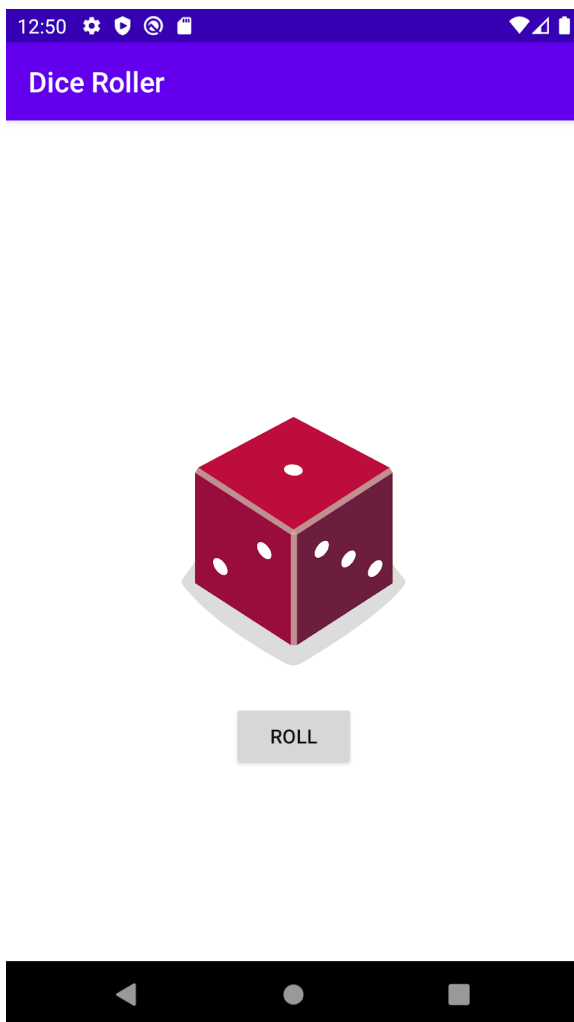


☰ Add more conditional behavior in Kotlin

1. Before you begin

In this codelab, you will add dice images to your existing Dice Roller Android app. Be sure to complete the earlier codelab on building the foundation of the Dice Roller app first.

Instead of displaying the value of the dice roll in a `TextView`, your app will display the appropriate dice image for the number of sides that was rolled. It will be a much more visual and enhanced user experience for your app.



You will be provided with a link to download the dice images, and you will add them as resources in your app. To write code for which dice image to use, you will be using a `when` statement in Kotlin.

Prerequisites

- Completed the Create an interactive Dice Roller app codelab.

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