

NAME: SUCHITHRA RAJ M  
USN: 1NT19IS162

## DICE APP

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

void main() {
  runApp(MaterialApp(
    home: Scaffold(
      appBar: AppBar(title: Text('SUSHMITHA DICE APP'), centerTitle: true,),
      body: DicePage(),
    ),
  ));
}

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() {
    setState(() {
      left = Random().nextInt(6) + 1;
      right = Random().nextInt(6) + 1;
    });
  }

  @override
  Widget build(BuildContext context) {
    // TODO: implement build
    return Center(
      child: Container(
        child: Row(
          children: [
            Expanded(
              flex: 1,
              child: TextButton(
                style: TextButton.styleFrom(
                  backgroundColor: Colors.deepOrange,
                ),
                child: Image.asset('images/dice$left.png'),
              ),
            ),
            Expanded(
              flex: 1,
              child: TextButton(
                style: TextButton.styleFrom(
                  backgroundColor: Colors.deepOrange,
                ),
                child: Image.asset('images/dice$right.png'),
              ),
            ),
          ],
        ),
      ),
    );
  }
}
```

```

        onPressed: () {
          changeFace();
        },
      ),
    ),
    Expanded(
      flex: 1,
      child: TextButton(
        style: TextButton.styleFrom(
          backgroundColor: Colors.amberaccent,
        ),
        child: Image.asset('images/dice$right.png'),
        onPressed: () {
          changeFace();
        },
      ),
    ),
  ],
),
),
); // Building the body widget tree
}
}

```

OUTPUT:



