import android.os.Bundle;

import android.view.View;

import android.widget.Button;

import android.widget.ImageView;

import androidx.appcompat.app.AppCompatActivity;

import java.util.Random;

public class MainActivity extends AppCompatActivity {

private ImageView diceImageView;

private Button rollButton;

private Random random = new Random();

@Override

protected void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

setContentView(R.layout.activity\_main);

diceImageView = findViewById(R.id.diceImageView);

rollButton = findViewById(R.id.rollButton);

rollButton.setOnClickListener(new View.OnClickListener() {

@Override

public void onClick(View v) {

rollDice();

}

});

}

private void rollDice() {

int randomNumber = random.nextInt(6) + 1; // Generates a random number between 1 and 6

int drawableResource = getResources().getIdentifier("dice" + randomNumber, "drawable", getPackageName());

diceImageView.setImageResource(drawableResource);

}

}