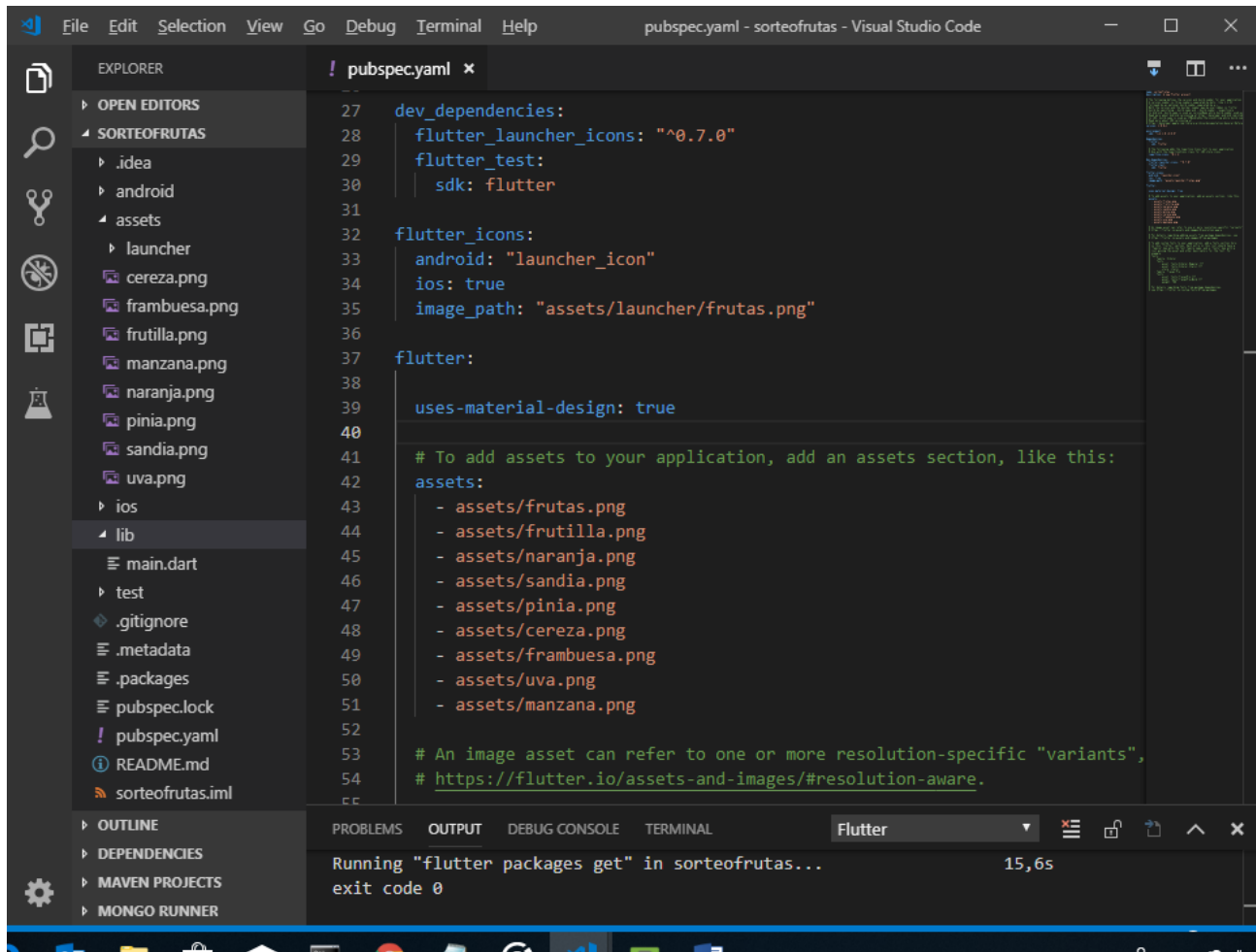


```
C:\WINDOWS\system32\cmd.exe

D:\marcelomos\laboratorios\flutter>flutter create sorteofrutas
Creating project sorteofrutas...
sorteofrutas\.gitignore (created)
sorteofrutas\.idea\libraries\Dart_SDK.xml (created)
sorteofrutas\.idea\libraries\Flutter_for_Android.xml (created)
sorteofrutas\.idea\libraries\KotlinJavaRuntime.xml (created)
sorteofrutas\.idea\modules.xml (created)
sorteofrutas\.idea\runConfigurations\main_dart.xml (created)
sorteofrutas\.idea\workspace.xml (created)
sorteofrutas\.metadata (created)
sorteofrutas\android\app\build.gradle (created)
sorteofrutas\android\app\src\main\java\com\example\sorteofrutas\MainActivity.java
```



