

## Assignment – 02

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Course : Mobile Application Development

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Question :

When we click button random dice and text of that random number should be shown ?

MainActivity.kt :

```
package com.example.diceroller

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.diceroller.ui.theme.DiceRollerTheme
import java.util.Random

class MainActivity : ComponentActivity() {

    lateinit var imageView: ImageView

    lateinit var button : Button

    lateinit var textView : TextView

    val diceImage: IntArray = intArrayOf(
```

```

        R.drawable.dice1,
        R.drawable.dice2,
        R.drawable.dice3,
        R.drawable.dice4,
        R.drawable.dice5,
        R.drawable.dice6,
    )

lateinit var random: Random

override fun onCreate(savedInstanceState: Bundle?) {
    super.onCreate(savedInstanceState)
    setContentView(R.layout.activity_main)

    random = Random()

    imageView = findViewById(R.id.imageView);

    button = findViewById(R.id.button);

    textView = findViewById(R.id.textView);

    button.setOnClickListener() {

        var randomImage = diceImage[random.nextInt(diceImage.size )]

        if(randomImage === R.drawable.dice1) {

            textView.setText("One")
            imageView.setImageResource(R.drawable.dice1)
        }
        else if(randomImage === R.drawable.dice2) {

            textView.setText("Two")
            imageView.setImageResource(R.drawable.dice2)
        }
        else if(randomImage === R.drawable.dice3) {

            textView.setText("Three")
            imageView.setImageResource(R.drawable.dice3)
        }
        else if(randomImage === R.drawable.dice4) {

            textView.setText("Four")
            imageView.setImageResource(R.drawable.dice4)
        }
        else if(randomImage === R.drawable.dice5) {

            textView.setText("Five")
            imageView.setImageResource(R.drawable.dice5)
        }
        else {

            textView.setText("Six")
            imageView.setImageResource(R.drawable.dice6)
        }
    }
}

```

```
    }  
}  
}
```

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"  
    android:orientation="vertical"  
    android:layout_width="match_parent"  
    android:layout_height="match_parent">  
  
    <ImageView  
        android:id="@+id/imageView"  
        android:layout_width="match_parent"  
        android:layout_height="wrap_content"  
        android:src="@drawable/dice1"  
        android:layout_margin="40dp"/>  
  
    <TextView  
        android:id="@+id/textView"  
        android:layout_width="400px"  
        android:layout_height="wrap_content"  
        android:layout_marginLeft="300px"  
        android:text="TextView"  
        android:textSize="30sp" />  
  
    <Button  
        android:id="@+id/button"  
        android:layout_width="wrap_content"  
        android:layout_height="wrap_content"  
        android:layout_marginLeft="330px"  
        android:layout_marginTop="70px"  
        android:text="Roll Dice" />  
  
</LinearLayout>
```

MobileView :

```
<?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"  
    android:orientation="vertical"  
    android:layout_width="match_parent"  
    android:layout_height="match_parent">  
  
    <ImageView  
        android:id="@+id/imageView"
```

```
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:src="@drawable/dice1"
    android:layout_margin="40dp"/>
```

```
<TextView
    android:id="@+id/textView"
    android:layout_width="400px"
    android:layout_height="wrap_content"
    android:layout_marginLeft="300px"
    android:text="TextView"
    android:textSize="30sp" />
```

```
<Button
    android:id="@+id/button"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_marginLeft="330px"
    android:layout_marginTop="70px"
    android:text="Roll Dice" />
```

```
</LinearLayout>
```

MobileView :

