

# ANDROID DEVELOPMENT ASSIGNMENT 2

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21BBS0252

GOOGLE DRIVE LINK:

[https://drive.google.com/drive/folders/1A0aFTiXULzcmleQSwLWVP87wwV1hqi8y?usp=drive\\_link](https://drive.google.com/drive/folders/1A0aFTiXULzcmleQSwLWVP87wwV1hqi8y?usp=drive_link)

## CODE:

```
package com.example.dicerollerapp
import android.os.Bundle
import androidx.activity.ComponentActivity
import androidx.activity.compose.setContent
import androidx.compose.foundation.layout.fillMaxSize
//21BBS0252
import androidx.compose.material3.Text
import androidx.compose.runtime.Composable
import androidx.compose.ui.Modifier
import androidx.compose.ui.tooling.preview.Preview

import androidx.compose.foundation.Image
import androidx.compose.foundation.background
import androidx.compose.foundation.layout.Arrangement
import androidx.compose.foundation.layout.Column
import androidx.compose.foundation.layout.Spacer
import androidx.compose.foundation.layout.displayCutoutPadding
import androidx.compose.foundation.layout.fillMaxHeight
import androidx.compose.foundation.layout.fillMaxSize
import androidx.compose.foundation.layout.fillMaxWidth
import androidx.compose.foundation.layout.height
import androidx.compose.foundation.layout.padding
import androidx.compose.foundation.layout.width
import androidx.compose.foundation.layout.wrapContentSize
import androidx.compose.foundation.relocation.bringIntoViewRequester
import androidx.compose.material.icons.Icons
import androidx.compose.material.icons.filled.Refresh
import androidx.compose.material3.Button
import androidx.compose.material3.Icon

import androidx.compose.material3.Surface
import androidx.compose.material3.Text

import androidx.compose.runtime.getValue
import androidx.compose.runtime.mutableStateOf
import androidx.compose.runtime.remember
```

```

import androidx.compose.runtime.setValue
import androidx.compose.ui.Alignment
//Rajvir Singh
import androidx.compose.ui.graphics.Color
import androidx.compose.ui.res.painterResource
import androidx.compose.ui.text.font.FontFamily
import androidx.compose.ui.text.font.FontWeight

import androidx.compose.ui.unit.dp
import androidx.compose.ui.unit.sp

import com.example.dicerollerapp.ui.theme.DicerollerappTheme

class MainActivity : ComponentActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContent {
            DicerollerappTheme {

                DiceRollerApp()

            }
        }
    }
}

@Preview
@Composable
fun DiceRollerApp() {
    DiceWithButtonAndImage()
}

@Composable
fun DiceWithButtonAndImage(modifier: Modifier = Modifier) {
    var result by remember { mutableStateOf(1) }
    val imageResource = when (result) {
        1 -> R.drawable.dice_1
        2 -> R.drawable.dice_2
        3 -> R.drawable.dice_3
        4 -> R.drawable.dice_4
        5 -> R.drawable.dice_5
        else -> R.drawable.dice_6
    }
    Column(
        modifier = modifier
            .fillMaxSize()
            .wrapContentSize(align = Alignment.Center),
        horizontalAlignment = Alignment.CenterHorizontally
    ) {
        Image(
            painter = painterResource(id = imageResource),
            contentDescription = result.toString()
        )
        Column(modifier = Modifier
            .padding(vertical = 20.dp)
            .padding(bottom = 15.dp)) {
            val resultingNo = when(result) {
                1 -> Text(text = "You roll: 1",
                    fontFamily = FontFamily.Serif,
                    fontSize = 21.sp,
                    fontWeight = FontWeight.SemiBold)
            }
        }
    }
}

```

```

2 -> Text(text = "You roll: 2",
  fontFamily = FontFamily.Serif,
  fontSize = 21.sp,
  fontWeight = FontWeight.SemiBold)
3 -> Text(text = "You roll: 3",
  fontFamily = FontFamily.Serif,
  fontSize = 21.sp,
  fontWeight = FontWeight.SemiBold)
4 -> Text(text = "You roll: 4",
  fontFamily = FontFamily.Serif,
  fontSize = 21.sp,
  fontWeight = FontWeight.SemiBold)
5 -> Text(text = "You roll: 5",
  fontFamily = FontFamily.Serif,
  fontSize = 21.sp,
  fontWeight = FontWeight.SemiBold)
else -> Text(text = "You roll: 6",
  fontFamily = FontFamily.Serif,
  fontSize = 21.sp,
  fontWeight = FontWeight.SemiBold)
}

}

Button(onClick = { result = (1..6).random() }) {
  Text("ROLL DICE")
}

}

}

```

