SmartBridge Assignment-2

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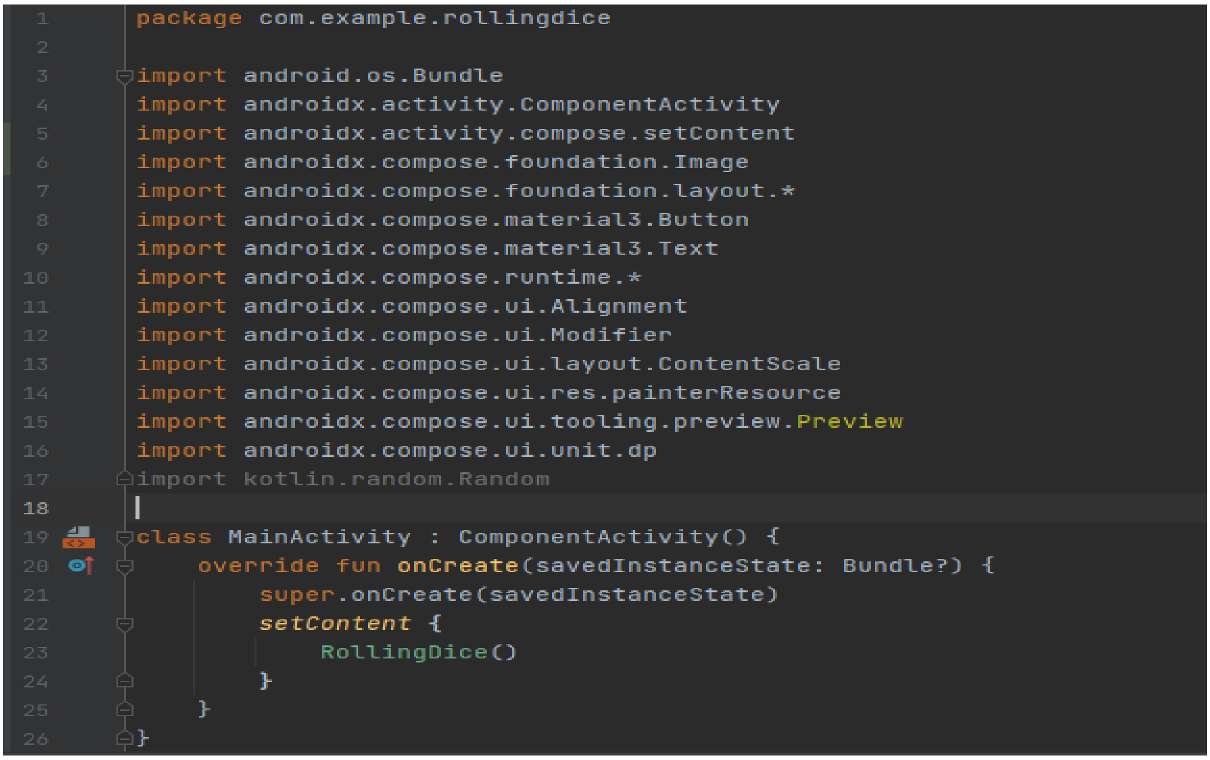
