**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 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" />

<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:

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**{**

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*)

}

}

}