Name – Aditya Nayak
Reg Number – 21BCE0540
Number - +918976416016
Assignment 2 – roll dice with face of dice

Activity main.xml code

```xml
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout
    xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    android:orientation="vertical"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:gravity="center"
    tools:context=".MainActivity">


    <ImageView
        android:id="@+id/faceimageView"
        android:layout_width="256dp"
        android:layout_height="216dp"
        android:layout_marginBottom="16sp"
        android:src="@drawable/one" />

    <TextView
        android:id="@+id/resulttextView"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_marginBottom="16sp"
        android:text="result is shown here"
        android:textSize="24sp" />

    <Button
        android:id="@+id/rollbutton"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="roll dice"
        android:textSize="20sp" />

</LinearLayout>
```

MainActivity.kt code

```kotlin
package com.example.assignment2

import android.annotation.SuppressLint
import android.os.Bundle
import android.widget.Button
import android.widget.TextView
import android.widget.ImageView
import androidx.activity.ComponentActivity


import java.util.*

class
MainActivity : ComponentActivity() {
    private lateinit var resulttextView: TextView
    private lateinit var rollbutton: Button
    private lateinit var faceimageView: ImageView


    @SuppressLint("MissingInflatedId")
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContentView(R.layout.activity_main)

        resulttextView = findViewById(R.id.resulttextView)
        rollbutton = findViewById(R.id.rollbutton)
        faceimageView = findViewById(R.id.faceimageView)


        rollbutton.setOnClickListener {
            rollDice()
        }
    }
    private fun rollDice() {
        val randomnumber = Random().nextInt(6) + 1
        val resultText = "You rolled  a $randomnumber"
        resulttextView.text = resultText

        val drawableResource = when (randomnumber) {
            1 -> R.drawable.one
            2 -> R.drawable.two
            3 -> R.drawable.three
            4 -> R.drawable.four
            5 -> R.drawable.five
            else -> R.drawable.six
        }

        faceimageView.setImageResource(drawableResource)
    }
}
```
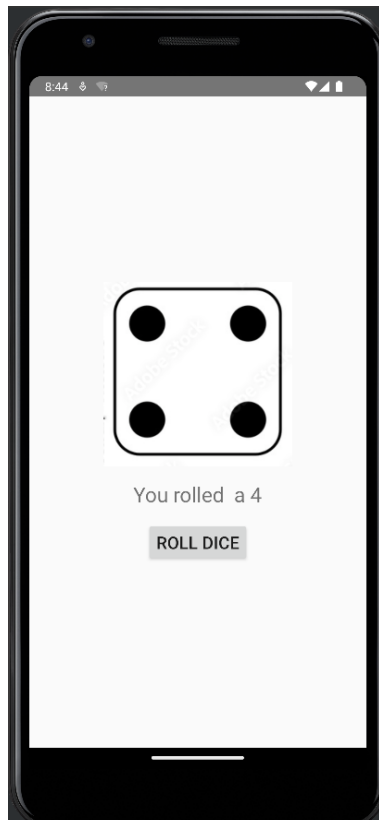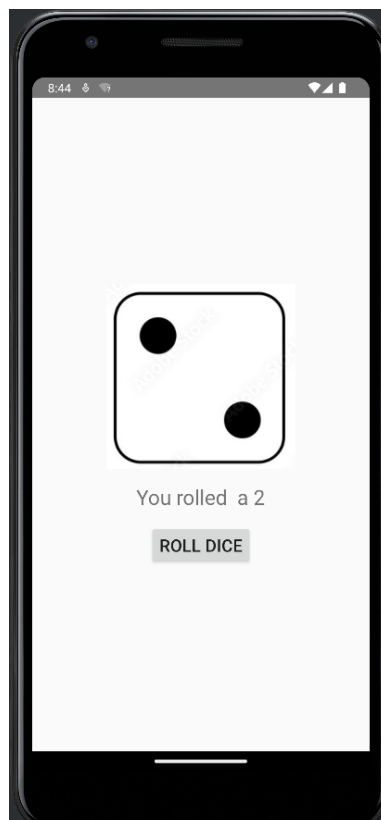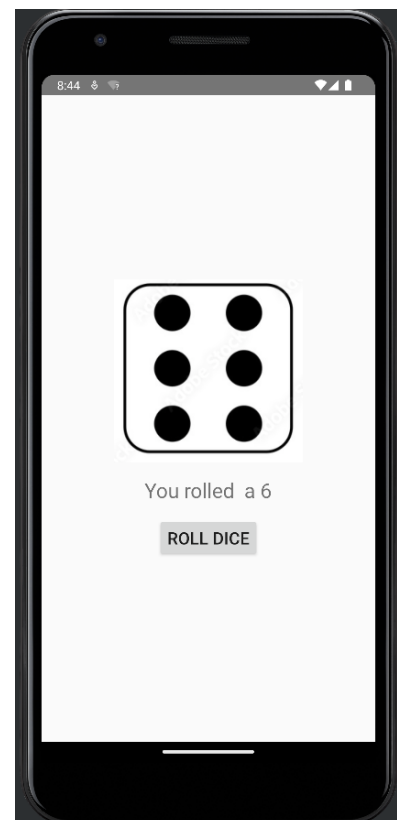
Drive Link -

Output Screenshots

1st roll

2nd roll

3rd roll