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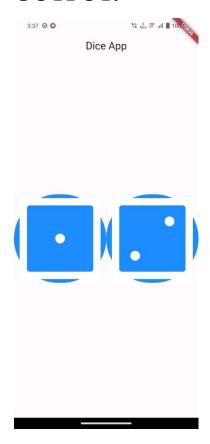
TITLE: Dice App

## Main.dart:

```
import 'dart:math';
import 'package:flutter/material.dart';
void main() {
 runApp(MaterialApp(
  home: Scaffold(
   appBar: AppBar(
    title: Text("Dice App"),
    centerTitle: true,
   ),
   body: DicePage(),
  ),
 ),);
}
class DicePage extends StatefulWidget {
 const DicePage({super.key});
 @override
 State<DicePage> 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,
```

## **OUTPUT:**





Before clicking

After clicking