Final app dice roller

import { StatusBar } from 'expo-status-bar';

import React from 'react';

import { StyleSheet, Text, View ,Image,TouchableOpacity,Alert} from 'react-native';

export default class App extends React.Component {

constructor(){

super();

this.state={

uri:require("./src/images/dice1.png")

};

}

getRandomValue=()=>{

return Math.floor(Math.random()\*6)+1;

}

playButtonPressed=()=>{

//Alert.alert("Heeeyyyy" + this.getRandomValue());

var rNumber=this.getRandomValue();

switch(rNumber)

{

case 1:

this.setState({uri:require("./src/images/dice1.png")})

break;

case 2:

this.setState({uri:require("./src/images/dice2.png")})

break;

case 3:

this.setState({uri:require("./src/images/dice3.png")})

break;

case 4:

this.setState({uri:require("./src/images/dice4.png")})

break;

case 5:

this.setState({uri:require("./src/images/dice5.png")})

break;

case 6:

this.setState({uri:require("./src/images/dice6.png")})

break;

default:

this.setState({uri:require("./src/images/dice1.png")})

break;

}

};

render(){

return (

<View style={styles.container}>

<Image source={this.state.uri}/>

<TouchableOpacity

onPress={this.playButtonPressed}>

<Text style={styles.gameButton}>Play Game </Text>

</TouchableOpacity>

</View>

);

}

}

const styles = StyleSheet.create({

container: {

flex: 1,

backgroundColor: '#E74292',

alignItems: 'center',

justifyContent: 'center',

},

gameButton:{

marginTop:35,

fontSize:20,

color:"#FFFFFF",

fontWeight:"bold",

borderWidth:2,

paddingVertical:8,

paddingHorizontal:40,

borderRadius:5,

borderColor:"#FFFFFF"

}

});