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Assignment-2

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ROLL A DICE APPLICATION

MAIN CODE—

```
package com.example.diceroll

import android.graphics.drawable.Drawable
import android.media.Image
import android.os.Bundle
import android.widget.Button
import android.widget.ImageView
import android.widget.TextView
import androidx.activity.ComponentActivity
import kotlin.random.Random

class MainActivity : ComponentActivity() {
    private lateinit var resultTextView: TextView
    private lateinit var rollButton: Button

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

        resultTextView = findViewById(R.id.textView)
        rollButton = findViewById(R.id.button2)

        rollButton.setOnClickListener() {
            rollDice()
        }
    }

    private fun rollDice() {
        val random = Random
        val randomNumber = random.nextInt(6) + 1

        val diceView: ImageView = findViewById(R.id.imageView3)
        diceView.setImageResource(R.drawable.dice1)
    }
}
```

```
when (randomNumber) {  
    1 -> diceView.setImageResource(R.drawable.dice1)  
    2 -> diceView.setImageResource(R.drawable.dice2)  
    3 -> diceView.setImageResource(R.drawable.dice3)  
    4 -> diceView.setImageResource(R.drawable.dice4)  
    5 -> diceView.setImageResource(R.drawable.dice5)  
    6 -> diceView.setImageResource(R.drawable.dice6)  
}  
  
val resultText = "Hurray! You rolled a $randomNumber"  
  
resultTextView.text = resultText  
}
```

OUTPUT—



