

# REPORT

## Lab 3: Dicee

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### 1. Introduction:

- Dicee is a mobile application developed using Flutter, designed to simulate the rolling of dice. The application features a user-friendly interface that allows users to roll one or two dice and view the resulting numbers. This project aims to demonstrate basic functionalities of Flutter, including UI design and state management.

### 2. Objectives:

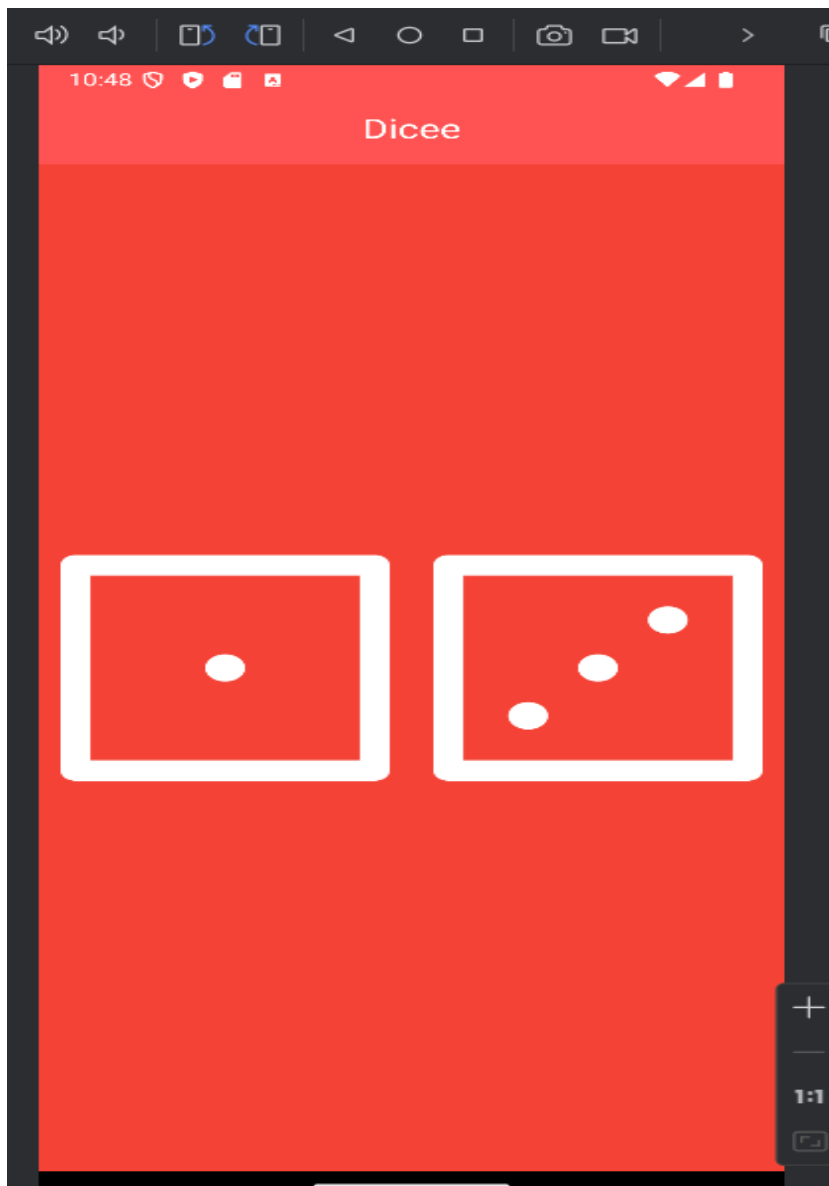
- To create a mobile application that simulates dice rolls.
- To develop an intuitive user interface for ease of interaction.
- To understand and implement Flutter's state management techniques.
- To enhance skills in Dart programming language and Flutter framework.

### 3. Methodology:

- **Development Environment:** The app was developed using Flutter on Windows, utilizing Android Studio for coding and debugging.
- **UI Design:** The interface was designed to be simple and visually appealing, incorporating dice images and roll buttons. The layout was created using Flutter's widget system.

- **Functionality:** The application generates random numbers between 1 and 6 for each die when the roll button is pressed. It uses Flutter's StatefulWidget to manage the state of the dice and update the UI accordingly.
- **Testing:** The app was tested on both Android and iOS emulators to ensure cross-platform compatibility and smooth functionality.

#### 4. Results:



## **5. Discussion:**

- The Dicee app showcases fundamental Flutter development skills, including widget creation, state management, and cross-platform compatibility. The project was completed within the expected timeframe and met all specified requirements. The use of Flutter's features allowed for a seamless and interactive user experience. Future improvements could include additional features such as customizable dice or game statistics.

## **6. Conclusion:**

- The Dicee project provided valuable experience in mobile app development with Flutter. The successful implementation of dice rolling functionality and the user-friendly interface highlight the effectiveness of using Flutter for creating interactive applications. This project serves as a solid foundation for future development work, offering insights into Flutter's capabilities and best practices in mobile app development.