

Assignment Custom Button

1. Objective

Create a reusable Custom Button component in Jetpack Compose that supports multiple states and configurations

2. Requirements

2.1. Task 1 Requirement

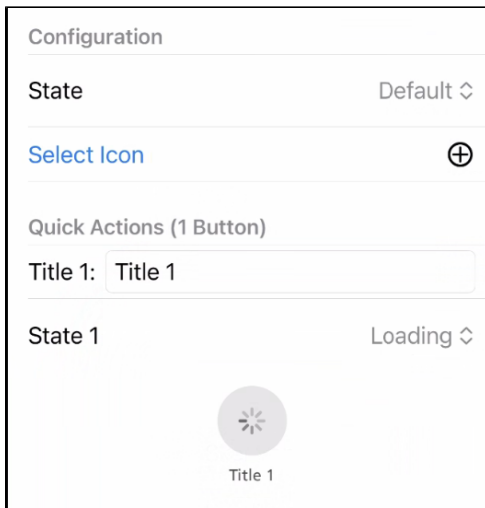
- Implement reusable custom button component in jetpack compose
- Button should have attributes which are configurable at run time
- Configurable attributes should be rendered on the screen for the user to change at run time
- The button component should dynamically update as and when the configuration changes
- Configurable attributes are
 - State
 - Select Icon
 - Title
- State attribute defines the button's appearance. Values of the state are
 - Skeleton

The screenshot shows a configuration interface for a custom button. It has a title bar 'Configuration'. Below it, there are three sections: 1. 'State' with a dropdown menu currently set to 'Default'. 2. 'Select Icon' with a blue text label and a plus icon in a circle. 3. 'Quick Actions (1 Button)' which contains a text input field labeled 'Title 1' with the value 'Title 1'. At the bottom, there is a preview area labeled 'State 1' with a dropdown set to 'Skeleton'. The preview shows a light gray rounded rectangle with a light blue circle in the center, representing a skeleton loading state.

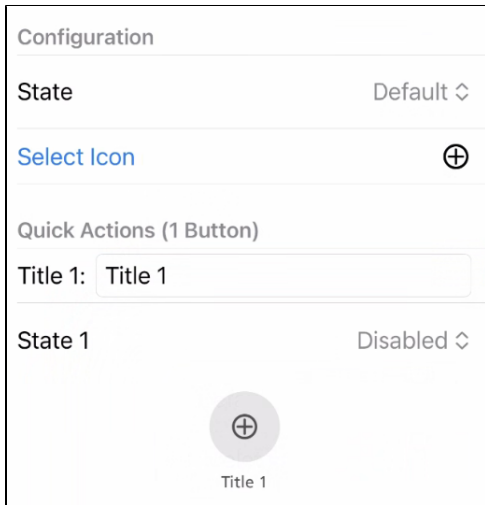
- Default

This screenshot is identical to the one above, showing the configuration interface. However, the preview area at the bottom, labeled 'State 1' with a dropdown set to 'Default', now shows the final default button. It is a dark blue circle with a white plus icon in the center, and the text 'Title 1' is displayed below it.

- Loading



- Disabled



- Select Icon parameter defines different symbols/icons assigned to button
 - +
 - Warning
 - Error
- The title is Textfiled/InputBox. Whatever the user types in the textfield, it defines the title of a button

2.2. Task 2 Description

1. Import the customised button built in Task1 in a screen
2. Add 3 buttons in a row
3. All 3 buttons should have their independent configuration rendered on the screen
4. Configurations should be allowed to change on run time
5. Configuration of one button should not update the configuration of other buttons

3. Acceptance Criteria

1. Both Task 1 and Task2 should be submitted
2. Button renders with default values when no configuration is selected
3. Create Preview Composables
4. Project submitted must compile without errors
5. Project should run without any crashes
6. Code should be clean, readable and modular
7. Use Jetpack compose best practices
8. Add UI tests using Compose UI Test Framework (Optional)

4. Submission Method

- Upload your project to Github and share a GitHub repository link
- Include README.md to explain the implementation
- Include a recording file of the running application which showcases
 - Task1 - Configuration changes of state, icon and Title
 - Task 2 - 3 configurable buttons on a screen