# SmartBridge Assignment-02

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## CODE:

```kotlin
package com.example.myapplication

import android.os.Bundle
import android.widget.Button
import android.widget.ImageView
import android.widget.TextView
import androidx.activity.ComponentActivity
import androidx.activity.compose.setContent
import androidx.compose.foundation.layout.fillMaxSize
import androidx.compose.material3.MaterialTheme
import androidx.compose.material3.Surface
import androidx.compose.material3.Text
import androidx.compose.runtime.Composable
import androidx.compose.ui.Modifier
import androidx.compose.ui.tooling.preview.Preview
import com.example.myapplication.ui.theme.MyApplicationTheme
import java.lang.Math.random
import kotlin.math.nextUp
import kotlin.random.Random

class MainActivity : ComponentActivity() {
    private lateinit var resultTextView: TextView
    private lateinit var diceImageView: ImageView
    private lateinit var rollButton: Button

    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContentView(R.layout.activity_main)
        resultTextView=findViewById(R.id.textView)
        diceImageView=findViewById(R.id.imageView2)
        rollButton=findViewById(R.id.button2)
        rollButton.setOnClickListener {
            rollDice()
        }

    }
}

private fun rollDice() {
    val random = Random
    val randomNumber = random.nextInt(6)+1
    val resultText = "you rolled a $randomNumber"
    resultTextView.text = resultText
    val drawableResource=when(randomNumber){
```

```kotlin
        1->R.drawable.dice_1
        2->R.drawable.dice_2
        3->R.drawable.dice_3
        4->R.drawable.dice_4
        5->R.drawable.dice_5
        else ->R.drawable.dice_6
    }
    diceImageView.setImageResource(drawableResource)
}
}
```

## Activity.xml Code:

```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:orientation="vertical"
    android:layout_width="match_parent"
    android:layout_height="match_parent">