The screenshot shows the Visual Studio Code interface with the 'pubspec.yaml' file open. The file contains the following content:

```
dev_dependencies:
  flutter_launcher_icons: "^0.7.0"
  flutter_test:
    sdk: flutter

flutter_icons:
  android: "launcher_icon"
  ios: true
  image_path: "assets/launcher/frutas.png"

flutter:
  uses-material-design: true

# To add assets to your application, add an assets section, like this:
assets:
  - assets/frutas.png
  - assets/frutilla.png
  - assets/naranja.png
  - assets/sandia.png
  - assets/pinia.png
  - assets/cereza.png
  - assets/frambuesa.png
  - assets/uva.png
  - assets/manzana.png

# An image asset can refer to one or more resolution-specific "variants",
# https://flutter.io/assets-and-images/#resolution-aware.
```

The Explorer sidebar on the left shows the project structure for 'sorteofrutas', including files like 'main.dart', 'test', '.gitignore', '.metadata', '.packages', 'pubspec.lock', 'pubspec.yaml', 'README.md', and 'sorteofrutas.iml'. The bottom status bar indicates that the command 'flutter packages get' was executed successfully in 15.6 seconds.



/lib/main.dart

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

void main() => runApp(MyApp());

class MyApp extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      title: 'Juego de Frutas',
      home: Scaffold(
        appBar: AppBar(
          title: Text('Juego de Frutas'),
        ),
        body: Center(
          child: AleatorioWidget(),
        ),
      ),
    );
  }
}

class AleatorioWidget extends StatefulWidget {
  @override
  State<AleatorioWidget> createState() {
    return new AleatorioWidgetState();
  }
}
```

```
class AleatorioWidgetState extends State<AleatorioWidget>{
  var frutas = [
    'assets/cereza.png',
    'assets/frambuesa.png',
    'assets/frutilla.png',
    'assets/manzana.png',
    'assets/naranja.png',
    'assets/pinia.png',
    'assets/sandia.png',
    'assets/uva.png'
  ];
  int index_1 = 0;
  int index_2 = 3;
  int index_3 = 4;
  int numero = 1;
  String mensaje = 'Juega';

  void jugarClick(){
    setState(() {
      index_1 = generaAleatorio();
      index_2 = generaAleatorio();
      index_3 = generaAleatorio();
      numero++;
      if( index_1 == index_2){
        if(index_1 == index_3){
          mensaje = 'Ganador !!!';
          numero = 1;
        }else{
          mensaje = 'Juega';
        }
      }else{
        mensaje = 'Juega';
      }
    });
  }

  int generaAleatorio(){
    var rnd = new Random();
    return rnd.nextInt(7)+1;
  }
}
```



```
@override
Widget build(BuildContext context) {
  return Container(
    padding: EdgeInsets.only(top: 20.0),
    child: Row(
      mainAxisAlignment: MainAxisAlignment.spaceEvenly,
      children: <Widget>[
        Column(
          children: <Widget>[
            Text('Nro. Intentos: $numero ',style: new TextStyle(fontSize: 20.0)),
            Padding(padding: EdgeInsets.only(bottom: 10.0),),
            Row(
              mainAxisAlignment: MainAxisAlignment.spaceEvenly,
              children: <Widget>[
                Image.asset(frutas[index_1],height: 100,width: 100,),
                Image.asset(frutas[index_2],height: 100,width: 100,),
                Image.asset(frutas[index_3],height: 100,width: 100,),
              ],),
            IconButton(
              icon: Icon(Icons.autorenew),
              iconSize: 50.0,
              color: Colors.blueAccent,
              onPressed: () {
                jugarClick();
              },
            ),
            Padding(padding: EdgeInsets.only(bottom: 10.0),),
            Text(mensaje,style: new TextStyle(fontSize: 20.0))
          ],),
        ),
      ],),
    );
}
```