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**Prerequisites**

Before you begin, ensure you have the following software installed:

* [Android Studio](https://developer.android.com/studio) (latest stable version)
* JDK 8 or higher

**Project Structure**

The project should have the following structure:

css

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assignment2/

├── app/

│ ├── src/

│ │ ├── main/

│ │ │ ├── java/

│ │ │ │ └── com/

│ │ │ │ └── example/

│ │ │ │ └── assignment2/

│ │ │ │ └── MainActivity.kt

│ │ │ ├── res/

│ │ │ │ ├── layout/

│ │ │ │ └── mipmap/

│ │ │ └── AndroidManifest.xml

│ │ └── build.gradle

└── build.gradle

**Dependencies**

Ensure your app/build.gradle file includes the necessary dependencies. Here’s a basic configuration:

kotlin

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dependencies {

implementation("com.squareup.retrofit2:retrofit:2.9.0")

implementation("com.squareup.retrofit2:converter-gson:2.9.0")

implementation("com.squareup.okhttp3:logging-interceptor:4.9.3")

implementation("com.google.code.gson:gson:2.10.1")

implementation("androidx.appcompat:appcompat:1.6.1")

implementation("androidx.core:core-ktx:1.12.0")

}

**Setup Instructions**

1. **Clone the Repository** Clone this repository to your local machine:

bash

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git clone <repository-url>

cd assignment2

1. **Open in Android Studio** Open Android Studio and select "Open an existing Android Studio project," then navigate to the cloned assignment2 folder.
2. **Sync Gradle** After opening the project, Android Studio may prompt you to sync the Gradle files. Make sure to do this to download the necessary dependencies.
3. **Update the AndroidManifest.xml** Ensure the AndroidManifest.xml file reflects the correct package name. Replace any instance of com.example.yourapp with com.example.assignment2.

Example:

xml

<manifest xmlns:android="http://schemas.android.com/apk/res/android"

package="com.example.assignment2">

...

</manifest>

1. **Modify the MainActivity** Ensure your MainActivity.kt file has the correct package declaration:

kotlin

package com.example.assignment2

import androidx.appcompat.app.AppCompatActivity

import android.os.Bundle

class MainActivity : AppCompatActivity() {

override fun onCreate(savedInstanceState: Bundle?) {

super.onCreate(savedInstanceState)

setContentView(R.layout.activity\_main)

}

}

**Usage**

1. **Run the App** Connect your Android device or start an emulator. Click the "Run" button in Android Studio to build and launch the app.
2. **Login Feature** Implement the login feature by creating a UI for user input and connecting it to the API. You can use Retrofit for network calls to authenticate users and retrieve data.
3. **Dashboard Feature** After successful authentication, retrieve data from the /dashboard/{keypass} endpoint and display it in your app.

**Troubleshooting**

* **Manifest Merge Issues:** If you encounter ManifestMerger2$MergeFailureException, ensure that your AndroidManifest.xml file is well-formed and contains no duplicate elements.
* **Gradle Sync Issues:** If Gradle fails to sync, check for syntax errors in your build.gradle files and make sure you have a stable internet connection.

**License**

This project is licensed under the MIT License - see the LICENSE file for details.

**Acknowledgements**

* Thank you to the developers of Retrofit, OkHttp, and Gson for making network communication in Android easier.