import 'dart:math'; // For Random

import 'package:flutter/material.dart';

void main() {

runApp(LuckyNumberApp());

}

class LuckyNumberApp extends StatelessWidget {

@override

Widget build(BuildContext context) {

return MaterialApp(

home: LuckyNumberScreen(),

debugShowCheckedModeBanner: false,

);

}

}

class LuckyNumberScreen extends StatefulWidget {

@override

\_LuckyNumberScreenState createState() => \_LuckyNumberScreenState();

}

class \_LuckyNumberScreenState extends State<LuckyNumberScreen> {

int \_luckyNumber = 0;

void \_generateLuckyNumber() {

final random = Random();

setState(() {

\_luckyNumber = random.nextInt(351); // 0 to 350 (inclusive)

});

}

@override

Widget build(BuildContext context) {

return Scaffold(

appBar: AppBar(title: Text("Lucky Number Generator")),

body: Center(

child: Column(

mainAxisAlignment: MainAxisAlignment.center,

children: [

Text(

'Your Lucky Number is:',

style: TextStyle(fontSize: 22),

),

SizedBox(height: 10),

Text(

'$\_luckyNumber',

style: TextStyle(fontSize: 48, fontWeight: FontWeight.bold, color: Colors.purple),

),

SizedBox(height: 30),

ElevatedButton(

onPressed: \_generateLuckyNumber,

child: Text('Generate Lucky Number'),

),

],

),

),

);

}

}