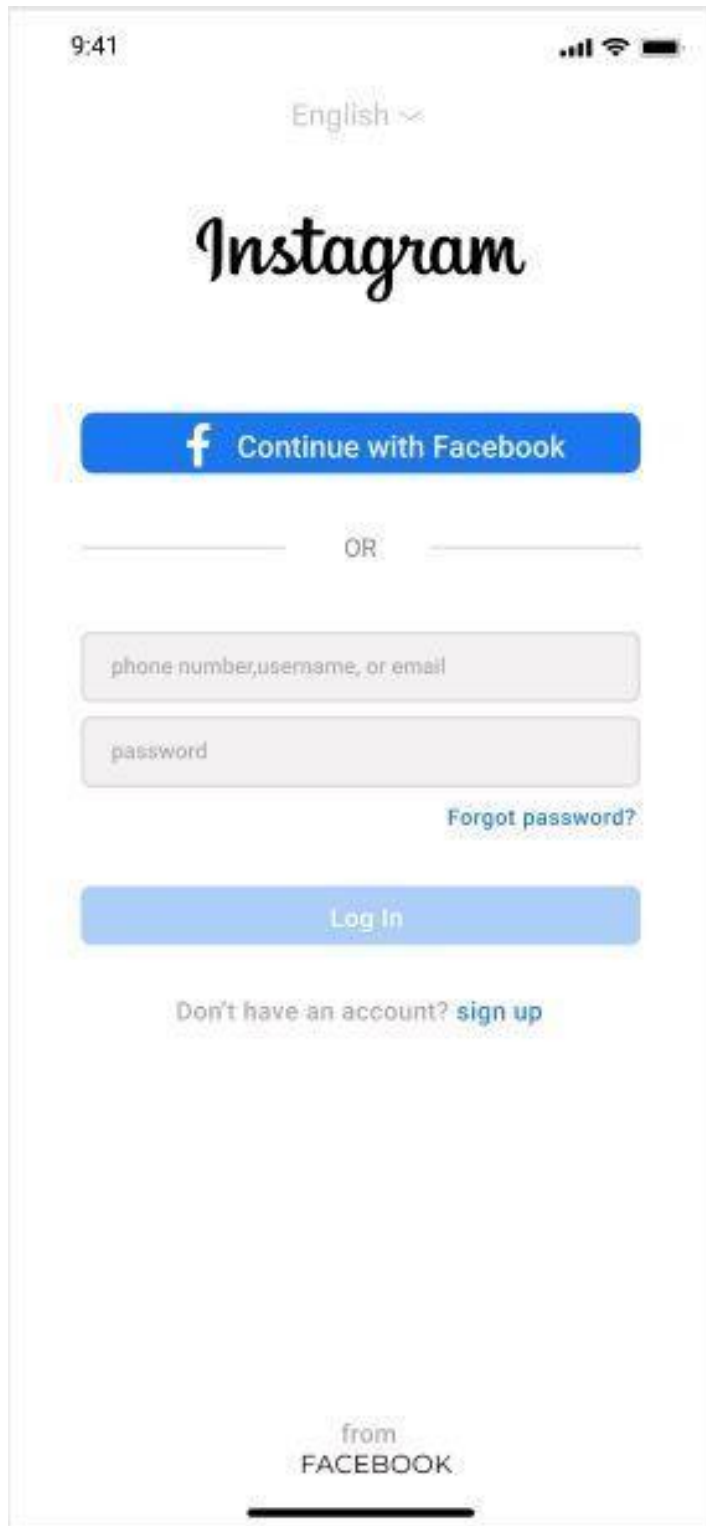


## WEEK 1 ASSIGNMENT

### INSTAGRAM LOGIN



The image shows the Instagram login interface on a mobile device. At the top, the status bar displays the time 9:41, signal strength, Wi-Fi, and battery icons. Below the status bar, the language is set to "English" with a dropdown arrow. The Instagram logo is prominently displayed in the center. Below the logo is a blue button with the Facebook "f" icon and the text "Continue with Facebook". Underneath this is a horizontal line with the word "OR" in the center. Below the line are two input fields: the first is labeled "phone number, username, or email" and the second is labeled "password". To the right of the password field is a link that says "Forgot password?". Below the input fields is a blue "Log In" button. At the bottom of the login section is a link that says "Don't have an account? sign up". At the very bottom of the screen, there is a small text "from FACEBOOK" above a thick black horizontal line.

9:41

English

Instagram

f Continue with Facebook

OR

phone number, username, or email

password

[Forgot password?](#)

Log In

Don't have an account? [sign up](#)

from  
FACEBOOK

## WEERK 2 ASSIGNMENT

### DONATE BLOOD BANK APPLICATION

## Mainactivity code:

```
package com.example.bloodbankapplication

import android.content.Intent
import android.os.Bundle
import android.provider.ContactsContract
import android.view.MenuItem
import androidx.activity.ComponentActivity
import androidx.activity.compose.setContent
import androidx.compose.foundation.BorderStroke
import androidx.compose.foundation.Image
import androidx.compose.foundation.background
import androidx.compose.foundation.layout.Arrangement
import androidx.compose.foundation.layout.Box
import androidx.compose.foundation.layout.Column
import androidx.compose.foundation.layout.ColumnScope
import androidx.compose.foundation.layout.Row
import androidx.compose.foundation.layout.Spacer
import androidx.compose.foundation.layout.fillMaxSize
import androidx.compose.foundation.layout.fillMaxWidth
import androidx.compose.foundation.layout.height
import androidx.compose.foundation.layout.padding
import androidx.compose.foundation.layout.size
import androidx.compose.foundation.layout.width
import androidx.compose.foundation.lazy.LazyColumn
import androidx.compose.foundation.shape.CircleShape
import androidx.compose.foundation.shape.RoundedCornerShape
import androidx.compose.foundation.text.KeyboardOptions
import androidx.compose.material.icons.Icons
import androidx.compose.material.icons.filled.Home
import androidx.compose.material.icons.filled.Info
import androidx.compose.material.icons.filled.Person
import androidx.compose.material.icons.filled.Settings
import androidx.compose.material.icons.outlined.Email
import androidx.compose.material.icons.outlined.Warning
import androidx.compose.material3.AlertDialogDefaults.shape
import androidx.compose.material3.Button
import androidx.compose.material3.ButtonDefaults
import androidx.compose.material3.Card
import androidx.compose.material3.ExperimentalMaterial3Api
import androidx.compose.material3.ExtendedFloatingActionButton
import androidx.compose.material3.Icon
import androidx.compose.material3.MaterialTheme
import androidx.compose.material3.OutlinedTextField
import androidx.compose.material3.Scaffold
import androidx.compose.material3.Surface
import androidx.compose.material3.Text
import androidx.compose.material3.TextFieldDefaults
import androidx.compose.runtime.Composable
import androidx.compose.runtime.getValue
import androidx.compose.runtime.mutableStateOf
import androidx.compose.runtime.remember
import androidx.compose.runtime.rememberCoroutineScope
import androidx.compose.runtime.setValue
import androidx.compose.ui.Alignment
import androidx.compose.ui.Modifier
import androidx.compose.ui.draw.clip
import androidx.compose.ui.draw.paint
import androidx.compose.ui.graphics.Brush
import androidx.compose.ui.graphics.Color
```

```

import androidx.compose.ui.graphics.Color.Companion.Black
import androidx.compose.ui.graphics.Shadow
import androidx.compose.ui.graphics.Shape
import androidx.compose.ui.graphics.painter.Painter
import androidx.compose.ui.layout.ContentScale
import androidx.compose.ui.platform.LocalContext
import androidx.compose.ui.res.painterResource
import androidx.compose.ui.text.TextStyle
import androidx.compose.ui.text.font.FontFamily
import androidx.compose.ui.text.font.FontWeight
import androidx.compose.ui.text.input.KeyboardType
import androidx.compose.ui.text.style.TextAlign
import androidx.compose.ui.tooling.preview.Preview
import androidx.compose.ui.unit.Dp
import androidx.compose.ui.unit.dp
import androidx.compose.ui.unit.sp
import com.example.bloodbankapplication.ui.theme.BloodbankApplicationTheme
import kotlinx.coroutines.launch

```

```

class MainActivity : ComponentActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContent {
            Column(modifier = Modifier
                .fillMaxSize()
                .paint(
                    painter = painterResource(id = R.drawable.donateimg),
                    contentScale = ContentScale.Fit
                ),
                verticalArrangement = Arrangement.Center,
                horizontalAlignment = Alignment.CenterHorizontally) {

                Box(modifier = Modifier.padding(40.dp)) {
                    Column() {
                        Image(painter = painterResource(id =
R.drawable.blood),

                            contentDescription = "Blood Logo",
                            modifier = Modifier
                                .width(80.dp)
                                .height(80.dp),
                            alignment = Alignment.Center)

                    }
                }

                Box() {
                    Textfield1()
                }
                Box() {
                    Textfield2()
                }

                Row(modifier = Modifier.padding(20.dp)) {
                    Column() {
                        ButtonSignUp()
                    }
                    Column() {
                        ButtonSignIn()
                    }
                }
            }
        }
    }
}

```

```

        }
    }

    Text(text = "or SignIn with...", fontSize = 15.sp, style =
TextStyle(color = Black,
    fontWeight = FontWeight.Black,
    fontFamily = FontFamily.SansSerif,
    background = Color.White,
    shadow = Shadow(color = Color.Gray),
    textAlign = TextAlign.Center))
    Row(modifier = Modifier.padding(10.dp)) {
        Column() {
            CircleImageView(painter = painterResource(id =
R.mipmap.google))
        }
        Column() {
            CircleImageView(painter = painterResource(id =
R.mipmap.facebook))
        }
    }
}

}

}

@OptIn(ExperimentalMaterial3Api::class)
@Composable
fun Textfield1() {
    Column(horizontalAlignment = Alignment.CenterHorizontally) {
        var textInput by remember { mutableStateOf("") }
        OutlinedTextField(value = textInput, onValueChange = {textInput =
it},
            label = { Text("Email") },
            keyboardOptions = KeyboardOptions(keyboardType =
KeyboardType.Email),
            leadingIcon = { Icon(Icons.Outlined.Email, contentDescription =
null) },
            colors = TextFieldDefaults.run {
                outlinedTextFieldColors(
                    focusedBorderColor = Color.Red,
                    unfocusedBorderColor = Color.Gray ,
                    focusedLabelColor = Color.Red,
                    unfocusedLabelColor = Color.Gray)
            }
    }
}

}

@OptIn(ExperimentalMaterial3Api::class)
@Composable
fun Textfield2() {
    Column(horizontalAlignment = Alignment.CenterHorizontally) {
        var textInput2 by remember { mutableStateOf("") }
        OutlinedTextField(value = textInput2, onValueChange = {textInput2 =
it},
            label = { Text("Password") },

```

```

        keyboardOptions = KeyboardOptions(keyboardType =
KeyboardType.Password),
        leadingIcon = {Icon(Icons.Outlined.Warning, contentDescription
= null)},
        colors = TextFieldDefaults.outlinedTextFieldColors(
            focusedBorderColor = Color.Red,
            unfocusedBorderColor = Color.Gray,
            focusedLabelColor = Color.Red,
            unfocusedLabelColor = Color.Gray
        )
    )
}
}

```

```

@Composable
fun ButtonSignIn() {
    val mContext = LocalContext.current
    Button(
        onClick = {
            mContext.startActivity(Intent(mContext, homepage::class.java))
        },
        colors = ButtonDefaults.buttonColors(Color.Red),
        shape = RoundedCornerShape(20.dp),
        modifier = Modifier
            .padding(5.dp)
            .width(150.dp)
            .height(40.dp)
    ) {
        Text(text = "Sign In", color = Color.White)
    }
}

```

```

@Composable
fun ButtonSignUp() {
    Button(
        onClick = {
            //your onclick code
        },
        border = BorderStroke(1.dp, Color.Red),
        colors = ButtonDefaults.outlinedButtonColors(contentColor =
Color.Red),
        shape = RoundedCornerShape(20.dp),
        modifier = Modifier
            .padding(5.dp)
            .width(150.dp)
            .height(40.dp)
    ) {
        Text(text = "Sign Up", color = Color.Red)
    }
}

```

```

@Composable
fun CircleImageView(painter: Painter) {
    Image(
        painter = painter,
        contentDescription = "Circle Image",
        contentScale = ContentScale.Crop,
        modifier = Modifier
            .size(60.dp)
            .clip(CircleShape)
            .padding(10.dp) // clip to the circle shape
    )
}

```

```

    )
}
@Preview(showBackground = true)
@Composable
fun DefaultPreview() {
    Textfield1()
}

```

## Homepage code

```

package com.example.bloodbankapplication

import android.annotation.SuppressLint
import androidx.compose.material3.ExperimentalMaterial3Api
import android.content.Intent
import android.content.LocusId
import android.os.Bundle
import android.provider.ContactsContract
import android.widget.Toast
import androidx.activity.ComponentActivity
import androidx.activity.compose.setContent
import androidx.compose.foundation.Image
import androidx.compose.foundation.background
import androidx.compose.foundation.layout.*
import androidx.compose.foundation.lazy.LazyColumn
import androidx.compose.foundation.shape.RoundedCornerShape
import androidx.compose.material.*
import androidx.compose.material.icons.Icons
import androidx.compose.material.icons.filled.Email
import androidx.compose.material.icons.filled.Home
import androidx.compose.material.icons.filled.Info
import androidx.compose.material.icons.filled.Person
import androidx.compose.material.icons.filled.Settings
import androidx.compose.material.icons.rounded.AddCircle
import androidx.compose.material.icons.rounded.Home
import androidx.compose.material.icons.rounded.Settings
import androidx.compose.material3.ButtonDefaults
import androidx.compose.material3.Card
import androidx.compose.material3.CardDefaults
import androidx.compose.material3.DropdownMenu
import androidx.compose.material3.DropdownMenuItem
import androidx.compose.material3.ExtendedFloatingActionButton
import androidx.compose.material3.Icon
import androidx.compose.material3.IconButton
import androidx.compose.material3.Scaffold
import androidx.compose.material3.Text
import androidx.compose.runtime.Composable
import androidx.compose.runtime.getValue
import androidx.compose.runtime.mutableStateOf
import androidx.compose.runtime.remember
import androidx.compose.runtime.rememberCoroutineScope
import androidx.compose.runtime.setValue
import androidx.compose.ui.Alignment
import androidx.compose.ui.Modifier
import androidx.compose.ui.graphics.Brush
import androidx.compose.ui.graphics.Color
import androidx.compose.ui.graphics.Shadow
import androidx.compose.ui.graphics.painter.Painter

