```kotlin
Kotlin code

package com.internshala.diceroll

import android.os.Bundle
import android.view.View
import android.widget.Button
import android.widget.ImageView
import androidx.appcompat.app.AppCompatActivity
import kotlin.random.Random

class MainActivity : AppCompatActivity() {

    private lateinit var diceImageView: ImageView
    private lateinit var rollButton: Button

    private val diceImages = listOf(
        R.drawable.dice1,
        R.drawable.dice2,
        R.drawable.dice3,
        R.drawable.dice4,
        R.drawable.dice5,
        R.drawable.dice6
    )

    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContentView(R.layout.activity_main)

        diceImageView = findViewById(R.id.diceImageView)
        rollButton = findViewById(R.id.rollButton)

        rollButton.setOnClickListener { rollDice() }
    }

    private fun rollDice() {
        val randomImageIndex = Random.nextInt(diceImages.size)
        diceImageView.setImageResource(diceImages[randomImageIndex])
    }
}
```

```xml
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout
    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="match_parent"
    android:padding="16dp"
    tools:context=".MainActivity">

    <ImageView
        android:id="@+id/diceImageView"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_centerInParent="true"
```
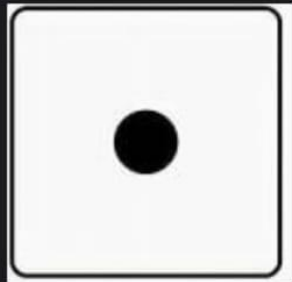
```xml
        android:src="@drawable/dice1"
        android:contentDescription="@null"/>

    <Button
        android:id="@+id/rollButton"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_below="@+id/diceImageView"
        android:layout_centerHorizontal="true"
        android:layout_marginTop="16dp"
        android:text="Roll Dice"/>
</RelativeLayout>
```

Roll Dice