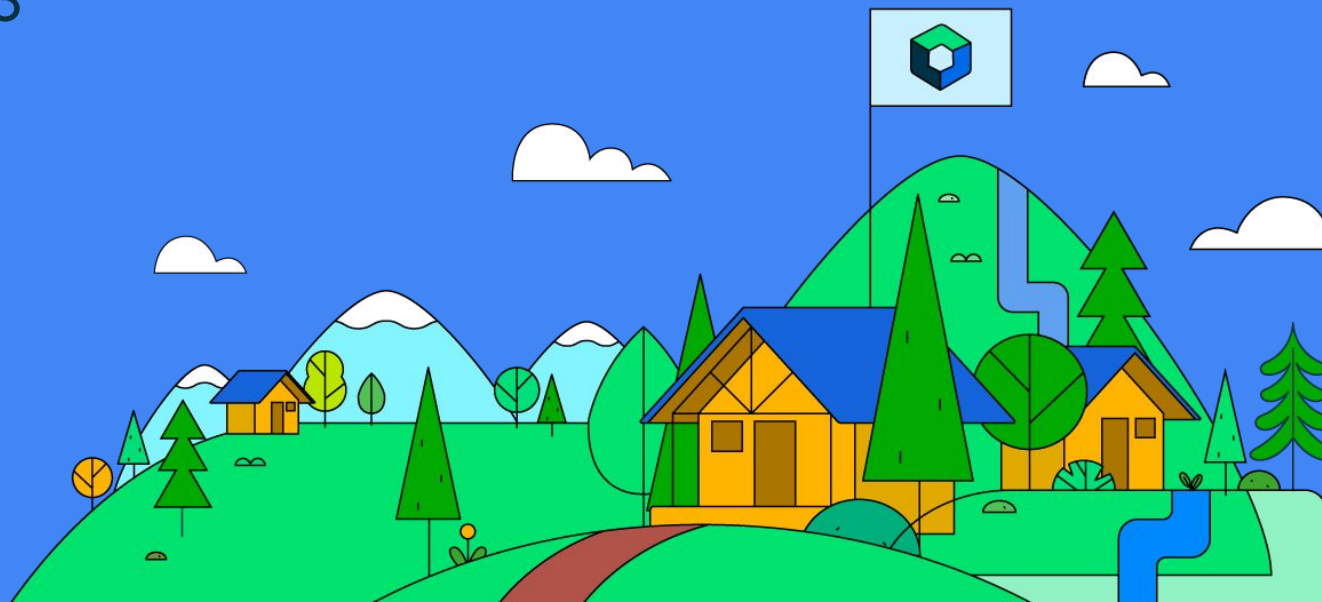


Compose Camp

Skyride with Jetpack Compose Unit 1 Pathway 3

android

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Welcome back

Any questions?



Session Overview

android

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Layout Lake



Let's get started

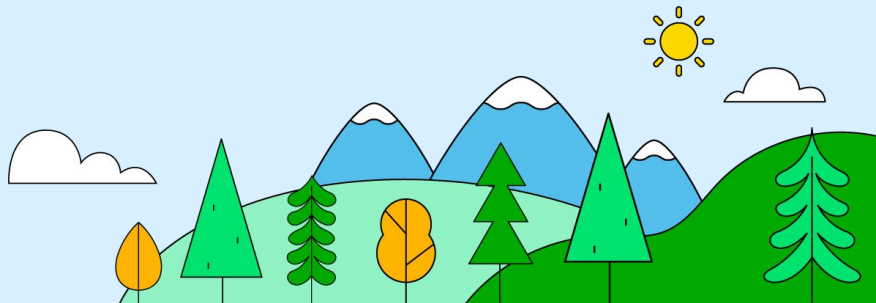


Jetpack Compose



A composable function

- Describes some part of your UI.
- Doesn't return anything.
- Takes some input and generates what's shown on the screen.
- Might emit several UI elements.



