**COMSATS University Islamabad Vehari Campus**

**Department of Computer Science**

**Assignment**

**Submitted By:**

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**Registration#:**

**CIIT/FA19-BCS-016/VHR.**

**Section:**

**(A).**

**Submitted To:**

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# Code

**import 'dart:math'**;  
**import 'package:flutter/material.dart'**;  
**import 'package:material\_dialogs/widgets/buttons/icon\_button.dart'**;  
**import 'package:splash\_screen\_view/SplashScreenView.dart'**;  
**import 'package:material\_dialogs/material\_dialogs.dart'**;  
**void** main()  
{  
 runApp(  
 MaterialApp(  
 debugShowCheckedModeBanner: **false**,  
 home: SplashScreen(),  
 ),  
 );  
}  
**class** SplashScreen **extends** StatelessWidget {  
 **const** SplashScreen({Key? key}) : **super**(key: key);  
  
 @override  
 Widget build(BuildContext context) {  
 **return** Scaffold(  
  
 body: SplashScreenView(  
 backgroundColor: Colors.*black*,  
 navigateRoute: DiceApp(),  
 duration: 3000,  
 imageSize: 130,  
 imageSrc: **"images/logo.png"**,  
 text: **"Dice Roller"**,  
 textType: TextType.**TyperAnimatedText**,  
 textStyle: TextStyle(  
 fontSize: 30.0,  
 color: Colors.*white*,  
 fontWeight: FontWeight.*bold* ),  
 ),  
 );  
 }  
}  
**class** DiceApp **extends** StatefulWidget {  
 **const** DiceApp({Key? key}) : **super**(key: key);  
  
 @override  
 \_DiceAppState createState() => \_DiceAppState();  
}  
  
**class** \_DiceAppState **extends** State<DiceApp> {  
 **var dice**=1;  
 **var player1**=0;  
 **var player2**=0;  
 **var player3**=0;  
 **var player4**=0;  
 **var winer**=**""**;  
 **var score**=0;  
 **void** WinnerChecker()  
 {  
 setState(() {  
 **if**(**player1**>**player2** && **player1**>**player3** && **player1**>**player4**)  
 {  
 **winer**=**"Player 1"**;  
 **score**=**player1**;  
 }  
 **else if**(**player2**>**player1** && **player2**>**player3** && **player2**>**player4**)  
 {  
 **winer**=**"Player 2"**;  
 **score**=**player2**;  
 }  
 **else if**(**player3**>**player1** && **player3**>**player2** && **player3**>**player4**)  
 {  
 **winer**=**"Player 3"**;  
 **score**=**player3**;  
 }  
 **else if**(**player4**>**player1** && **player4**>**player2** && **player4**>**player3**)  
 {  
 **winer**=**"Player 4"**;  
 **score**=**player4**;  
 }  
  
  
 });  
  
 }  
 @override  
 Widget build(BuildContext context) {  
 **return** Scaffold(  
 backgroundColor: Colors.*lightGreen*,  
 appBar: AppBar(  
 backgroundColor: Colors.*green*,  
 title: Text(**'DiceApp'**),  
 centerTitle: **true**,  
 ),  
 body: Column(  
 children: [  
 Expanded(  
 flex: 3,  
 child: Row(  
 children: [  
 Expanded(  
 child: Container(  
 margin: EdgeInsets.fromLTRB(7.0, 7.0, 7.0, 7.0),  
 padding: EdgeInsets.all(20.0),  
 child: Image.asset(**'images/dice**$**dice.png'**),  
 decoration: BoxDecoration(  
 color: Colors.*green*.**shade500**,  
 borderRadius: BorderRadius.circular(10.0)  
 ),  
  
