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**Hybrid Application Development**

Dice Rolling Application

# Implement a hybrid Dice rolling app to demonstrate the use of setState() method for marking part of the code as dirty, and refereshing the app must result in update of UI.

**Main.dart file:**

import 'dart:math';

import 'package:flutter/material.dart'; void main() {

runApp(MaterialApp( home: Scaffold(

appBar: AppBar(title: Text('DICEE117'), centerTitle: true,), body: DicePage(),

),

));

}

class DicePage extends StatefulWidget {

const DicePage({Key? key}) : super(key: key);

@override

\_DicePageState 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) {

***// TODO: implement build***

return Center( child: Container(

child: Row( children: [

Expanded(

flex: 1,

child: TextButton(

**style: TextButton.*styleFrom*( backgroundColor: Colors.*greenAccent*,**

),

child: Image.asset('images/dice$left.png'), onPressed: () {

changeFace();

},

),

),

Expanded( flex: 1,

child: TextButton(

**style: TextButton.*styleFrom*( backgroundColor: Colors.*greenAccent*,**

),

child: Image.asset('images/dice$right.png'), onPressed: () {

changeFace();

},

),

),

],

),

),

**); *// Building the body widget tree***

}

}

# OUTPUT: