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HYBRID APPLICATION DEVELOPMENT LAB
(FLUTTER)

DICE:

FLUTTER APP
main.dart:-

```dart
import 'dart:math';
import 'package:flutter/material.dart';

void main() {
 runApp(const MaterialApp(
  home:Scaffold(
    body: DicePage(), // Simple Appbar
    // body now points to a DicePage which is a stateful widget
  ),
));
}


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()
```

```dart
{
 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$left.png'),
       onPressed: ()
       {
        changeFace();
       },
      ),
     ),
     Expanded(
      flex: 1,
      child: TextButton(
       style: TextButton.styleFrom(
        backgroundColor: Colors.blueAccent,
       ),
       child: Image.asset('images/dice$right.png'),
       onPressed: ()
       {
        changeFace();
       },
      ),
     )
    ],
```

```
        )
      ),
    );
  }
}
```

OUTPUT:-