ANDROID APP DEVELOPMENT

ASSIGNMENT 2

Dice Roller

CODE:

import android.os.Bundle

import android.widget.Button

import android.widget.ImageView

import androidx.appcompat.app.AppCompatActivity

import java.util.\*

class MainActivity : AppCompatActivity() {

lateinit var diceImage: ImageView

override fun onCreate(savedInstanceState: Bundle?) {

super.onCreate(savedInstanceState)

setContentView(R.layout.activity\_main)

val rollButton: Button = findViewById(R.id.roll\_button)

rollButton.setOnClickListener {

rollDice()

}

diceImage = findViewById(R.id.dice\_image)

}

private fun rollDice() {

val randomInt = Random().nextInt(6) + 1

val drawableResource = when (randomInt) {

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

}

diceImage.setImageResource(drawableResource)

}

}

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