Android App Development
ASSIGNMENT - 2

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Dice Roller Application

Github Link:
https://github.com/amxlns/DiceRoll
Google-Drive Link:
https://drive.google.com/file/d/1rNKG9q8uGPkV5HKrDPMl1_lYVf-z357s/view?usp=sharing

activity_main.xml:

```xml
<?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="match_parent"
    tools:context=".MainActivity"
    android:background="@drawable/appbg"
    android:orientation="vertical">

    <TextView
        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"/>

    <ImageView
        android:id="@+id/imagedice"
        android:layout_width="450px"
        android:layout_height="450px"
        android:layout_marginTop="200px"
        android:layout_gravity="center" />
```

```xml
    <TextView
        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"/>

    <Button
        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"/>

    <TextView
        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"/>

</LinearLayout>
```

MainActivity.kt:

```kotlin
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
```

```kotlin
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{
        rollDice()
    }
}

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)
    }
```

```
        }
    }
```

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ROLL THE DICE

You have rolled a 6!

Click to Roll!

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