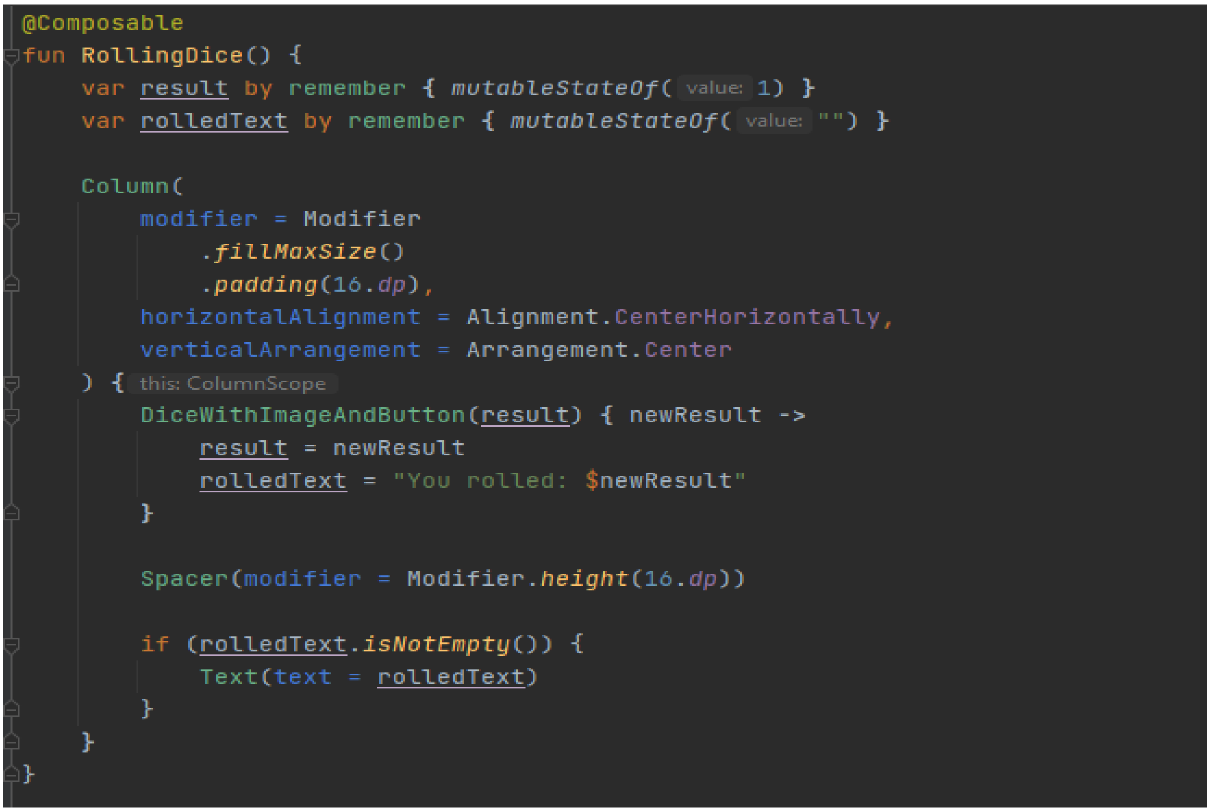
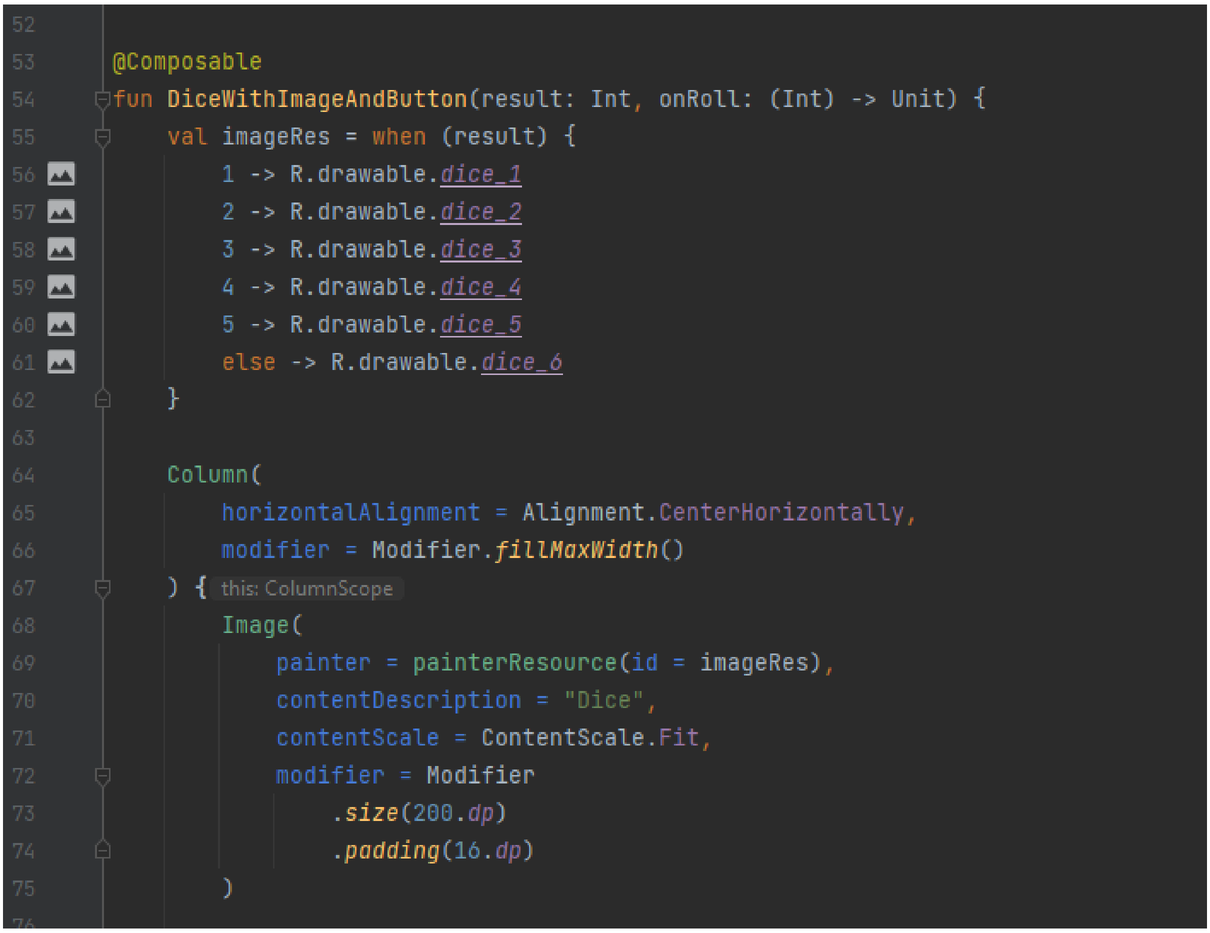
App Development



