ANDROID APP DEVELOPMENT (Assignment-2)

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BRANCH: CSE AI AND ML

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Code:

MainActivity:

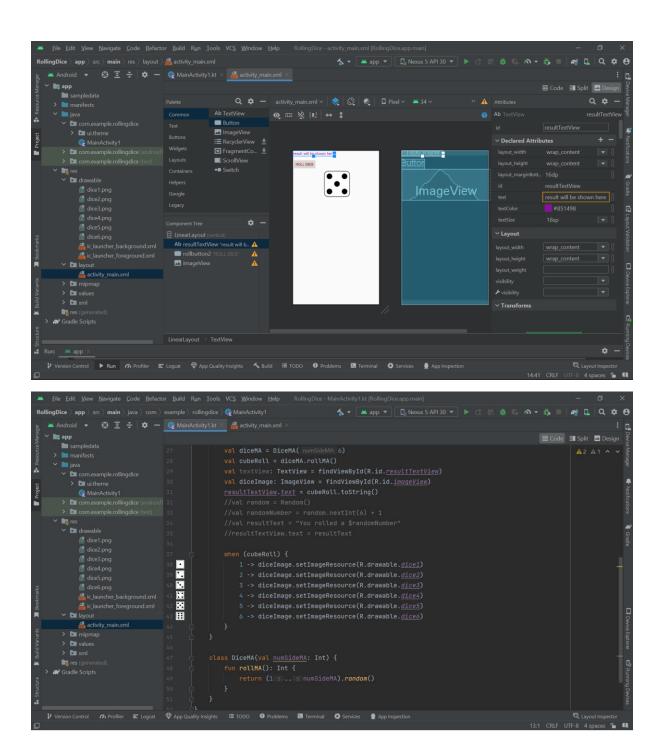
```
class MainActivity1 : ComponentActivity() {
   override fun onCreate(savedInstanceState: Bundle?) {
           rollDice()
   private fun rollDice() {
       val cubeRoll = diceMA.rollMA()
       val diceImage: ImageView = findViewById(R.id.imageView)
```

```
5 -> diceImage.setImageResource(R.drawable.dice5)
6 -> diceImage.setImageResource(R.drawable.dice6)
}
}

class DiceMA(val numSideMA: Int) {
   fun rollMA(): Int {
      return (1..numSideMA).random()
   }
}
```

xml code:

```
<TextView
    <ImageView</pre>
</LinearLavout>
```



Output:

