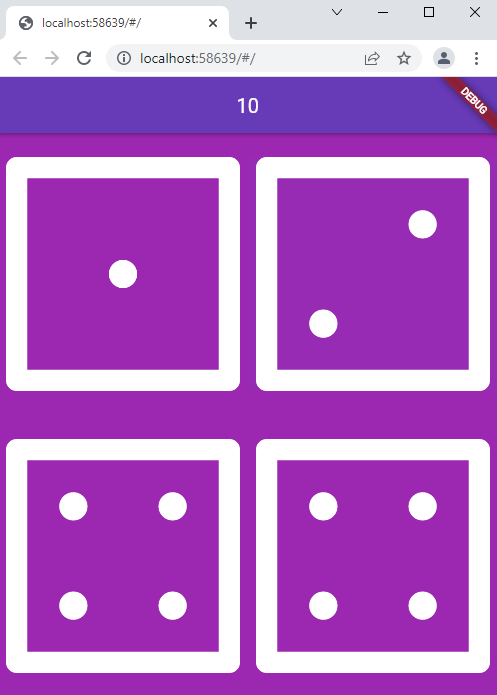
**Code**

import 'package:flutter/material.dart';  
import 'dart:math';  
  
void main() {  
 runApp(diceapp());  
}  
  
  
**class** diceapp extends StatefulWidget {  
  
 @override  
 \_diceappState createState() => \_diceappState();  
}  
  
**class** \_diceappState extends State<diceapp> {  
  
 int d1=1;  
 int d2=2;  
 int d3=3;  
 int d4=4;  
  
 int sum=0;  
  
 void summ()  
 {  
 sum = d1+d2+d3+d4;  
 }  
  
  
 @override  
 Widget build(BuildContext context) {  
 return MaterialApp(  
 home: Scaffold(  
 backgroundColor: Colors.purple,  
 appBar: AppBar(  
 backgroundColor: Colors.deepPurple,  
 title: Text("$sum"),  
 centerTitle: true,  
  
 ),  
 body: Column(  
 mainAxisAlignment: MainAxisAlignment.center,  
 children: [  
 Expanded(  
 child: Row( children: [  
 Expanded(  
 child: TextButton(  
 child: Image.asset('images/dice$d1.png'),  
 onPressed: () {  
 summ();  
 setState(() {  
 d1 = Random().nextInt(6) + 1;  
 });  
 print(d1);  
 },  
 ),  
 ),  
 Expanded(  
 child: TextButton(  
 child: Image.asset('images/dice$d2.png'),  
 onPressed: () {  
 summ();  
 setState(() {  
 d2 = Random().nextInt(6) + 1;  
 });  
 print(d2);  
 },  
 ),  
 ),  
 ]  
 ),  
 ),  
  
 Expanded(  
 child:  
 Row( children: [  
 Expanded(  
 child: TextButton(  
 child: Image.asset('images/dice$d3.png'),  
 onPressed: () {  
 summ();  
 setState(() {  
 d3 = Random().nextInt(6) + 1;  
 });  
 print(d3);  
 },  
 ),  
 ),  
 Expanded(  
 child: TextButton(  
 child: Image.asset('images/dice$d4.png'),  
 onPressed: () {  
 summ();  
 setState(() {  
 d4 = Random().nextInt(6) + 1;  
 });  
 print(d4);  
 },  
 ),  
 ),  
 ]  
 ),  
 ),  
 ],  
 ),  
 ),  
 );  
 return Container();  
 }  
}

Graphical user interface, text, application

Description automatically generated