import 'package:flutter/material.dart';

import 'second\_route.dart';

void main() {

  runApp(MyApp());

}

class DiceRoll {

  int number;

  int rollCount;

  DiceRoll(this.number, this.rollCount);

}

class MyApp extends StatelessWidget {

  @override

  Widget build(BuildContext context) {

    return MaterialApp(

      home: FirstRoute(),

    );

  }

}

class FirstRoute extends StatefulWidget {

  @override

  \_FirstRouteState createState() => \_FirstRouteState();

}

class \_FirstRouteState extends State<FirstRoute> {

  DiceRoll diceRoll = DiceRoll(1, 0); // Initialize diceRoll

  @override

  Widget build(BuildContext context) {

    return Scaffold(

      appBar: AppBar(

        title: Text('First Route'),

      ),

      body: Center(

        child: Column(

          mainAxisAlignment: MainAxisAlignment.center,

          children: [

            Image.asset('images/dice-${diceRoll.number}.png'),

            SizedBox(height: 20),

            Text('Roll Count: ${diceRoll.rollCount}'),

            SizedBox(height: 20),

            ElevatedButton(

              onPressed: () {

                setState(() {

                  diceRoll = DiceRoll((1 + DateTime.now().second) % 6 + 1,

                      diceRoll.rollCount + 1);

                });

                Navigator.push(

                  context,

                  MaterialPageRoute(

                      builder: (context) => SecondRoute(diceRoll)),

                );

              },

              child: Text('Roll Dice'),

            ),

          ],

        ),

      ),

    );

  }

}

class SecondRoute extends StatelessWidget {

  final DiceRoll diceRoll;

  SecondRoute(this.diceRoll);

  @override

  Widget build(BuildContext context) {

    return Scaffold(

      appBar: AppBar(

        title: Text('Second Route'),

      ),

      body: Center(

        child: Column(

          mainAxisAlignment: MainAxisAlignment.center,

          children: [

            Image.asset('images/dice-${diceRoll.number}.png'),

            SizedBox(height: 20),

            Text('Roll Count: ${diceRoll.rollCount}'),

          ],

        ),

      ),

    );

  }

}

import 'package:flutter/material.dart';

import 'main.dart'; // Import the main.dart file where DiceRoll is defined

class SecondRoute extends StatelessWidget {

  final DiceRoll diceRoll;

  SecondRoute(this.diceRoll);

  @override

  Widget build(BuildContext context) {

    return Scaffold(

      appBar: AppBar(

        title: Text('Second Route'),

      ),

      body: Center(

        child: Column(

          mainAxisAlignment: MainAxisAlignment.center,

          children: [

            Image.asset('images/dice-${diceRoll.number}.png'),

            SizedBox(height: 20),

            Text('Dice Number: ${diceRoll.number}'),

            SizedBox(height: 20),

            Text('Roll Count: ${diceRoll.rollCount}'),

          ],

        ),

      ),

    );

  }

}





 