**Assignment**

By

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Course: Mobile Application Development

Topic: Dice Roll (4 players)

**Submitted to: Sir Abdullah**

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Department of Computer Science

COMSATS University Islamabad, Vehari campusLogo, company name

Description automatically generated

**Code (main.dart)**

import 'package:flutter/material.dart';  
import 'package:splash\_screen\_view/SplashScreenView.dart';  
import 'dart:math';  
  
void main() {  
 runApp(myapp());  
}  
  
**class** myapp extends StatelessWidget {  
  
 @override  
 Widget build(BuildContext context) {  
 return MaterialApp(  
 debugShowCheckedModeBanner: false,  
 home:Scaffold(  
 body:  
 SplashScreenView(  
 navigateRoute: ludo(),  
 duration: 10000,  
 imageSize: 200,  
 imageSrc: "images/dice.png",  
 backgroundColor: Colors.cyan,  
 text: 'Welcome',textStyle:TextStyle(fontSize: 30,color: Colors.amberAccent),  
 ),  
 )  
 );  
 }  
}  
**class** ludo extends StatefulWidget {  
  
  
 @override  
 \_ludoState createState() => \_ludoState();  
}  
  
**class** \_ludoState extends State<ludo> {  
 int d1=1;  
 int d2=1;  
 int d3=1;  
 int d4=1;  
  
  
 int p1=0;  
 int p2=0;  
 int p3=0;  
 int p4=0;  
  
  
  
  
 @override  
 Widget build(BuildContext context) {  
 return MaterialApp(  
 debugShowCheckedModeBanner: false,  
 home: Scaffold(  
 backgroundColor: Colors.deepPurple,  
 appBar: AppBar(  
 backgroundColor: Colors.deepPurpleAccent,  
 title: Text('Dice Roll Game'),  
 centerTitle: true,  
 actions:<Widget>[CircleAvatar(  
 backgroundColor: Colors.white,  
 radius: 20.0,  
 backgroundImage: AssetImage('images/me.png'),  
  
 ),],  
  
 ),  
 body: Row(  
 mainAxisAlignment: MainAxisAlignment.center,  
 children: [  
 Expanded(  
 child: Column( children: [  
  
 Expanded(  
 child: TextButton(  
  
 onPressed: () { },  
 child: Text('Player 1 \n Score : $p1',style: TextStyle(fontSize: 20,color: Colors.white,)),  
 ),  
 ),  
  
  
 Expanded(  
 child: Row(children: [Expanded(  
 child:TextButton(  
 style: ButtonStyle(backgroundColor: MaterialStateProperty.all(Colors.green)),  
 child: Image.asset('images/dice$d1.png',  
 ),  
  
  
 onPressed: () {  
 **if**(p2<30&&p3<30&&p4<30) {  
 setState(() {  
 d1 = Random().nextInt(6) + 1;  
 **if** (p1 + d1 <= 30) {  
 p1 = p1 + d1;  
 **if**(p1==30)  
 {  
 showDialog(  
 context: context,  
 builder: (BuildContext context){  
 return AlertDialog(  
 title: Text("Winner"),  
 content: Text("Player 1 is the winner and the score is 30"),  
 );  
 },  
  
 );  
 };  
 };  
 });  
 print(d1);  
 };  
  
 },  
 ),  
 )],)  
  
 ),  
  
  
  
  
  
 Expanded(  
 child: TextButton(  
 onPressed: () { },  
 child: Text('Player 2 \n Score : $p2',style: TextStyle(fontSize: 20,color: Colors.white)),  
 ),  
 ),  
  
  
  
 Expanded(  
 child: Row(children: [Expanded(  
 child:TextButton(  
 style: ButtonStyle(backgroundColor: MaterialStateProperty.all(Colors.red)),  
 child: Image.asset('images/dice$d2.png',  
 ),  
  
  
 onPressed: () {  
 **if**(p1<30&&p3<30&&p4<30) {  
 setState(() {  
 d2 = Random().nextInt(6) + 1;  
 **if** (p2 + d2 <= 30) {  
 p2 = p2 + d2;  
 **if**(p2==30)  
 {  
 showDialog(  
 context: context,  
 builder: (BuildContext context){  
 return AlertDialog(  
 title: Text("Winner"),  
 content: Text("Player 2 is the winner and the score is 30"),  
 );  
 },  
  
 );  
 };  
 };  
 });  
 print(d1);  
 };  
  
 },  
 ),  
 )],)  
  
 ),  
  
 ]  
 ),  
 ),  
  
  
 SizedBox(width:20),  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
  
 Expanded(  
 child: Column( children: [  
  
 Expanded(  
 child: TextButton(  
 onPressed: () { },  
 child: Text('Player 3 \n Score : $p3',style: TextStyle(fontSize: 20,color: Colors.white)),  
 ),  
 ),  
  
  
 Expanded(  
 child: Row(children: [Expanded(  
 child:TextButton(  
 style: ButtonStyle(backgroundColor: MaterialStateProperty.all(Colors.yellow)),  
 child: Image.asset('images/dice$d3.png',  
 ),  
  
 onPressed: () {  
 **if**(p2<30&&p1<30&&p4<30) {  
 setState(() {  
 d3 = Random().nextInt(6) + 1;  
 **if** (p3 + d3 <= 30) {  
 p3 = p3 + d3;  
 **if**(p3==30)  
 {  
 showDialog(  
 context: context,  
 builder: (BuildContext context){  
 return AlertDialog(  
 title: Text("Winner"),  
 content: Text("Player 3 is the winner and the score is 30"),  
 );  
 },  
  
 );  
 };  
 };  
 });  
 print(d3);  
 };},  
 ),  
 )],)  
  
 ),  
  
  
  
  
  
 Expanded(  
 child: TextButton(  
 onPressed: () { },  
 child: Text('Player 4 \n Score : $p4',style: TextStyle(fontSize: 20,color: Colors.white)),  
 ),  
 ),  
  
  
  
 Expanded(  
 child: Row(children: [Expanded(  
 child:TextButton(  
 style: ButtonStyle(backgroundColor: MaterialStateProperty.all(Colors.blue)),  
 child: Image.asset('images/dice$d4.png',  
 ),  
  
  
 onPressed: () {  
 **if**(p2<30&&p3<30&&p1<30) {  
 setState(() {  
 d4 = Random().nextInt(6) + 1;  
 **if** (p4 + d4 <= 30) {  
 p4 = p4 + d4;  
 **if**(p4==30)  
 {  
 showDialog(  
 context: context,  
 builder: (BuildContext context){  
 return AlertDialog(  
 title: Text("Winner"),  
 content: Text("Player 4 is the winner and the score is 30"),  
 );  
 },  
  
 );  
 };  
 };  
 });  
 print(d1);  
 };  
  
 },  
 ),  
 )],)  
  
 ),  
  
 ]  
 ),  
 ),  
  
 ],  
 ),  
 ),  
 );  
 return Container();  
 }  
}

**App ScreenshotsA picture containing application

Description automatically generated**

**Graphical user interface, application

Description automatically generated**

**Graphical user interface, application

Description automatically generatedGraphical user interface, application

Description automatically generated**

**Github Screenshot**

**Graphical user interface, text, application

Description automatically generated**