```

```

import androidx.compose.ui.graphics.vector.ImageVector
import androidx.compose.ui.layout.ContentScale
import androidx.compose.ui.platform.LocalContext
import androidx.compose.ui.res.painterResource
import androidx.compose.ui.text.TextStyle
import androidx.compose.ui.text.font.FontFamily
import androidx.compose.ui.text.font.FontWeight
import androidx.compose.ui.text.style.TextAlign
import androidx.compose.ui.tooling.preview.Preview
import androidx.compose.ui.unit.dp
import androidx.compose.ui.unit.sp
import com.example.bloodbankapplication.ui.theme.BloodBankApplicationTheme
import com.example.bloodbankapplication.ui.theme.DrawerBody
import com.example.bloodbankapplication.ui.theme.DrawerHeader
import kotlinx.coroutines.launch
import org.jetbrains.annotations.Contract

class homepage : ComponentActivity() {
    @SuppressLint("UnusedMaterial3ScaffoldPaddingParameter")
    @OptIn(ExperimentalMaterial3Api::class)
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContent {
            Scaffold (
                topBar = {
                    Demo_DropDownMenu()
                },

                floatingActionButton = {
                    fab()
                }
            ){

                LazyColumn(modifier = Modifier
                    .fillMaxSize()
                    .padding(10.dp)){
                    for (index in 0 until 10) {
                        item {
                            ImageCard(painter = painterResource(id =
R.drawable.news1), contentDescription = "Around 5,000 students in colleges
across the state of lucknow are expected to donate blood at voluntary blood
donation camps on April 25 organized by the state higher education", title
= "")

                            Spacer(modifier = Modifier.padding(vertical =
10.dp))

                            ImageCard(painter = painterResource(id =
R.drawable.news2), contentDescription = "As many as 36 women donated blood
on the occasion of international Women's Day. There could not have been any
bigger way to celebrate the international Women's Day except for donating
blood for saving people lives ", title = "")

                            Spacer(modifier = Modifier.padding(vertical =
10.dp))

                            ImageCard(painter = painterResource(id =
R.drawable.news3), contentDescription = "Nowadays, a large number of people
are suffering from diabetes. Due to our lifestyle and stress, the sugar
levels in the blood increase. But can a diabetic patient donate blood?
Well, let's find out. According to the Healthline report, a diabetic
patient can also donate blood.", title = "")

                            Spacer(modifier = Modifier.padding(vertical =
10.dp))

```





```

                text = { Text("Logout") },
                onClick = { Toast.makeText(context, "Logout",
Toast.LENGTH_SHORT).show() }
            )
            DropdownMenuItem(
                text = { Text("Save") },
                onClick = { Toast.makeText(context, "Save",
Toast.LENGTH_SHORT).show() }
            )
        }
    }
}
@Composable
fun ImageCard(
    painter: Painter,
    contentDescription: String,
    title: String,
    modifier: Modifier = Modifier
){
    Card (
        modifier = Modifier.fillMaxWidth(),
        shape = RoundedCornerShape(18.dp),
    ){
        Box(modifier = Modifier.height(200.dp)) {
            Image(painter = painter,
                contentDescription = contentDescription,
                contentScale = ContentScale.FillWidth, modifier =
Modifier.fillMaxSize()
            )
            Box(modifier = Modifier
                .fillMaxSize()
                .background(
                    brush = Brush.verticalGradient(
                        colors = listOf(
                            Color.Transparent,
                            Color.Black
                        ),
                        startY = 300f
                    )
                )
            ){
                Box(modifier = Modifier
                    .fillMaxSize()
                    .padding(12.dp),
                    contentAlignment = Alignment.BottomStart
                ){
                    Text(title, style = TextStyle(color = Color.White,
fontSize = 16.sp))
                    Text(contentDescription, style = TextStyle(color =
Color.White, fontSize = 16.sp))
                }
            }
        }
    }
}

```

@Composable

```

fun fab() {
    val context = LocalContext.current
    ExtendedFloatingActionButton(
        text = {
            Text(text = "Donate Ur Blood", color = Color.White)
        }, icon = {
            Icon(
                painter = painterResource(id =
R.drawable.ic_baseline_egg_24),
                contentDescription = "Navigate FAB",
                tint = Color.White,
            )
        }, onClick = {
            context.startActivity(Intent(context, Info::class.java))
        },
    )
}

class profile {

}

@Preview(showBackground = true)
@Composable
fun DefaultPreview2() {

}

```

[https://drive.google.com/drive/folders/1EL97C0cO8N\\_Y-aKowPnRSVLi35pPA2qa?usp=drive\\_link](https://drive.google.com/drive/folders/1EL97C0cO8N_Y-aKowPnRSVLi35pPA2qa?usp=drive_link)