Android app development

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CODE:

Main activity:

```kotlin
package com.example.rollingdice
import android.os.Bundle
import android.widget.Button
import android.widget.ImageView
import android.widget.TextView
import androidx.activity.ComponentActivity

import java.util.*

class MainActivity1 : 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.resultTextView)
        rollButton = findViewById(R.id.rollbutton2)

        rollButton.setOnClickListener {
            rollDice()
        }
    }

    private fun rollDice() {
        val diceMA = DiceMA(6)
        val cubeRoll = diceMA.rollMA()
        val textView: TextView = findViewById(R.id.resultTextView)
        val diceImage: ImageView = findViewById(R.id.imageView)
        resultTextView.text = cubeRoll.toString()
        //val random = Random()
        //val randomNumber = random.nextInt(6) + 1
        //val resultText = "You rolled a $randomNumber"
        //resultTextView.text = resultText

        when (cubeRoll) {
            1 -> diceImage.setImageResource(R.drawable.dice1)
            2 -> diceImage.setImageResource(R.drawable.dice2)
            3 -> diceImage.setImageResource(R.drawable.dice3)
            4 -> diceImage.setImageResource(R.drawable.dice4)
            5 -> diceImage.setImageResource(R.drawable.dice5)
            6 -> diceImage.setImageResource(R.drawable.dice6)
        }
```

```
    }

    class DiceMA(val numSideMA: Int) {
        fun rollMA(): Int {
            return (1..numSideMA).random()
        }
    }
}
```

xml:

```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=".MainActivity1">



    <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 DICE"
        android:textColor="#BC2828"
        android:textSize="18sp" />

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


</LinearLayout>
```
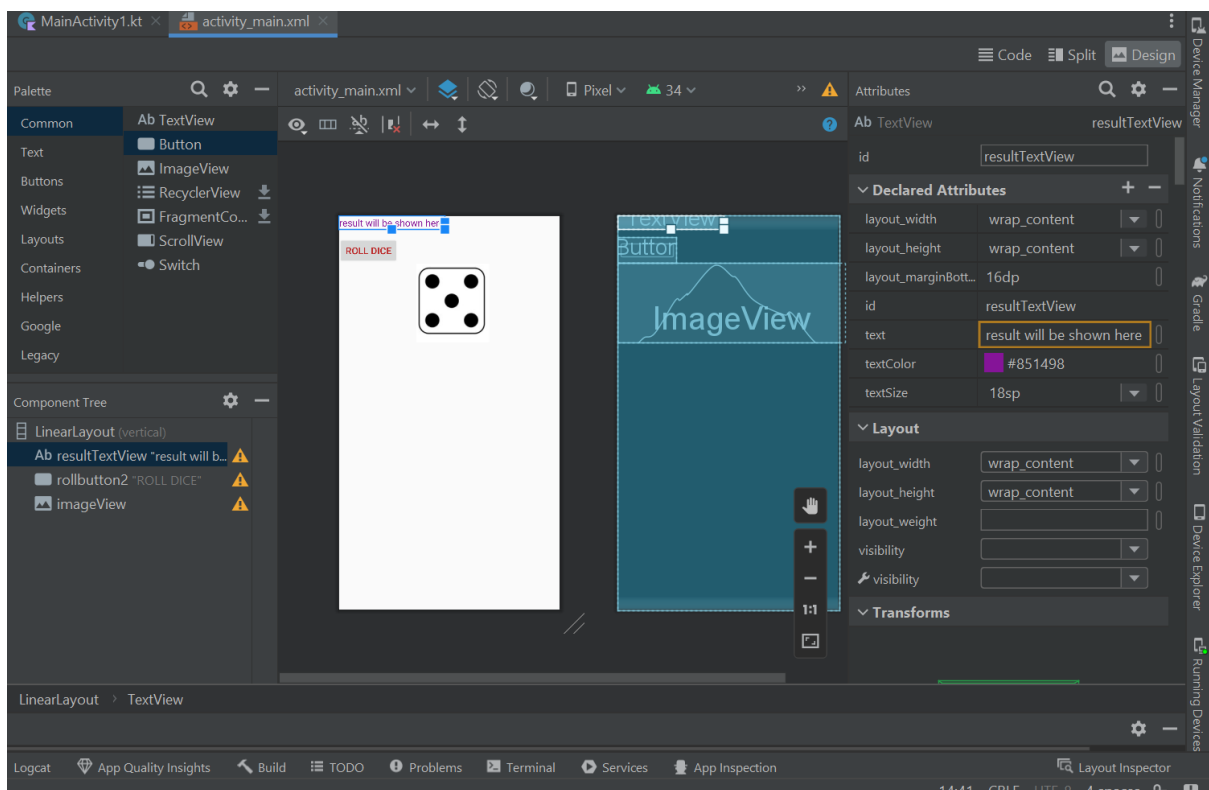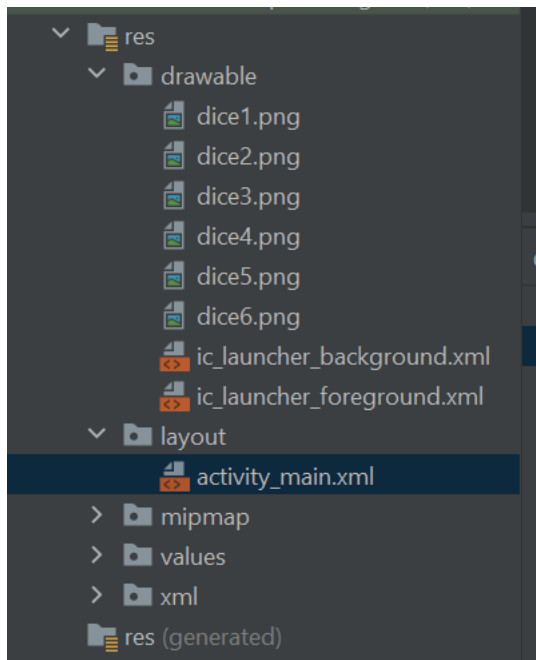
Pictures:


```
28        val cubeRoll = diceMA.rollMA()
29        val textView: TextView = findViewById(R.id.resultTextView)
30        val diceImage: ImageView = findViewById(R.id.imageView)
31        resultTextView.text = cubeRoll.toString()
32        //val random = Random()
33        //val randomNumber = random.nextInt(6) + 1
34        //val resultText = "You rolled a $randomNumber"
35        //resultTextView.text = resultText
36
37        when (cubeRoll) {
38            1 -> diceImage.setImageResource(R.drawable.dice1)
39            2 -> diceImage.setImageResource(R.drawable.dice2)
40            3 -> diceImage.setImageResource(R.drawable.dice3)
41            4 -> diceImage.setImageResource(R.drawable.dice4)
42            5 -> diceImage.setImageResource(R.drawable.dice5)
43            6 -> diceImage.setImageResource(R.drawable.dice6)
44        }
45    }
46
```