# **Code**

**import 'package:flutter/material.dart'**;  
**import 'dart:math'**;  
**void** main() {  
 **return** runApp(  
 DicePage(),  
 );  
}  
  
  
**class** DicePage **extends** StatefulWidget {  
 @override  
 \_DicePageState createState() => \_DicePageState();  
}  
  
**class** \_DicePageState **extends** State<DicePage> {  
 int **total**=0;  
 int **dice1**=1;  
 int **dice2**=1;  
 int **dice3**=1;  
 int **dice4**=1;  
 **void** sum(){  
 setState(() {  
 **total**=**dice1**+**dice2**+**dice3**+**dice4**;  
 });  
 }  
 @override  
 Widget build(BuildContext context) {  
 **return** MaterialApp(  
 home: Scaffold(  
 backgroundColor: Colors.*lightBlueAccent*,  
 appBar: AppBar(  
 title: Text(**"total:**$**total"**),  
 backgroundColor: Colors.*indigoAccent*,  
 ),  
 body: Column(  
 mainAxisAlignment: MainAxisAlignment.**center**,  
 children: [  
 Row(  
 children: [  
 Expanded(  
 child: FlatButton(  
 onPressed: (){  
 setState(() {  
 **dice1** = Random().nextInt(6)+1 ;  
 sum();  
 });  
 },  
 child: Image.asset(**'images/dice**$**dice1.png'**),),  
 ),  
 Expanded(  
 child: FlatButton(  
 onPressed: (){  
 setState(() {  
 **dice2**=Random().nextInt(6)+1;  
 sum();  
 });  
 },  
 child: Image.asset(**'images/dice**$**dice2.png'**),),  
 ),  
 ],  
 ),  
 Row(  
 children: [  
 Expanded(  
 child: FlatButton(  
 onPressed: (){  
 setState(() {  
 **dice3** = Random().nextInt(6)+1 ;  
 sum();  
 });  
 },  
 child: Image.asset(**'images/dice**$**dice3.png'**),),  
 ),  
 Expanded(  
 child: FlatButton(  
 onPressed: (){  
 setState(() {  
 **dice4**=Random().nextInt(6)+1;  
 sum();  
 });  
 },  
 child: Image.asset(**'images/dice**$**dice4.png'**),),  
 ),  
 ],  
 ),  
 Row(  
 ),  
 ],  
 ),  
 ),  
 );  
 }  
}



