

ANDROID APP DEVELOPMENT – 2

DICE ROLLER

- MainActivity.kt

```
1  package com.example.assignment2
2
3  import android.annotation.SuppressLint
4  import android.os.Bundle
5  import android.widget.Button
6  import android.widget.TextView
7  import android.widget.ImageView
8  import androidx.activity.ComponentActivity
9  import java.util.*
10
11  class MainActivity : ComponentActivity() {
12      private lateinit var resulttextView: TextView
13      private lateinit var rollbutton: Button
14      private lateinit var faceimageView: ImageView
15
16      @SuppressLint("MissingInflatedId")
17      override fun onCreate(savedInstanceState: Bundle?) {
18          super.onCreate(savedInstanceState)
19          setContentView(R.layout.activity_main)
20          resulttextView = findViewById(R.id.resulttextView)
21          rollbutton = findViewById(R.id.rollbutton)
22          faceimageView = findViewById(R.id.faceimageView)
23          rollbutton.setOnClickListener {
24              rollDice()
25          }
26      }
```

```

27
28     private fun rollDice() {
29         val randomnumber = Random().nextInt(6) + 1
30         val resultText = "You rolled a $randomnumber"
31         resulttextView.text = resultText
32         val drawableResource = when (randomnumber) {
33             1 -> R.drawable.one
34             2 -> R.drawable.two
35             3 -> R.drawable.three
36             4 -> R.drawable.four
37             5 -> R.drawable.five
38             else -> R.drawable.six
39         }
40         faceimageView.setImageResource(drawableResource)
41     }
42 }

```

- Xml code

```

1  <?xml version="1.0" encoding="utf-8"?>
2  <LinearLayout
3      xmlns:android="http://schemas.android.com/apk/res/android"
4      xmlns:tools="http://schemas.android.com/tools"
5      xmlns:app="http://schemas.android.com/apk/res-auto"
6      android:orientation="vertical"
7      android:layout_width="match_parent"
8      android:layout_height="match_parent"
9      android:gravity="center"
10     tools:context=".MainActivity">
11
12     <ImageView
13         android:id="@+id/faceimageView"
14         android:layout_width="256dp"
15         android:layout_height="216dp"
16         android:layout_marginBottom="16sp"
17         android:src="@drawable/one" />
18
19     <TextView
20         android:id="@+id/resulttextView"
21         android:layout_width="wrap_content"
22         android:layout_height="wrap_content"
23         android:layout_marginBottom="16sp"
24         android:text="result is shown here"
25         android:textSize="24sp" />

```

```
26
27     <Button
28         android:id="@+id/rollbutton"
29         android:layout_width="wrap_content"
30         android:layout_height="wrap_content"
31         android:text="roll dice"
32         android:textSize="20sp" />
33
34 </LinearLayout>
```

- Output



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