Android App Development (Assignment-2)

SmartInternz

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Code:

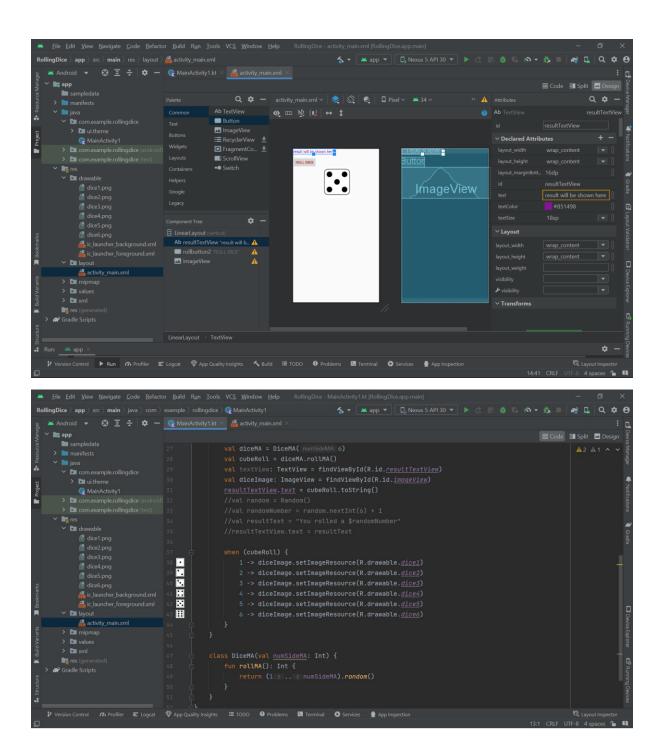
MainActivity:

```
import androidx.activity.ComponentActivity
   override fun onCreate(savedInstanceState: Bundle?) {
       super.onCreate(savedInstanceState)
           rollDice()
           1 -> diceImage.setImageResource(R.drawable.dice1)
           2 -> diceImage.setImageResource(R.drawable.dice2)
             -> 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 code:

```
<?xml version="1.0" encoding="utf-8"?>
    <ImageView</pre>
</LinearLayout>
```



Output:

