

# Android app development-SmartInternz (Assignment-2)

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Code:

MainActivity.kt:

```
package com.example.rolldice

import android.annotation.SuppressLint
import android.os.Bundle
import android.os.PersistableBundle
import android.widget.Button
import android.widget.ImageView
import android.widget.TextView
import android.widget.Toast
import androidx.activity.ComponentActivity
import java.util.Random
import java.util.*

class MainActivity1 : ComponentActivity() {
    private lateinit var resultTextView: TextView
    lateinit var diceImage: ImageView
    private lateinit var rollButton: Button

    @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)
        rollButton.text = getString(R.string.let_roll)

        rollButton.setOnClickListener {
            rollDice()
        }

        diceImage = findViewById(R.id.dice_image)
    }

    private fun rollDice() {
        val random = Random()
        val randomNumber = random.nextInt(6) + 1
        //val resultText = "You rolled a $randomNumber"
        //resultTextView.text = resultText
        val drawableResource = when (randomNumber) {
            1 -> R.drawable.face1
            2 -> R.drawable.face2
        }
    }
}
```

```

        3 -> R.drawable.face3
        4 -> R.drawable.face4
        5 -> R.drawable.face5
        else -> R.drawable.face6
    }
    diceImage.setImageResource(drawableResource)
}
}

```

## activity\_main.xml

```

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

    <TextView
        android:id="@+id/resultTextView"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_marginBottom="16dp"
        android:text="result will be shown here"
        android:textColor="#851498"
        android:textSize="18sp" />

    <Button
        android:id="@+id/rollbutton2"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="Roll"
        android:textColor="#BC2828"
        android:textSize="18sp" />

    <ImageView
        android:id="@+id/imageView"
        android:layout_width="423dp"
        android:layout_height="147dp"
        tools:src="@drawable/dice5" />

```

```

21 setContentView(R.layout.activity_main)
22
23 resultTextView = findViewById(R.id.resultTextView)
24 rollButton = findViewById(R.id.rollButton)
25 rollButton.text = getString(R.string.let_roll)
26
27 rollButton.setOnClickListener { view ->
28     rollDice()
29 }
30
31 diceImage = findViewById(R.id.dice_image)
32
33 private fun rollDice() {
34     val random = Random()
35     val randomNumber = random.nextInt(6) + 1
36     //val resultText = "You rolled a $randomNumber"
37     //resultTextView.text = resultText
38     val drawableResource = when (randomNumber) {
39         1 -> R.drawable.face1
40         2 -> R.drawable.face2
41         3 -> R.drawable.face3
42         4 -> R.drawable.face4
43         5 -> R.drawable.face5
44         else -> R.drawable.face6
45     }
46     diceImage.setImageResource(drawableResource)
47 }

```