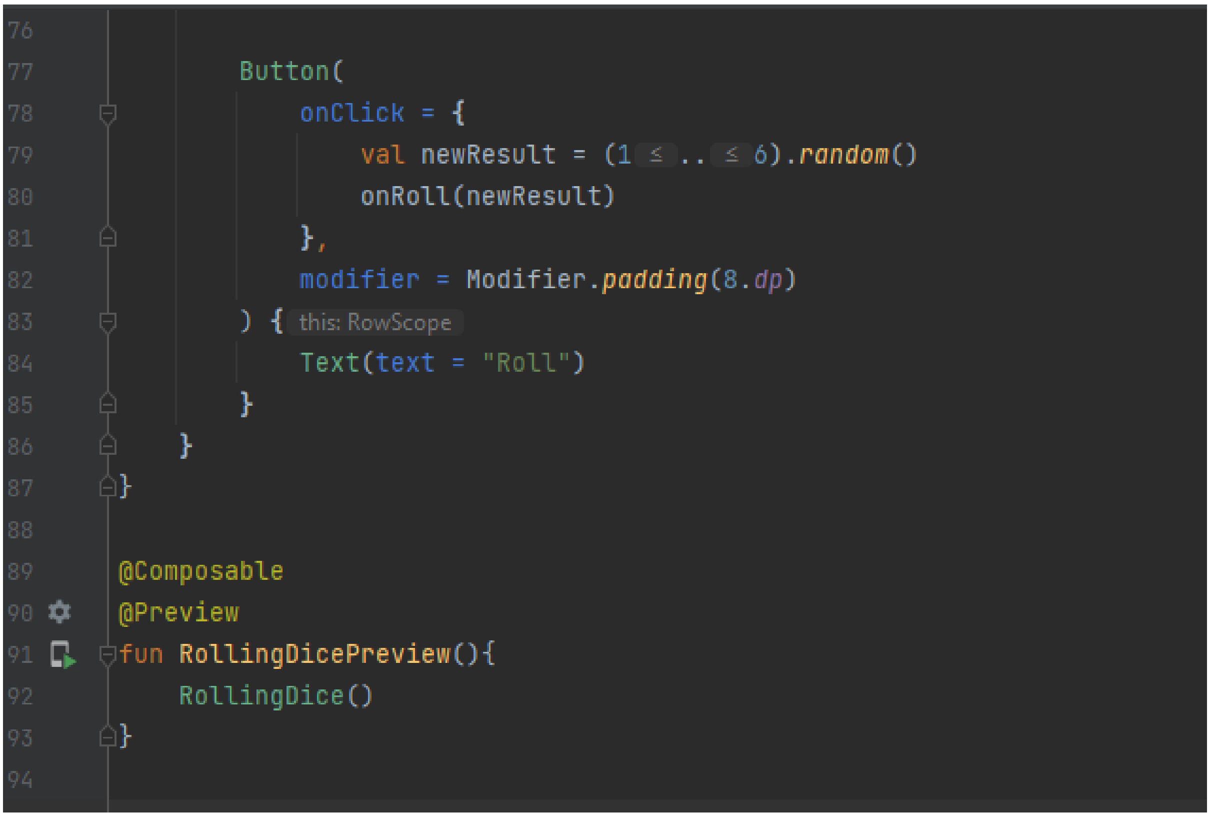
```kotlin
package com.example.rollingdice

import android.os.Bundle
import androidx.activity.ComponentActivity
import androidx.activity.compose.setContent
import androidx.compose.foundation.Image
import androidx.compose.foundation.layout.*
import androidx.compose.material3.Button
import androidx.compose.material3.Text
import androidx.compose.runtime.*
import androidx.compose.ui.Alignment
import androidx.compose.ui.Modifier
import androidx.compose.ui.layout.ContentScale
import androidx.compose.ui.res.painterResource
import androidx.compose.ui.tooling.preview.Preview
import androidx.compose.ui.unit.dp
import kotlin.random.Random

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



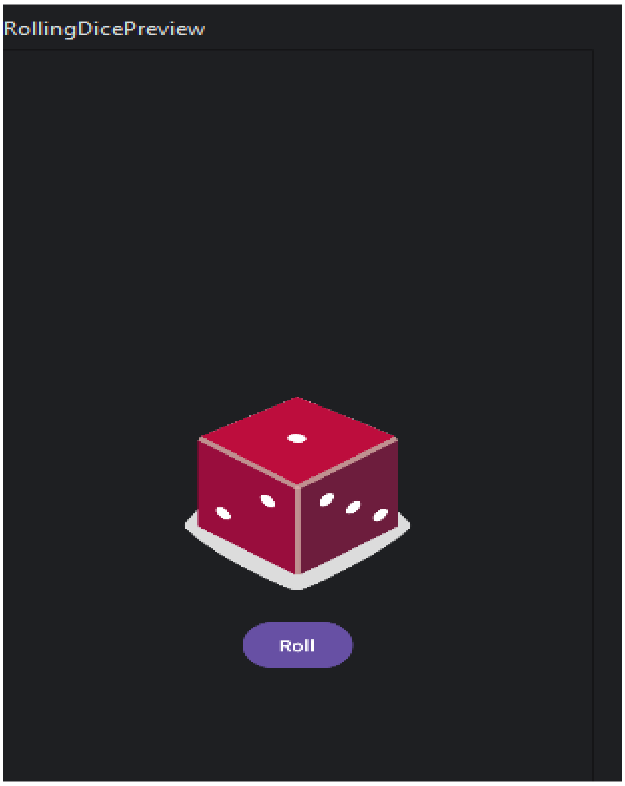
```kotlin
@Composable
fun RollingDice() {
    var result by remember { mutableStateOf( value: 1) }
    var rolledText by remember { mutableStateOf( value: "") }

