# **ASSIGNMENT**

Subject: Mobile Application

Submitted To:

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FA19-BCS-058

Section: A

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**Dice App**

**Code:**

**import 'dart:async'**;  
**import 'dart:math'**;  
**import 'package:flutter/material.dart'**;  
**import 'package:rflutter\_alert/rflutter\_alert.dart'**;  
**void** main()  
{  
 runApp(MaterialApp(  
 debugShowCheckedModeBanner: **false**,  
 home: splashscreen(),  
 ));  
}  
**class** splashscreen **extends** StatefulWidget {  
 **const** splashscreen({Key? key}) : **super**(key: key);  
  
 @override  
 \_splashscreenState createState() => \_splashscreenState();  
}  
  
**class** \_splashscreenState **extends** State<splashscreen> {  
  
 @override  
**void** initState(){  
 **super**.initState();  
 Timer(Duration(seconds: 2),(){  
 Navigator.*pushReplacement*(**context**, MaterialPageRoute(builder: (BuilderContext)=>appdice()));  
 });  
 }  
 Widget build(BuildContext context) {  
 **return** Scaffold(  
 body: Center(  
 child: Image.asset(**'images/dice.jpg'**),  
 ),  
 );  
 }  
}  
  
**class** appdice **extends** StatefulWidget {  
 **const** appdice({Key? key}) : **super**(key: key);  
  
 @override  
 \_appdiceState createState() => \_appdiceState();  
}  
  
**class** \_appdiceState **extends** State<appdice> {  
 **var name**=**""**;  
 **var score**=0;  
 int **image1** = 1;  
 int **image2** = 1;  
 int **image3** = 1;  
 int **image4** = 1;  
 bool **d1**=**true**;  
 bool **d2**=**false**;  
 bool **d3**=**false**;  
 bool **d4**=**false**;  
 int **player1**=0;  
 int **player2**=0;  
 int **player3**=0;  
 int **player4**=0;  
 **void** check()  
 {  
 **if**(**player1**>**player2**&&**player1**>**player3**&&**player1**>**player4**)  
 {  
 **name**=**"Player 1"**;  
 **score**=**player1**;  
 }  
 **if**(**player2**>**player1**&&**player2**>**player3**&&**player2**>**player4**)  
 {  
 **name**=**"Player 2"**;  
 **score**=**player2**;  
 }  
 **if**(**player3**>**player1**&&**player3**>**player2**&&**player3**>**player4**)  
 {  
 **name**=**"Player 3"**;  
 **score**=**player3**;  
 }  
 **if**(**player4**>**player1**&&**player4**>**player2**&&**player4**>**player3**)  
 {  
 **name**=**"Player 4"**;  
 **score**=**player4**;  
 }  
 }  
  
 **void** display()  
 {  
 setState(() {  
 **image1**;  
 **image2**;  
 **image3**;  
 **image4**;  
 });  
 }  
  
  
 @override  
 Widget build(BuildContext context) {  
 **return** Scaffold(  
 appBar: AppBar(  
 title: Text(  
 **'My Dice App'**),  
 leading: Icon(  
 Icons.*apps\_outlined*),  
 backgroundColor: Colors.*black87*,  
 ),  
 backgroundColor: Colors.*black12*,  
 body: Column(  
 mainAxisAlignment: MainAxisAlignment.**center**,  
 children: [  
 Expanded(  
 child: Row(  
 children: [  
 Expanded(  
 child: TextButton(  
 child: Image.asset(**'images/image**$**image1.png'**),  
 onPressed:(){  
 setState(() {  
 **if**(**d1**==**true**){  
 **image1**=Random().nextInt(6)+1;  
 **player1**=**player1**+**image1**;  
 **d1**=**false**;  
 **d2**=**true**;  
 **d3**=**false**;  
 **d4**=**false**;  
 }  
 });  
 },  
 ),  
  
 ),  
 Expanded(  
 child: TextButton(  
 child: Image.asset(**'images/image**$**image2.png'**),  
 onPressed:(){  
 setState(() {  
 **if**(**d2**==**true**){  
 **image2**=Random().nextInt(6)+1;  
 **player2**=**player2**+**image2**;  
 **d2**=**false**;  
 **d3**=**true**;  
 **d4**=**false**;  
 **d1**=**false**;  
 }  
 });  
 },  
 ),  
 ),  
 ],  
 ),  
 ),  
 SizedBox(  
 height: 3.0,  
 ),  
 Expanded(  
 child: Row(  
 children: [  
 Expanded(  
 child: TextButton(  
 child: Image.asset(**'images/image**$**image3.png'**),  
 onPressed:(){  
 setState(() {  
 **if**(**d3**==**true**){  
 **image3**=Random().nextInt(6)+1;  
 **player3**=**player3**+**image3**;  
 **d3**=**false**;  
 **d4**=**true**;  
 **d2**=**false**;  
 **d1**=**false**;}  
 });  
 },  
 ),  
 ),  
 Expanded(  
 child: TextButton(  
 child: Image.asset(**'images/image**$**image4.png'**),  
 onPressed:(){  
 setState(() {  
 **if**(**d4**==**true**){  
 **image4**=Random().nextInt(6)+1;  
 **player4**=**player4**+**image4**;  
 **d4**=**false**;  
 **d1**=**true**;  
 **d2**=**false**;  
 **d3**=**false**;  
 check();  
 Alert(  
 context: context,  
 title: **"Congratulation"**,  
 desc: **"**$**name win the match and Score:** $**score"**,  
 ).show();  
 }  
 });  
  
 },  
 ),  
 ),  
 ],  
 ),  
 ),  
 SizedBox(  
 height: 2.0,  
 ),  
 Expanded(  
 child: Container(  
 margin: EdgeInsets.all(5.0),  
 color: Colors.*black87*,  
 child: Row(  
 children: [  
 Column(  
 mainAxisAlignment: MainAxisAlignment.**center**,  
 children: [  
 Text(**' player1: value=** $**player1'**,  
 style: TextStyle(color: Colors.*white*,fontWeight: FontWeight.*bold*,fontSize: 20.0,  
 ),  
 ),  
 Text(**' player2: value=** $**player2'**,  
 style: TextStyle(color: Colors.*white*,fontWeight: FontWeight.*bold*,fontSize: 20.0,  
 ),),  
 Text(**' player3: value=** $**player3'**,  
 style: TextStyle(color: Colors.*white*,fontWeight: FontWeight.*bold*,fontSize: 20.0,  
 ),),  
 Text(**' player4: value=** $**player4'**,  
 style: TextStyle(color: Colors.*white*,fontWeight: FontWeight.*bold*,fontSize: 20.0,  
 ),),  
 ],  
 ),  
 ],  
 ),  
 ),  
 ),  
  
 ],  
 ),  
 );  
 }  
}