    <TextView
        android:id="@+id/textView"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:layout_marginBottom="16dp"
        android:text="result is shown here"
        android:textColor="#E3336E" />

    <Button
        android:id="@+id/button2"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:layout_marginBottom="16dp"
        android:text="Roll Dice"
        android:textColor="#973EA6" />

    <ImageView
        android:id="@+id/imageView2"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        tools:src="@tools:sample/backgrounds/scenic" />

</LinearLayout>
```
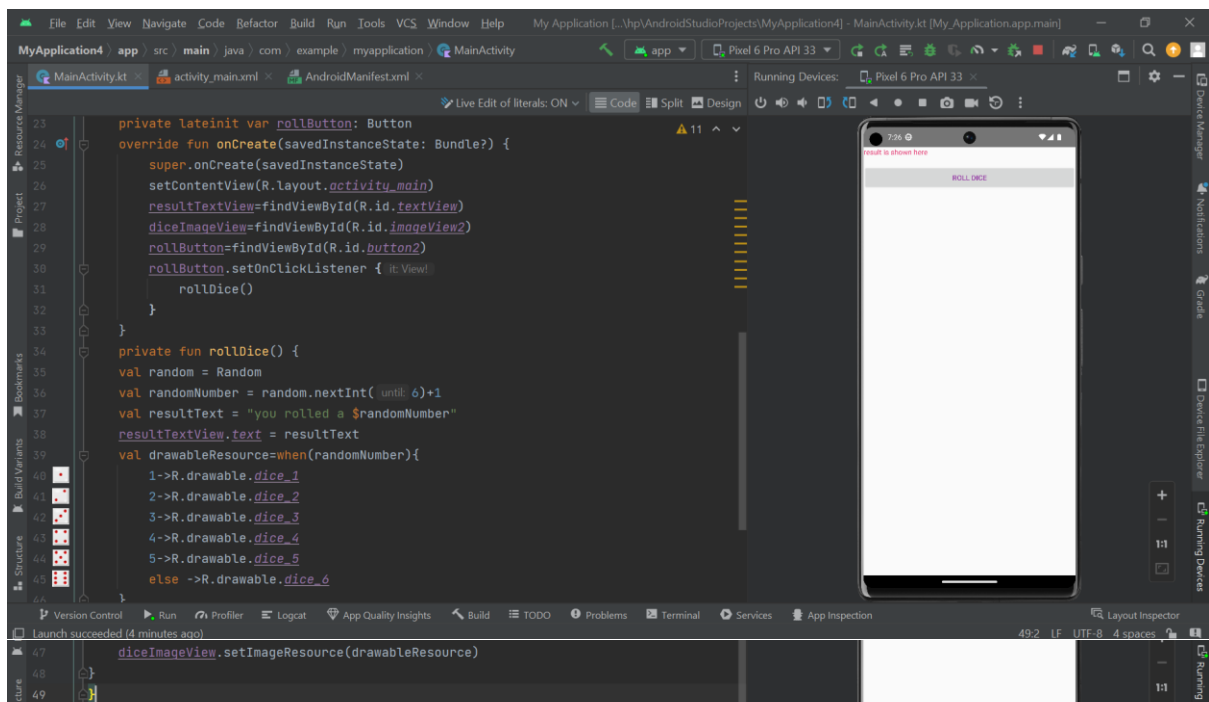
# IMPLEMENTATION:

Android Studio screenshot — activity_main.xml (top view)

```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:orientation="vertical"
    android:layout_width="match_parent"
    android:layout_height="match_parent">

    <TextView
        android:id="@+id/textView"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:layout_marginBottom="16dp"