Greeting()

```
@Composable  
fun Greeting(name: String) {  
    Text(text = "Hello $name!")  
}
```


Greeting()

```
@Composable
```

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fun Greeting(name: String) {  
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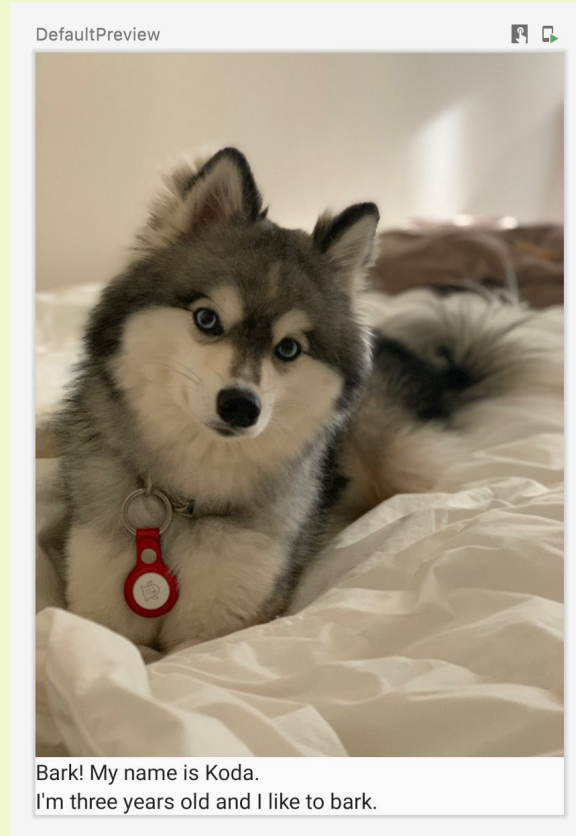
Greeting()

```
@Composable  
fun Greeting(name: String) {  
    Text(text = "Hello $name!")  
}
```

Greeting()

```
@Composable
fun Greeting(name: String) {
    Text(text = "Hello $name!")
}
```

Pet Adoption App



PetName()

```
@Composable  
fun PetName() {  
  
}
```

PetName()

```
@Composable  
fun PetName() {  
    Text()  
}
```

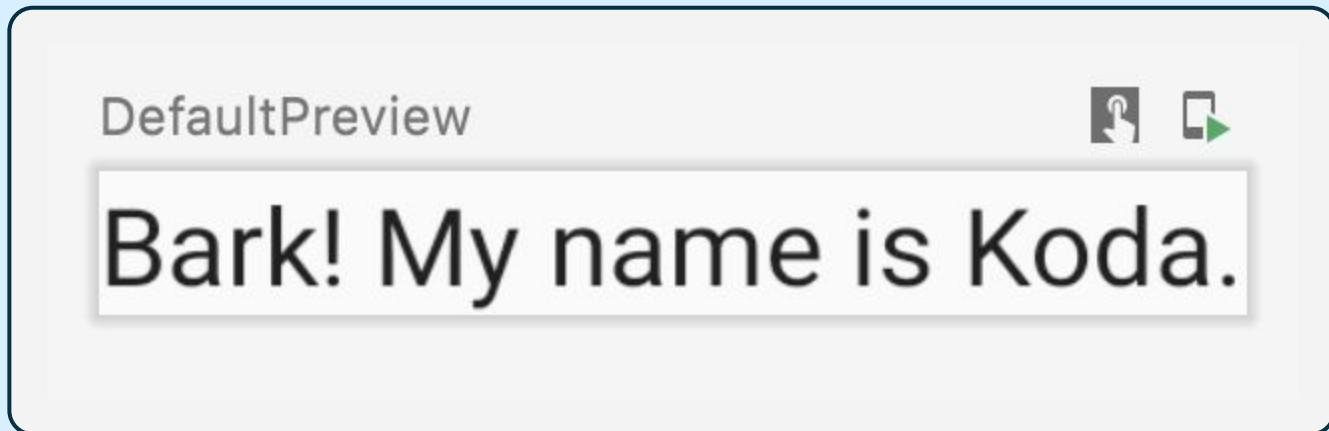

PetName()

```
@Composable  
fun PetName() {  
    Text(text = "Bark! My name is Koda.")  
}
```

DefaultPreview()

```
@Preview(showBackground = true)
@Composable
fun DefaultPreview() {
    PetAdoptionTheme {
        PetName()
    }
}
```

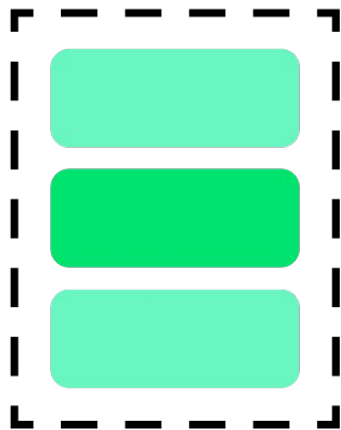
DefaultPreview()



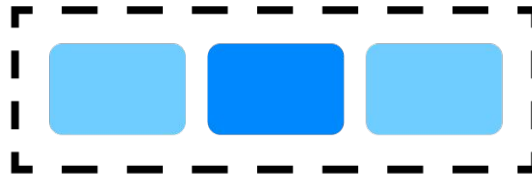
PetInformation()

```
@Composable  
fun PetInformation() {  
    Text(text = "I'm three years old and I like to bark.")  
}
```

Column and Row



Column



Row

DefaultPreview()

DefaultPreview



Bark! My name is Koda.
I'm three years old and I like to bark.

PetAdoptionColumn()

```
@Composable
fun PetAdoptionInformation() {
    Column {

    }
}
```

PetAdoptionColumn()

```
@Composable
fun PetAdoptionInformation() {
    Column {
        PetName()
        PetInformation()
    }
}
```


DefaultPreview()

```
@Preview(showBackground = true)
@Composable
fun DefaultPreview() {
    PetAdoptionTheme {
        PetAdoptionInformation()
    }
}
```

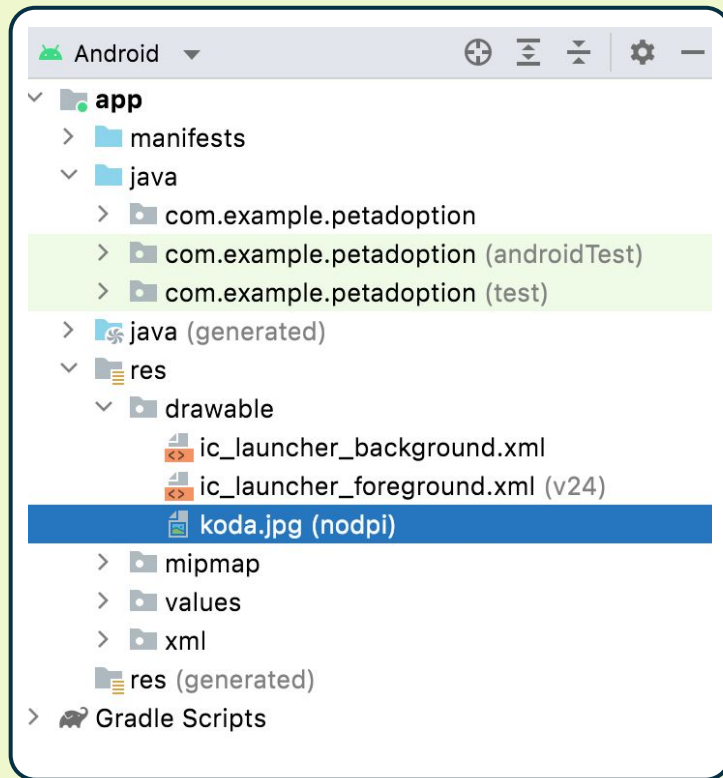
DefaultPreview()

DefaultPreview



Bark! My name is Koda.
I'm three years old and I like to bark.

