# Code

**import 'package:flutter/material.dart'**;  
**import 'dart:math'**;  
  
**void** main() {  
 runApp(MyNewDiceApp());  
}  
**class** MyNewDiceApp **extends** StatefulWidget {  
 **const** MyNewDiceApp({Key? key}) : **super**(key: key);  
  
 @override  
 \_MyNewDiceAppState createState() => \_MyNewDiceAppState();  
}  
  
**class** \_MyNewDiceAppState **extends** State<MyNewDiceApp> {  
 int **total**=0;  
 int **dice1**=1;  
 int **dice2**=1;  
 int **dice3**=1;  
 int **dice4**=1;  
 **void** sum()  
 {  
 setState(() {  
 **total**=**dice1**+**dice2**+**dice3**+**dice4**;  
 });  
 }  
 @override  
 Widget build(BuildContext context) {  
 **return** MaterialApp(  
 debugShowCheckedModeBanner: **false**,  
 home: Scaffold(  
 backgroundColor: Colors.*green*,  
 appBar: AppBar(  
 title: Text(**"Total:**$**total"**),  
 centerTitle: **true**,  
 backgroundColor: Colors.*lightGreen*,  
 ),  
 body: Column(  
 mainAxisAlignment: MainAxisAlignment.**center**,  
 children: [  
 Row(  
 children: [  
 Expanded(  
 child: TextButton(  
 child: Image.asset(**'images/dice**$**dice1.png'**),  
 onPressed: () {  
 setState(() {  
 **dice1** = Random().nextInt(6) + 1;  
 sum();  
 });  
 print(num);  
 },  
 ),  
 ),  
 Expanded(  
 child: TextButton(  
 child: Image.asset(**'images/dice**$**dice2.png'**),  
 onPressed: () {  
 setState(() {  
 **dice2** = Random().nextInt(6) + 1;  
 sum();  
 });  
 print(num);  
 },  
 ),  
 ),  
  
 ],  
 ),  
 SizedBox(  
 height: 5.0,  
 ),  
 Row(  
 children: [  
 Expanded(  
 child: TextButton(  
 child: Image.asset(**'images/dice**$**dice3.png'**),  
 onPressed: () {  
 setState(() {  
 **dice3** = Random().nextInt(6) + 1;  
 sum();  
 });  
 print(num);  
 },  
 ),  
 ),  
 Expanded(  
 child: TextButton(  
 child: Image.asset(**'images/dice**$**dice4.png'**),  
 onPressed: () {  
 setState(() {  
 **dice4** = Random().nextInt(6) + 1;  
 sum();  
 });  
 print(num);  
 },  
 ),  
 ),  
  
 ],  
 ),  
 ],  
 ),  
 ),  
  
  
 );  
 }  
}



