Main.dart

import 'package:flutter/material.dart';  
  
import 'homescreen.dart';  
  
void main() {  
 runApp(const MyApp());  
}  
  
class MyApp extends StatelessWidget {  
 const MyApp({super.key});  
  
 // This widget is the root of your application.  
 @override  
 Widget build(BuildContext context) {  
 return MaterialApp(  
 debugShowCheckedModeBanner: false,  
 home: HomeScreen(),);  
 }  
}

homescreen.dart

import 'package:flutter/material.dart';  
import 'dart:math';  
//import 'package:flutter/src/material/elevated\_button.dart';  
  
class HomeScreen extends StatefulWidget {  
  
 //const HomeScreen({super.key});  
  
 @override  
 State<HomeScreen> createState() => \_HomeScreenState();  
}  
  
class \_HomeScreenState extends State<HomeScreen> {  
 int leftDiceNumber=1;  
 int rightDiceNumber=1;  
 void roll(){  
 setState(() {  
 leftDiceNumber=Random().nextInt(6)+1;  
 rightDiceNumber=Random().nextInt(6)+1;  
 });}  
 @override  
 Widget build(BuildContext context) {  
 return Scaffold(  
 appBar: AppBar(title: Text('Dices'),  
 ),  
 body: Center(  
 child: Column(children: [  
 Row(children:[  
 Expanded(  
 child: Padding(  
 padding: const EdgeInsets.all(20.0),  
 child: Image(  
 image: AssetImage('images/diceno$leftDiceNumber.png'),),  
 ),  
 ),  
 Expanded(  
 child: Padding(  
 padding: const EdgeInsets.all(20.0),  
 child: Image(  
 image: AssetImage('images/diceno$rightDiceNumber.png'),),  
 ),  
  
 )],),  
 ElevatedButton(onPressed: roll,  
 child: Text('Roll'),  
 )  
 ],  
 ),  
 ),  
 );  
 }  
}