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import 'package:flutter/material.dart';  
import 'dart:math';  
  
void main() {  
 runApp(MaterialApp(  
  
 debugShowCheckedModeBanner: false,  
 home: Scaffold(  
 backgroundColor: Colors.*yellow*,  
 appBar: AppBar(  
 title: Text(  
 'Clickable Rolling Dice App',  
 style: TextStyle(  
 color: Colors.*yellow*,  
 fontWeight: FontWeight.*bold*,  
 ),  
 ),  
 backgroundColor: Colors.*black*,  
 ),  
 body: DicePage(),  
 ),  
 ));  
}  
  
class DicePage extends StatefulWidget {  
 @override  
 \_DicePageState createState() => \_DicePageState();  
}  
  
class \_DicePageState extends State<DicePage> {  
 String rolled\_dice = 'None';  
 int top\_left = 1;  
 int top\_right = 3;  
 int bottom\_left = 6;  
 int bottom\_right = 4;  
 int sum1=0;  
 int sum2=0;  
 int sum3=0;  
 int sum4=0;  
  
 Expanded left() {  
 return Expanded(  
 child: FloatingActionButton(  
 onPressed: () {  
 setState(() {  
 rolled\_dice = '';  
 rolled\_dice = 'PLAYER1';  
 top\_left = Random().nextInt(6) + 1;  
 sum1=sum1+top\_left;  
  
 });  
 print(top\_left);  
 },  
 child: Image.asset(  
 'images/dice$top\_left.png',  
 color: Colors.*black*,  
 ),  
 ),  
 );  
 }  
  
 Expanded right() {  
 return Expanded(  
 child: FloatingActionButton(  
 onPressed: () {  
 setState(() {  
 rolled\_dice = '';  
 rolled\_dice = 'PLAYER2';  
 top\_right = Random().nextInt(6) + 1;  
 sum2=sum2+top\_right;  
  
 });  
 print(top\_right);  
  
 },  
 child: Image.asset(  
 'images/dice$top\_right.png',  
 color: Colors.*black*,  
 ),  
 ),  
 );  
 }  
  
 Expanded upper() {  
 return Expanded(  
 child: FloatingActionButton(  
 onPressed: () {  
 setState(() {  
 rolled\_dice = '';  
 rolled\_dice = 'PLAYER3';  
 bottom\_left = Random().nextInt(6) + 1;  
 sum3=sum3+bottom\_left;  
  
 });  
 print(bottom\_left);  
  
 },  
 child: Image.asset(  
 'images/dice$bottom\_left.png',  
 color: Colors.*black*,  
 ),  
 ),  
 );  
 }  
  
 Expanded lower() {  
 return Expanded(  
 child: FloatingActionButton(  
 onPressed: () {  
 setState(() {  
  
 rolled\_dice = 'PLAYER4';  
 bottom\_right = Random().nextInt(6) + 1;  
 sum4=sum4+bottom\_right;  
  
 });  
 print(bottom\_right);  
  
 },  
 child: Image.asset(  
 'images/dice$bottom\_right.png',  
 color: Colors.*black*,  
 ),  
 ),  
 );  
 }  
  
 Container top\_dices() {  
 return Container(  
 child: Row(  
 children: [  
 left(),  
 right(),  
 ],  
 ),  
 );  
 }  
 Container bottom\_dices() {  
 return Container(  
 child: Row(  
 children: [  
 upper(),  
 lower(),  
 ],  
 ),  
 );  
 }  
  
  
 @override  
 Widget build(BuildContext context) {  
  
 return Column(  
 children: [  
  
 new Container(  
 alignment:( Alignment.*center*),  
  
 ),  
  
 Container(  
  
 child: Column(  
 crossAxisAlignment: CrossAxisAlignment.center,  
 children: [  
 Padding(  
 padding: EdgeInsets.fromLTRB(10.0, 10.0, 10.0, 10.0),  
 child: Column(  
 crossAxisAlignment: CrossAxisAlignment.center,  
 children: [  
 Text(  
 'Rolled Dice: $rolled\_dice'.toString(),  
 style: TextStyle(  
 color: Colors.*red*.shade500,  
 fontSize: 25,  
 fontWeight: FontWeight.*bold*,  
 ),  
 ),  
 SizedBox(  
 height: 30.0,  
 ),  
  
 ],  
 ),  
 )  
 ],  
 ),  
 ),  
 Text(  
 "PLAYER1:$top\_left"  
 .toString(),  
 style: TextStyle(  
 color: Colors.*green*.shade500,  
 fontSize: 25,  
 fontWeight: FontWeight.*bold*,  
 ),  
 ),  
 Text(  
 "PLAYER2:$top\_right"  
 .toString(),  
 style: TextStyle(  
 color: Colors.*green*.shade500,  
 fontSize: 25,  
 fontWeight: FontWeight.*bold*,  
 ),  
 ),  
 Text(  
 "PLAYER3:$bottom\_left"  
 .toString(),  
 style: TextStyle(  
 color: Colors.*green*.shade500,  
 fontSize: 25,  
 fontWeight: FontWeight.*bold*,  
 ),  
 ),  
 Text(  
 "PLAYER4:$bottom\_right"  
 .toString(),  
 style: TextStyle(  
 color: Colors.*green*.shade500,  
 fontSize: 25,  
 fontWeight: FontWeight.*bold*,  
 ),  
 ),  
 Text(  
 'TOTAL RESULT: ' +  
 (top\_left + top\_right + bottom\_left + bottom\_right)  
 .toString(),  
 style: TextStyle(  
 color: Colors.*black*,  
 fontSize: 35,  
 fontWeight: FontWeight.*bold*,  
 ),),  
 Text(  
  
 'Winner :' ,  
  
  
 style: TextStyle(  
 color: Colors.*black*,  
 fontSize: 35,  
 fontWeight: FontWeight.*bold*,  
 ),),  
  
 SizedBox(  
 height: 50.0,  
 ),  
 top\_dices(),  
 SizedBox(  
 height: 50.0,  
 ),  
 bottom\_dices(),  
 ],  
 );  
 