        android:text="result is shown here"
        android:textColor="#E3336E" />

    <Button
        android:id="@+id/button2"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:layout_marginBottom="16dp"
        android:text="Roll Dice"
```
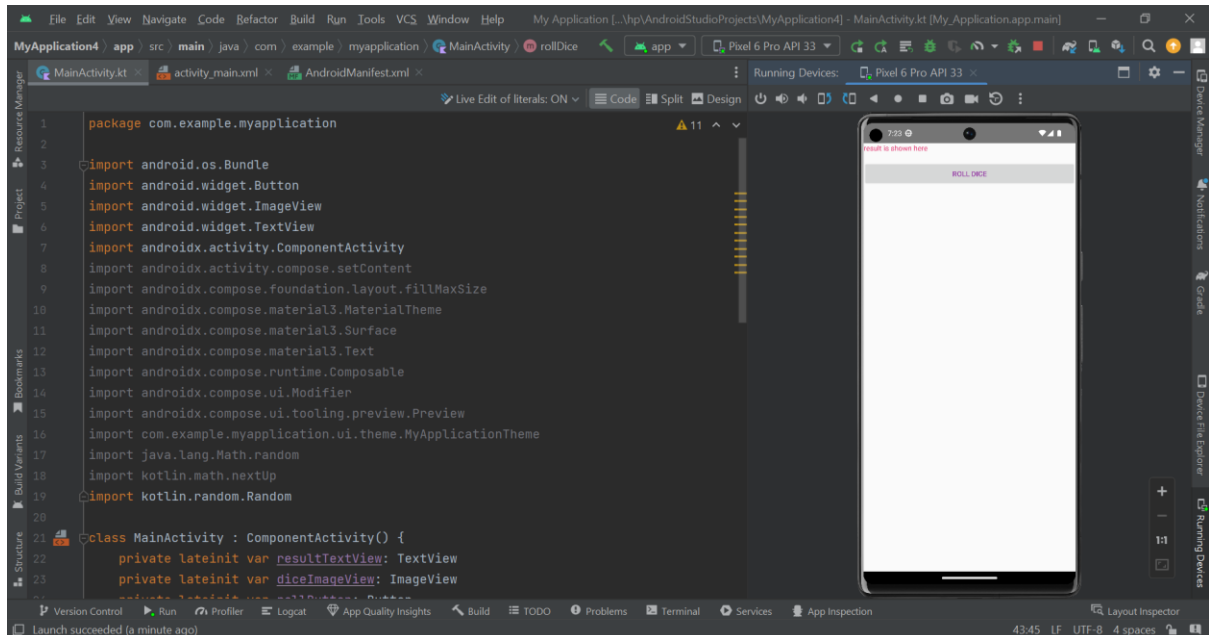


Android Studio screenshot — activity_main.xml (bottom view)

```xml
        android:text="result is shown here"
        android:textColor="#E3336E" />

    <Button
        android:id="@+id/button2"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:layout_marginBottom="16dp"
        android:text="Roll Dice"
        android:textColor="#973EA6" />

    <ImageView
        android:id="@+id/imageView2"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        tools:src="@tools:sample/backgrounds/scenic" />

</LinearLayout>
```
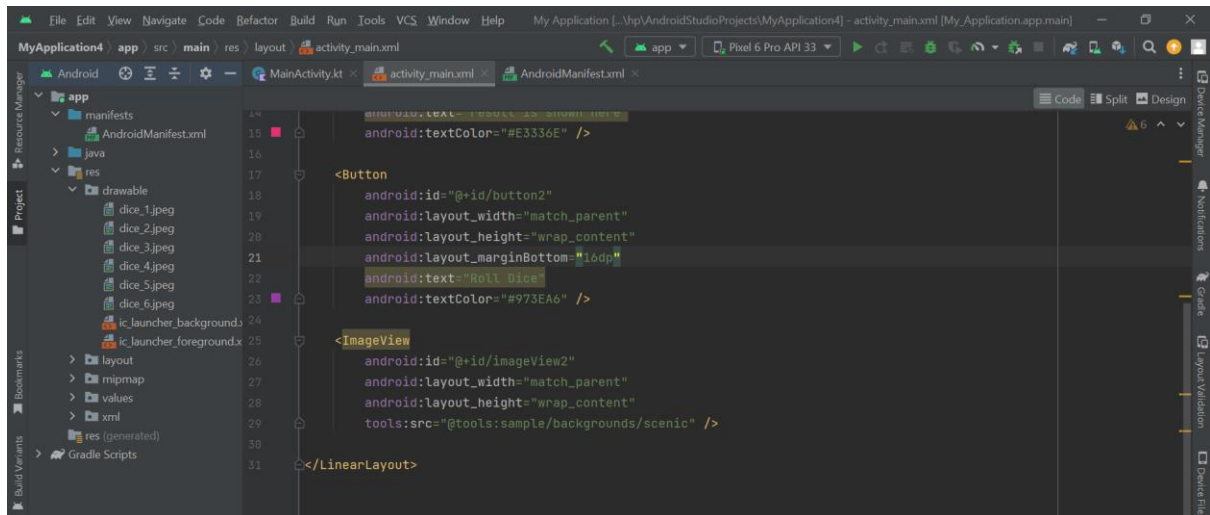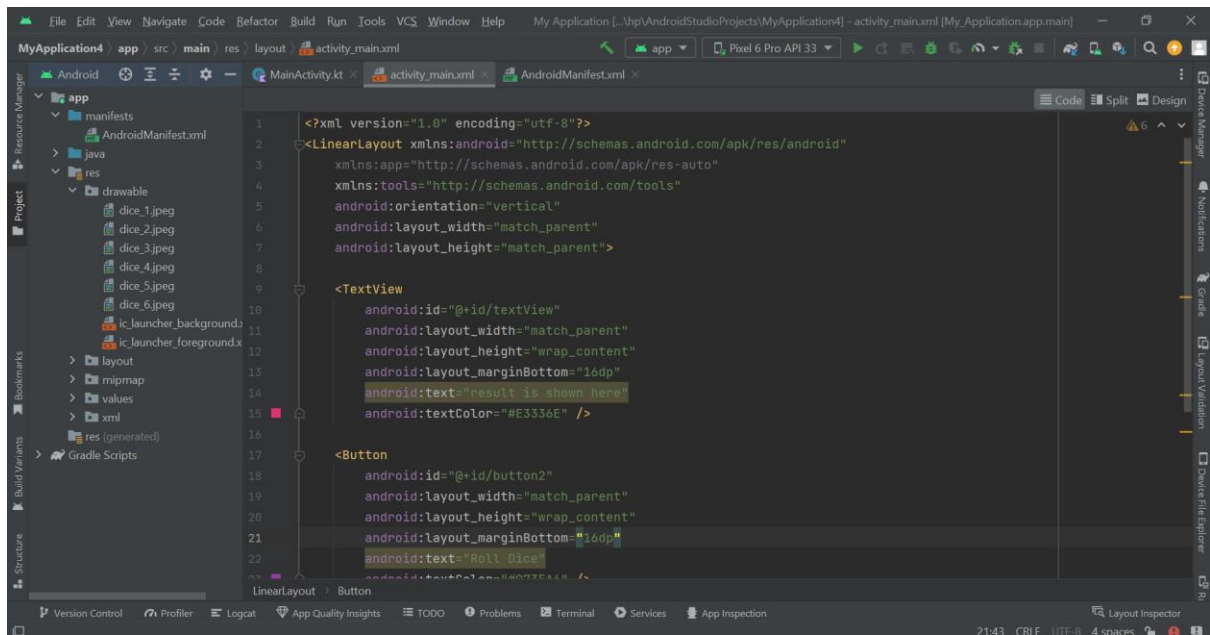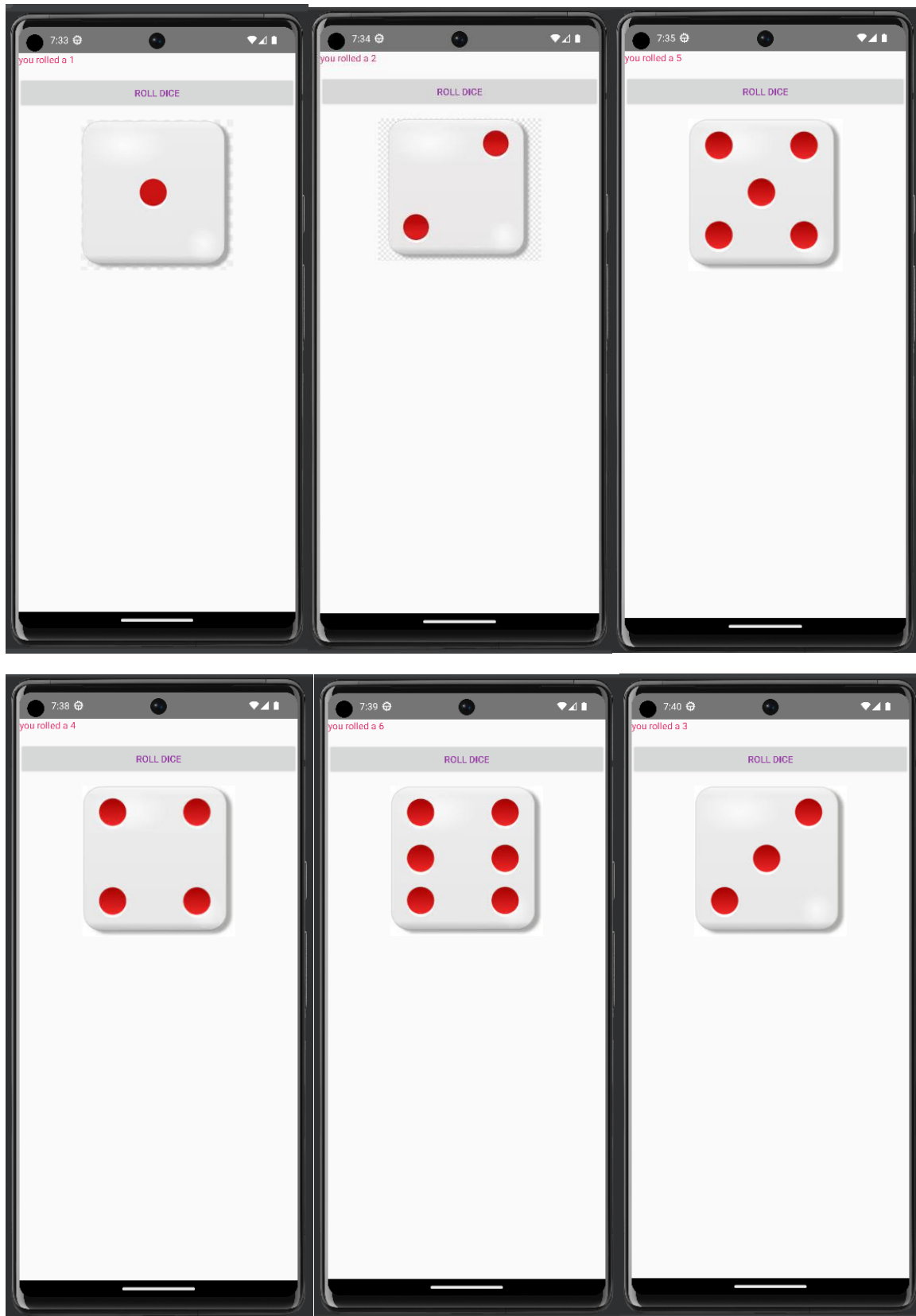
# OUTPUT:



***THE END***