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**Assignment 2**

```
<?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:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_gravity="center_vertical"
    android:orientation="vertical"
    tools:context=".MainActivity">
    <ImageView
        android:id="@+id/dice_img"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_gravity="center_horizontal"
        android:src="@drawable/dice_1"/>
    <Button
        android:id="@+id/roll_btn"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="Roll Dice"
        android:layout_gravity="center_horizontal"/>
</LinearLayout>
```

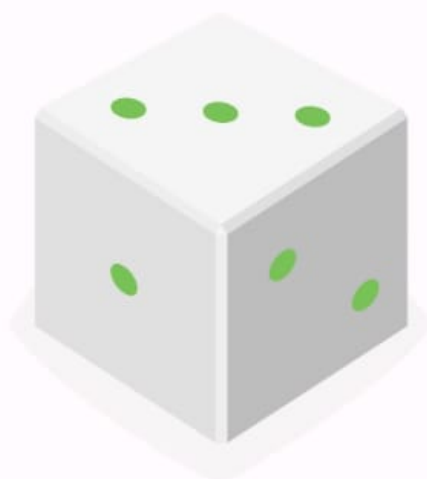
```

package com.example.myapplication;
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.ImageView;
import android.widget.Toast;
import java.util.Random;
public class MainActivity extends AppCompatActivity {
    ImageView diceImg;
    Button rollBtn;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        diceImg = findViewById(R.id.dice_img);
        rollBtn = findViewById(R.id.roll_btn);
        rollBtn.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View v) {
                rollDice();
            }
        });
    }
    private void rollDice() {
        int randomNum = new Random().nextInt(6) + 1;
        int drawableImg;
        switch (randomNum) {
            case 1:
                drawableImg = R.drawable.dice_1;
                break;
            case 2:
                drawableImg = R.drawable.dice_2;
                break;
            case 3:
                drawableImg = R.drawable.dice_3;
                break;
            case 4:
                drawableImg = R.drawable.dice_4;
                break;
            case 5:
                drawableImg = R.drawable.dice_5;
                break;
            default:
                drawableImg = R.drawable.dice_6;
        }
        diceImg.setImageResource(drawableImg);
        Toast.makeText(this, "You Rolled a " + randomNum,
Toast.LENGTH_SHORT).show();
    }
}

```

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87%



Roll Dice

You Rolled a 3