1. Return MaterialApp
2. Make debugShowCheckModeBanner false
3. Make widget Scaffold
4. Give backgroundcolor
5. Make appBar widget
   1. Give title of Text widget
6. Give body and return another file class here
7. Make another file named changePicture.dart
8. Import material.dart libraray here
9. Make stateful widget here becoz we have to change dice picture here
10. Rename class to DicePage and call it to main.dart within home widget
11. Return row widget here and wrap with center widget
12. Make children Listwidget within row
13. Make Expended widget here
    1. Expended widget is used to make responsive
    2. In expended flex property can be used to make greater then other by default it is 1 when the expended is made (it reacts like col 1 , 2 , 3)
    3. in expended widget we cannot use padding property so we will use padding widget here
14. Make TextButton widget within expended
    1. To make anything clickable wrap with TextButton/ElevatedButton
    2. ElevatedButton comes with more styling like button
    3. TextButton come with transparent styling and also come with padding and
    4. Must use onPressed function within TextButton so that it could become clickable
15. Make child widget Image within TextButton widget
16. Add asset image here
    1. Make image folder and all images should named with a series of number
    2. Make variable of number
    3. Within assetImage write path and name then add the number variable
    4. Make a method to change the number
    5. Import dart:math library to generate random number
    6. Make a method and within make a body of method setState((){})
       1. setState method always call to change the state of thing
       2. setState always works with stateful widget
    7. within setState method set the variable value with a random number + nextInt + 1
       1. NextInt will fix the random number range
17. Call the created method within onPressed method within TextButton widget

