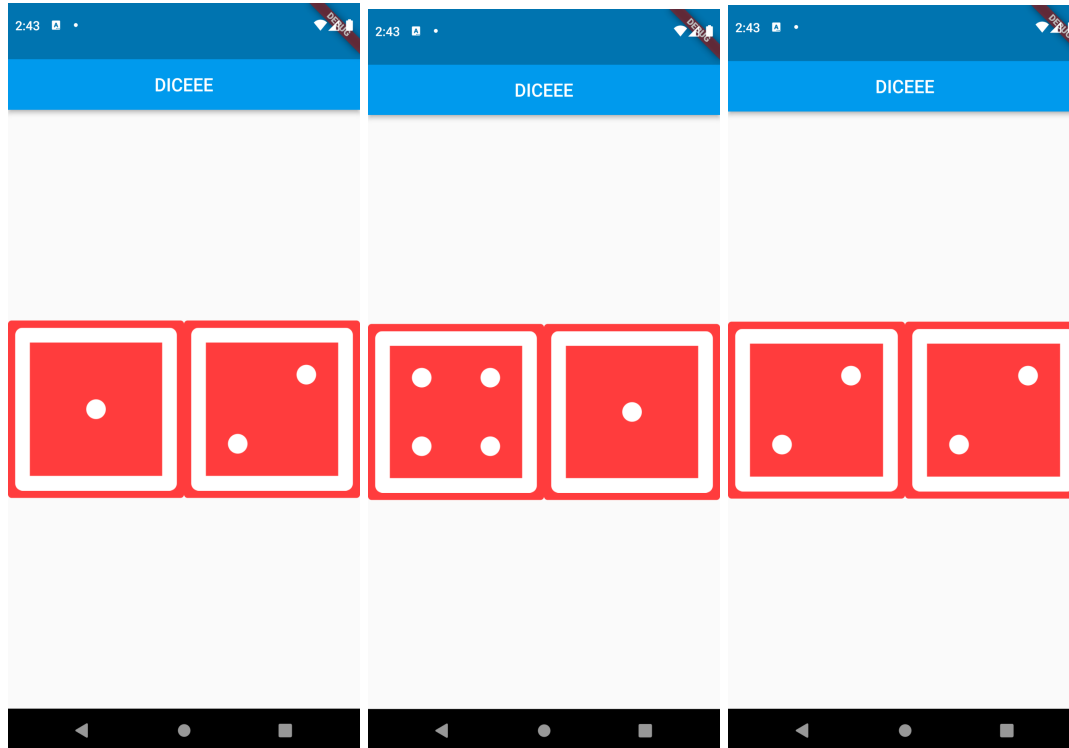


# **DICEEE PROGRAM**

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## **APPLICATION SCREEN SHOTS:**



## **CODE:**

```
import 'dart:math';

import 'package:flutter/material.dart';

void main() {
  runApp(MaterialApp(
    home: Scaffold(
      appBar: AppBar(title: Text('DICEEE'), 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.red,
                ),
                child: Image.asset('images/dice$left.png'),
                onPressed: () {
                  changeFace();
                },
              ),
            ),
            Expanded(
              flex: 1,
              child: TextButton(
                style: TextButton.styleFrom(
                  backgroundColor: Colors.red,
                ),
                child: Image.asset('images/dice$right.png'),
                onPressed: () {
                  changeFace();
                },
              ),
            ),
          ],
        ),
      ),
    ),
  ),
)
```

```

); // Building the body widget tree
}
}

```

