Application Development Lab 1
- Venkataraman CSE 'B'
Generating Random Numbers

```java
package com.example.myapplication;

import androidx.appcompat.app.AppCompatActivity;

import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.SeekBar;
import android.widget.TextView;

import java.util.Random;

public class MainActivity extends AppCompatActivity {

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);

        final Button rollButton = findViewById(R.id.rollButton);
        final SeekBar seekBar = findViewById(R.id.seekBar);
        final TextView resultsTextView = findViewById(R.id.resultsTextView);

        rollButton.setOnClickListener(new View.OnClickListener() {
            public void onClick(View v) {
                // Code here executes on main thread after user presses button
                final int random = new
Random().nextInt(seekBar.getProgress())+1;
                resultsTextView.setText(String.valueOf(random));
            }
        });
    }
}
```
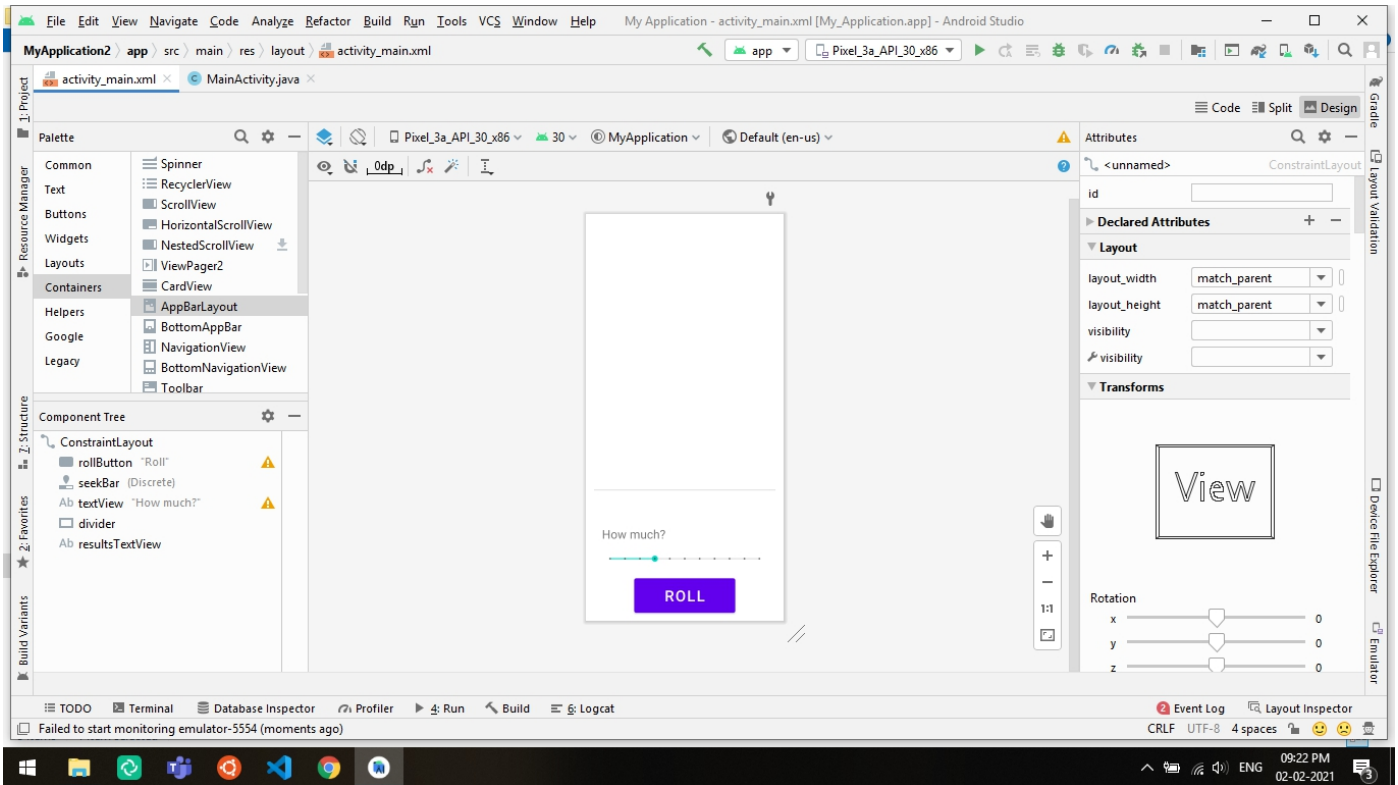
XML

EMULATOR