

## Code:

```
package main.example.dice_roll
import android.os.Bundle
import androidx.activity.ComponentActivity
import androidx.activity.compose.setContent
import androidx.compose.foundation.Image
import androidx.compose.foundation.layout.Column
import androidx.compose.foundation.layout.Spacer
import androidx.compose.foundation.layout.fillMaxSize
import androidx.compose.foundation.layout.height
import androidx.compose.foundation.layout.padding
import androidx.compose.foundation.layout.wrapContentSize
import androidx.compose.material3.Button
import androidx.compose.material3.MaterialTheme
import androidx.compose.material3.Text
import androidx.compose.runtime.Composable
import androidx.compose.runtime.mutableStateOf
import androidx.compose.runtime.remember
import androidx.compose.ui.Alignment
import androidx.compose.ui.Modifier
import androidx.compose.ui.res.painterResource
import androidx.compose.ui.res.stringResource
import androidx.compose.ui.tooling.preview.Preview
import androidx.compose.ui.unit.dp
import androidx.compose.runtime.getValue
import androidx.compose.runtime.setValue

class MainActivity : ComponentActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContent {
            DiceRollTheme {
                DiceRollerApp()
            }
        }
    }
}

@Preview
@Composable
fun DiceRollerApp() {
    DiceWithButtonAndImage()
}

@Composable
fun DiceRollTheme(content: @Composable () -> Unit) {
    MaterialTheme(
        content = content
    )
}

@Composable
fun DiceWithButtonAndImage(modifier: Modifier = Modifier
    .fillMaxSize()
    .wrapContentSize(Alignment.Center)
) {
    var result by remember { mutableStateOf(1) }
    val imageResource = when (result)
```

```

{
    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
}
Column(
    modifier = modifier,
    horizontalAlignment = Alignment.CenterHorizontally
) {
    Text(
        text = "YOU ROLLED: $result",
        modifier = Modifier.padding(8.dp)
    )
    Image(
        painter = painterResource(id = imageResource),
        contentDescription = result.toString()
    )
    Spacer(modifier = Modifier.height(16.dp))
    Button(
        onClick = {
            result = (1..6).random()
        }
    ) {
        Text(text = stringResource(R.string.roll))
    }
}
}

```

### Drive Link for Code Output:

<https://drive.google.com/file/d/1ELnaNsOav74DQRWXJq6NxtbhXOoJgtgo/view?usp=sharing>

### GitHub Link:

[https://github.com/Agrima5115/dice\\_roll](https://github.com/Agrima5115/dice_roll)