Main code:

import 'package:flutter/material.dart';

import 'dart:math';

void main() {

  runApp(MyApp());

}

class MyApp extends StatelessWidget {

  @override

  Widget build(BuildContext context) {

    return MaterialApp(

      home: MyImageDisplay(),

    );

  }

}

class MyImageDisplay extends StatefulWidget {

  @override

  \_MyImageDisplayState createState() => \_MyImageDisplayState();

}

class \_MyImageDisplayState extends State<MyImageDisplay> {

  List<String> images = [

    'image/1(1).jpeg',

    'image/1(2).jpeg',

    'image/1(3).jpeg',

    'image/1(4).jpeg',

    'image/1(5).jpeg',

  ];

  int currentIndex = 0;

  void changeImage() {

    setState(() {

      currentIndex = (currentIndex + 1) % images.length;

      if (currentIndex == 0) {

        // Reset to the first image when reaching the last one

        images.shuffle();

      }

    });

  }

  @override

  Widget build(BuildContext context) {

    return Scaffold(

      appBar: AppBar(

        title: Text('Image Viewer'),

      ),

      body: Center(

        child: Column(

          mainAxisAlignment: MainAxisAlignment.center,

          children: [

            Image.asset(

              images[currentIndex],

              height: 200,

              width: 200,

            ),

            SizedBox(height: 20),

            ElevatedButton(

              onPressed: changeImage,

              child: Text('Change Image'),

            ),

          ],

        ),

      ),

    );

  }

}

Pubspec.yaml code:

name: myproject

description: A new Flutter project.

version: 1.0.0+1

environment:

  sdk: ">=2.19.0 <4.0.0"

dependencies:

  flutter:

    sdk: flutter

dev\_dependencies:

  flutter\_test:

    sdk: flutter

  flutter\_lints: ^2.0.2

flutter:

  uses-material-design: true

  assets:

    - 'image/1(1).jpeg'

    - 'image/1(2).jpeg'

    - 'image/1(3).jpeg'

    - 'image/1(4).jpeg'

    - 'image/1(5).jpeg'