    Column(
        modifier = Modifier
            .fillMaxSize()
            .padding(16.dp),
        horizontalAlignment = Alignment.CenterHorizontally,
        verticalArrangement = Arrangement.Center
    ) { this: ColumnScope
        DiceWithImageAndButton(result) { newResult ->
            result = newResult
            rolledText = "You rolled: $newResult"
        }

        Spacer(modifier = Modifier.height(16.dp))

        if (rolledText.isNotEmpty()) {
            Text(text = rolledText)
        }
    }
}
```

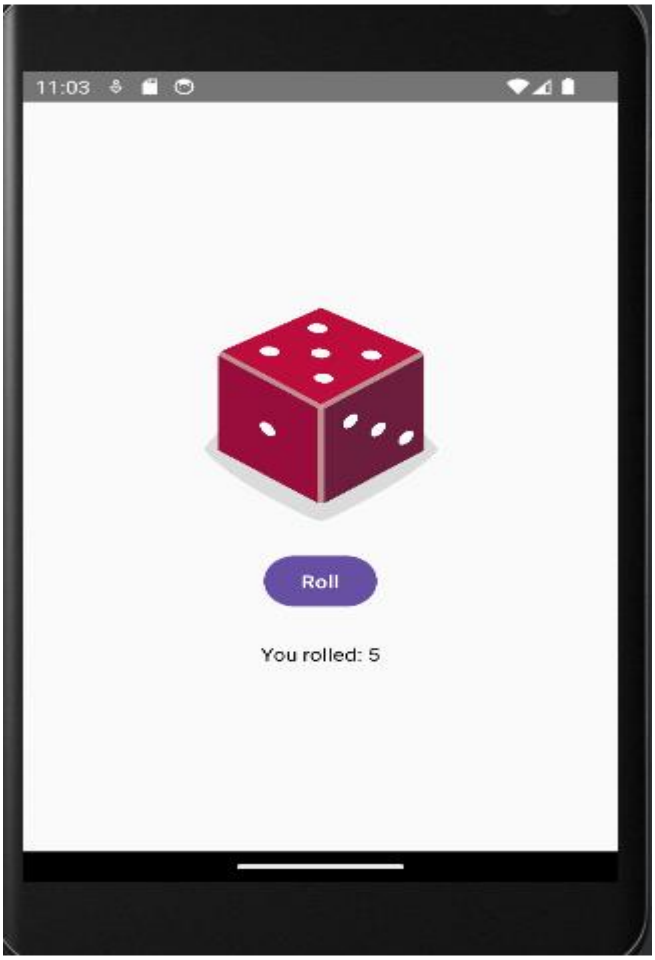


