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DICEE APP

main.dart

```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;

  int right = 2;

  void changeface() {
    setState(() {
      left = Random().nextInt(6) + 1;
      right = Random().nextInt(6) + 1;
    });
  }

  @override
  Widget build(BuildContext context) {
    return Center(
      child: Container(
        child: Row(
          children: [
            Expanded(
              flex: 1,
              child: TextButton(
                style: TextButton.styleFrom(
                  backgroundColor: Colors.blueAccent,
                ),
                child: Image.asset('images/dice$left.png'),
```

```
      onPressed: () {
        changeface();
      },
    ),
  ),
  Expanded(
    flex: 1,
    child: TextButton(
      style: TextButton.styleFrom(
        backgroundColor: Colors.blueAccent,
      ),
      child: Image.asset('images/dice$right.png'),
      onPressed: () {
        changeface();
      },
    ),
  ),
    ],
  ),
),
);
}
}
```

OUTPUT