, fontWeight: FontWeight.*bold*),  
 ),  
 Text(  
 **"Score:** ${**player4**}**"**,  
 style: **const** TextStyle(  
 fontSize: 20, fontWeight: FontWeight.*bold*),  
 ),  
 ],  
 ),  
 Column(  
 children: [  
 *// Red Box* Container(  
 margin: **const** EdgeInsets.only(  
 left: 5,  
 ),  
 height: 70.0,  
 width: 70.0,  
 decoration: BoxDecoration(  
 borderRadius: BorderRadius.circular(5),  
 border: Border.all(  
 color: **turn** == 4  
 ? Colors.*yellow*.**shade900** : Colors.*grey*,  
 width: 7,  
 ),  
 ),  
 child: GestureDetector(  
 child: Expanded(  
 child: Image(  
 image: AssetImage(  
 **"images/face**$**p4img.png"**,  
 ),  
 ),  
 ),  
 onTap: () {  
 **if** (**turn** == 4 && **count** < **tries**) {  
 int img = Random().nextInt(6) + 1;  
 **p4img** = img;  
 **player4** += img;  
  
 **if** (img == 6 && **six** < 2) {  
 **six**++;  
 } **else** {  
 **count**++;  
 **turn** = 1;  
 **six** = 0;  
 }  
 setState(() {});  
 } **else** {  
 int winner = 1;  
 int score = **player1**;  
 **if** (score < **player2**) {  
 score = **player2**;  
 winner++;  
 }  
 **if** (score < **player3**) {  
 score = **player3**;  
 winner++;  
 }  
 **if** (score < **player4**) {  
 score = **player4**;  
 winner++;  
 }  
 showDialog(  
 context: context,  
 builder: (BuildContext context) =>  
 AlertDialog(  
 title: **const** Text(**"Winner"**),  
 content: Text(  
 **"Player** $winner **is the Winner with Score** $score**"**),  
 actions: [  
 FlatButton(  
 *// FlatButton widget is used to make a text to work like a button* textColor: Colors.*black*,  
 onPressed: () {  
 **player1** = **player2** =  
 **player3** =  
 **player4** = 0;  
 **turn** = 1;  
 Navigator.*pop*(context);  
 setState(() {});  
 }, *// function used to perform after pressing the button* child: **const** Text(  
 **'Play Again'**),  
 ),  
 ],  
 ));  
 }  
 },  
 )  
 *//Red Box End* ),  
 ],  
 ),  
 ],  
 ),  
 ],  
 ),  
 ],  
 ),  
 )  
 ],  
 ),  
 ),  
 );  
 }  
}

**splash sacreen**

**import 'package:flutter/material.dart'**;  
**import 'package:diceapp/main.dart'**;  
  
**class** Splash **extends** StatefulWidget {  
 **const** Splash({Key? key}) : **super**(key: key);  
  
 @override  
 \_SplashState createState() => \_SplashState();  
}  
  
**class** \_SplashState **extends** State<Splash> {  
 **void** initState() {  
 **super**.initState();  
 \_mainPage();  
 }  
  
 \_mainPage() **async** {  
 **await** Future.delayed(  
 **const** Duration(milliseconds: 2900),  
 );  
 Navigator.*pushReplacement*(  
 **context**, MaterialPageRoute(builder: (context) => **const** DiceApp()));  
 }  
  
 @override  
 Widget build(BuildContext context) {  
 **return const** Scaffold(  
 backgroundColor: Colors.*yellow*,  
 body: Center(  
 child: Image(  
 height: 200,  
 width: 200,  
 image: AssetImage(**'images/ludo.png'**),  
 ),  
 ),  
 );  
 }  
}

**sacreen short**

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