```kotlin

@Composable
fun DiceWithImageAndButton(result: Int, onRoll: (Int) -> Unit) {
    val imageRes = 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(
        horizontalAlignment = Alignment.CenterHorizontally,
        modifier = Modifier.fillMaxWidth()
    ) { this: ColumnScope
        Image(
            painter = painterResource(id = imageRes),
            contentDescription = "Dice",
            contentScale = ContentScale.Fit,
            modifier = Modifier
                .size(200.dp)
                .padding(16.dp)
        )
```

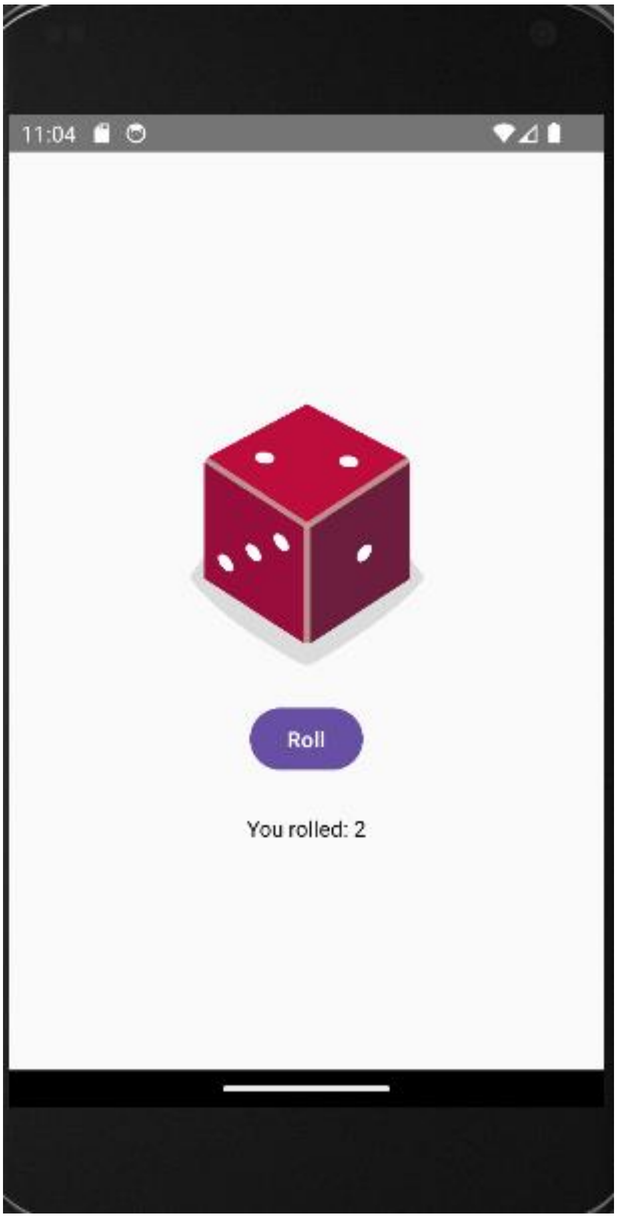


```kotlin

        Button(
            onClick = {
                val newResult = (1 ≤ .. ≤ 6).random()
                onRoll(newResult)
            },
            modifier = Modifier.padding(8.dp)
        ) { this: RowScope
            Text(text = "Roll")
        }
    }
}

@Composable
@Preview
fun RollingDicePreview(){
    RollingDice()
}

```





You rolled: 5



You rolled: 2