<u>Android App Development</u> <u>ASSIGNMENT - 2</u>

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Dice Roller Application

Github Link:

https://github.com/amxlns/DiceRoll

Google-Drive Link:

https://drive.google.com/file/d/1rNKG9q8uGPkV5HKrDPMI1_IYVf-z357s/view?usp=sharing

activity_main.xml:

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"</pre>
   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"
   tools:context=".MainActivity"
   android:background="@drawable/appbg"
   android:orientation="vertical">
       android:layout width="fill parent"
       android:layout height="wrap content"
       android:layout marginTop="290px"
       android:gravity="center"
       android:text="ROLL THE DICE"
       android:textColor="@color/white"
       android:fontFamily="@font/galplay"
       android:textSize="120px"/>
       android:id="@+id/imagedice"
       android:layout width="450px"
       android:layout height="450px"
       android:layout marginTop="200px"
       android:layout gravity="center" />
```

```
android:id="@+id/text1"
       android:layout width="wrap content"
       android:layout height="wrap content"
       android:layout marginTop="200px"
       android:layout gravity="center"
       android:textColor="@color/white"
       android:textSize="70px"
       android:fontFamily="@font/galplay"/>
      android:id="@+id/rollbtn"
       android:layout width="wrap content"
       android:layout height="wrap content"
       android:layout marginTop="200px"
       android:layout gravity="center"
       android:text="Click to Roll!"
       android:textSize="70px"
       android:fontFamily="@font/galplay"/>
       android:layout width="wrap content"
       android:layout height="wrap content"
       android:layout marginTop="200px"
       android:layout marginRight="30px"
       android:layout gravity="bottom|end|right"
       android:gravity="bottom"
       android:textColor="@color/white"
       android:textSize="35px"
       android:text="Made by Amol \n 21BCE7618"
       android:fontFamily="@font/galplay"/>
MainActivity.kt:
package com.example.assignment2
import androidx.appcompat.app.AppCompatActivity
import android.os.Bundle
import android.widget.Button
import android.widget.ImageView
import android.widget.TextView
import java.util.Random
```

class MainActivity : AppCompatActivity() {

final lateinit var btn: Button

```
final lateinit var img:ImageView
final lateinit var txt:TextView
override fun onCreate(savedInstanceState: Bundle?)
    super.onCreate(savedInstanceState)
    setContentView(R.layout.activity main)
    btn = findViewById(R.id.rollbtn)
    img = findViewById(R.id.imagedice)
    txt = findViewById(R.id.text1)
    btn.setOnClickListener{
private fun rollDice()
    val random = Random()
    val randomnum = random.nextInt(6)+1
    val resultText = "You have rolled a $randomnum!"
    txt.text=resultText
    if (randomnum==1)
        img.setImageResource(R.drawable.one)
    else if(randomnum==2)
        img.setImageResource(R.drawable.two)
    else if(randomnum==3)
        img.setImageResource(R.drawable.three)
    else if(randomnum==4)
        img.setImageResource(R.drawable.four)
    else if(randomnum==5)
        img.setImageResource(R.drawable.five)
    else if(randomnum==6)
        img.setImageResource(R.drawable.six)
```

}