Resources()



Accessing Resources

R.drawable.*koda*

Accessing Resources

R.drawable.*koda*

Accessing Resources

R.drawable.koda

Accessing Resources

R.drawable.*koda*

PetImage()

```
@Composable  
fun PetImage() {  
  
}
```


PetImage()

```
@Composable  
fun PetImage() {  
    val image =  
}
```

PetImage()

```
@Composable  
fun PetImage() {  
    val image = painterResource(...)  
}
```

PetImage()

```
@Composable  
fun PetImage() {  
    val image = painterResource(id = R.drawable.koda)  
}
```

PetImage()

@Composable

```
fun PetImage() {  
    val image = painterResource(id = R.drawable.koda)  
    Image(painter = ,  
          contentDescription = )  
}
```

PetImage()

```
@Composable
```

```
fun PetImage() {
```

```
    val image = painterResource(id = R.drawable.koda)
```

```
    Image(painter = image,
```

```
        contentDescription = )
```

```
}
```

PetImage()

@Composable

```
fun PetImage() {  
    val image = painterResource(id = R.drawable.koda)  
    Image(painter = image,  
        contentDescription = "Gray and white dog with a  
collar sitting on a bed")  
}
```

PetAdoptionInformation()

```
@Composable
fun PetAdoptionInformation() {
    Column {
        PetImage()
        PetName()
        PetInformation()
    }
}
```

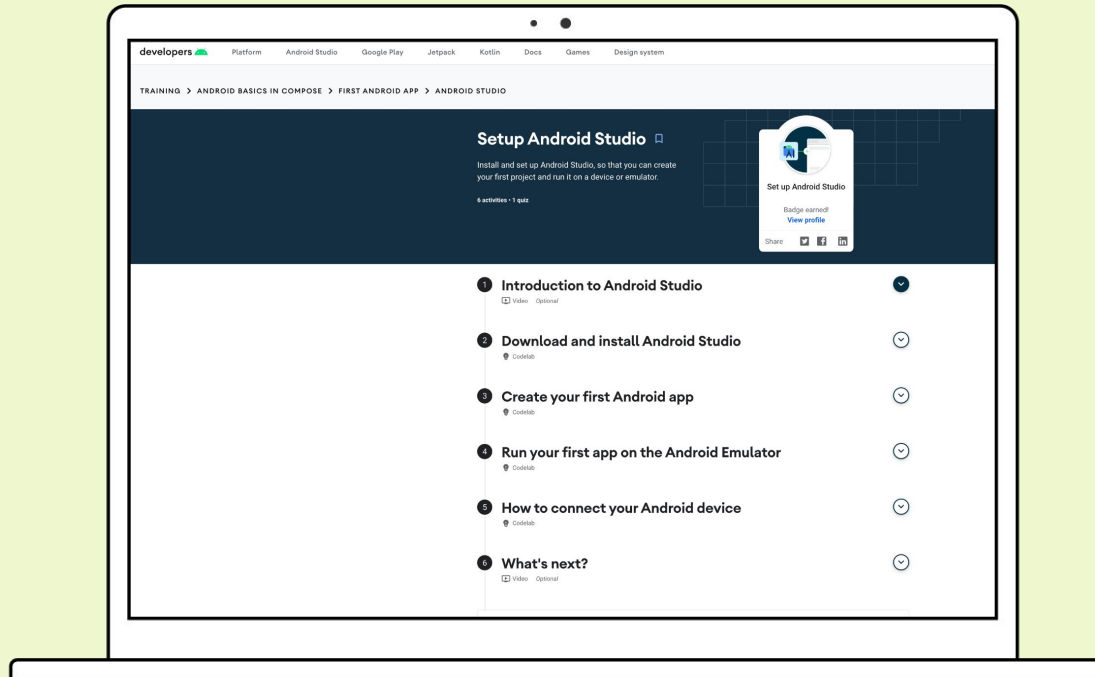
DefaultPreview



Bark! My name is Koda.
I'm three years old and I like to bark.

Have a Question? Just ask

Work on Unit 1, Pathway 3



Share what you've
learned using

#ComposeCamp

on social media

For a chance to be
featured by Android,
submit your tips on
learning Compose to
goo.gle/compose-tips



Learn More



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android

See you at the next Compose Camp Session!

Optional resources to check out:

- Official Android Developers Site: developer.android.com
- [Official Android Developers Blog](#) (for announcements)
- [Android Developers Medium Blog](#) (for more technical articles)
- [Android Developers](#) YouTube channel
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