 ),  
 ),  
 ],  
 ),  
 ),  
 Expanded(  
 child: Container(  
 decoration: BoxDecoration(  
 color: Colors.*green*.**shade500**,  
 borderRadius: BorderRadius.circular(10.0)  
 ),  
 margin: EdgeInsets.fromLTRB(7.0, 0.0, 7.0, 7.0),  
 child: Row(  
 mainAxisAlignment: MainAxisAlignment.**spaceEvenly**,  
 children: [  
 ElevatedButton(onPressed: (){  
 setState(() {  
 **dice**=Random().nextInt(6)+1;  
 **player1**=**player1**+**dice**;  
 });  
 }, child: Text(**"Player1"**),  
 style: ElevatedButton.*styleFrom*(  
 padding: EdgeInsets.all(20.0),  
 primary: Colors.*green*.**shade900**,  
 shape: RoundedRectangleBorder(  
 borderRadius: BorderRadius.circular(12.0),  
 )  
 ),  
 ),  
 ElevatedButton(onPressed: (){  
 setState(() {  
 **dice**=Random().nextInt(6)+1;  
 **player2**=**player2**+**dice**;  
 });  
 }, child: Text(**"Player2"**),  
 style: ElevatedButton.*styleFrom*(  
 padding: EdgeInsets.all(20.0),  
 primary: Colors.*green*.**shade900**,  
 shape: RoundedRectangleBorder(  
 borderRadius: BorderRadius.circular(12.0),  
 )  
 ),  
 ),  
 ElevatedButton(onPressed: (){  
 setState(() {  
 **dice**=Random().nextInt(6)+1;  
 **player3**=**player3**+**dice**;  
 });  
 }, child: Text(**"Player3"**),  
 style: ElevatedButton.*styleFrom*(  
 padding: EdgeInsets.all(20.0),  
 primary: Colors.*green*.**shade900**,  
 shape: RoundedRectangleBorder(  
 borderRadius: BorderRadius.circular(12.0),  
 )  
 ),  
 ),  
 ElevatedButton(onPressed: (){  
 setState(() {  
 **dice**=Random().nextInt(6)+1;  
 **player4**=**player4**+**dice**;  
 });  
 }, child: Text(**"Player4"**),  
 style: ElevatedButton.*styleFrom*(  
 padding: EdgeInsets.all(20.0),  
 primary: Colors.*green*.**shade900**,  
 shape: RoundedRectangleBorder(  
 borderRadius: BorderRadius.circular(12.0),  
 )  
 ),  
 ),  
 ],  
 ),  
 ),  
 ),  
 Expanded(  
 flex: 2,  
 child: Container(  
 decoration: BoxDecoration(  
 color: Colors.*green*.**shade500**,  
 borderRadius: BorderRadius.circular(10.0)  
 ),  
 margin: EdgeInsets.fromLTRB(7.0, 0.0, 7.0, 7.0),  
 child: Column(  
 mainAxisAlignment: MainAxisAlignment.**spaceEvenly**,  
 children: [  
 Text(**'History'**,style: TextStyle(  
 fontWeight: FontWeight.*bold*,  
 fontSize: 20.0,  
 color: Colors.*white*,  
 ),),  
 Row(  
 mainAxisAlignment: MainAxisAlignment.**spaceEvenly**,  
 children: [  
 Column(  
 children: [  
 Text(**"Player1"**,style: TextStyle(  
 color: Colors.*white*,  
 fontSize: 18.0  
 ),),  
 Text(**"Score:**$**player1"**,style: TextStyle(  
 color: Colors.*white*,  
 fontSize: 18.0  
 ),)  
 ],  
 ),  
 Column(  
 children: [  
 Text(**"Player2"**,style: TextStyle(  
 color: Colors.*white*,  
 fontSize: 18.0  
 ),),  
 Text(**"Score:**$**player2"**,style: TextStyle(  
 color: Colors.*white*,  
 fontSize: 18.0  
 ),)  
 ],  
 ),  
 Column(  
 children: [  
 Text(**"Player3"**,style: TextStyle(  
 color: Colors.*white*,  
 fontSize: 18.0  
 ),),  
 Text(**"Score:**$**player3"**,style: TextStyle(  
 color: Colors.*white*,  
 fontSize: 18.0  
 ),)  
 ],  
 ),  
 Column(  
 children: [  
 Text(**"Player4"**,style: TextStyle(  
 color: Colors.*white*,  
 fontSize: 18.0  
 ),),  
 Text(**"Score:**$**player4"**,style: TextStyle(  
 color: Colors.*white*,  
 fontSize: 18.0  
 ),)  
 ],  
 ),  
 ],  
 ),  
 Row(  
 mainAxisAlignment: MainAxisAlignment.**center**,  
 children: [  
 ElevatedButton(onPressed: (){  
 WinnerChecker();  
 Dialogs.*materialDialog*(  
 msg: **'**$**winer win the match and Score:**$**score'**,  
 title: **"Congratulation"**,  
 color: Colors.*white*,  
 context: context,  
 actions: [  
 IconsButton(  
 onPressed: () {  
 setState(() {  
 **player1**=0;  
 **player2**=0;  
 **player3**=0;  
 **player4**=0;  
 **score**=0;  
 **winer**=**""**;  
 });  
 Navigator.*of*(context).pop();  
 },  
 text: **'OK'**,  
 iconData: Icons.*home*,  
 color: Colors.*green*,  
 textStyle: TextStyle(color: Colors.*white*),  
 iconColor: Colors.*white*,  
 ),  
 ]);  
  
 },  
 child: Text(**"Check Win"**),  
 style: ElevatedButton.*styleFrom*(  
 padding: EdgeInsets.all(20.0),  
 primary: Colors.*green*.**shade900**,  
 shape: RoundedRectangleBorder(  
 borderRadius: BorderRadius.circular(12.0),  
 ),  
 ),  
 ),  
 ],  
 ),  
 ],  
 ),  
 ),  
 ),  
 ],  
 ),  
 );  
 }  
}



