Jitpack Compose Toolbar and Switch

@file:OptIn(ExperimentalMaterial3Api::class)

package com.bizlijakaria.kotlinecompose

import android.os.Bundle

import androidx.activity.ComponentActivity

import androidx.activity.compose.setContent

import androidx.compose.foundation.layout.fillMaxSize

import androidx.compose.foundation.layout.padding

import androidx.compose.foundation.layout.size

import androidx.compose.material.icons.Icons

import androidx.compose.material.icons.filled.Add

import androidx.compose.material.icons.filled.Menu

import androidx.compose.material.icons.filled.Notifications

import androidx.compose.material.icons.filled.Search

import androidx.compose.material3.ExperimentalMaterial3Api

import androidx.compose.material3.FloatingActionButton

import androidx.compose.material3.Icon

import androidx.compose.material3.IconButton

import androidx.compose.material3.MaterialTheme

import androidx.compose.material3.Scaffold

import androidx.compose.material3.Surface

import androidx.compose.material3.Switch

import androidx.compose.material3.Text

import androidx.compose.material3.TopAppBar

import androidx.compose.runtime.Composable

import androidx.compose.runtime.mutableStateOf

import androidx.compose.runtime.remember

import androidx.compose.ui.Modifier

import androidx.compose.ui.tooling.preview.Preview

import androidx.compose.ui.unit.dp

import com.bizlijakaria.kotlinecompose.ui.theme.KotlineComposeTheme

class MainActivity : ComponentActivity() {

@OptIn(ExperimentalMaterial3Api::class)

override fun onCreate(savedInstanceState: Bundle?) {

super.onCreate(savedInstanceState)

setContent {

KotlineComposeTheme {

MyApp()

}

}

}

}

@Composable

fun MyApp() {

Scaffold (

topBar = {

TopAppBar(

title = {

Text(text = "Demo App youtube")

},

navigationIcon = {

IconButton(onClick = { }) {

Icon(Icons.Filled.Menu, contentDescription ="menu" )

}

},

actions = {

IconButton(onClick = {}) {

Icon(Icons.Filled.Notifications, contentDescription ="Notification" )

}

IconButton(onClick = {}) {

Icon(Icons.Filled.Search, contentDescription ="Search" )

}

}

)

},

floatingActionButton = {

FloatingActionButton(onClick = {}) {

Icon(Icons.Filled.Add, contentDescription ="floting action button" )

}

}

) {

innerPadding ->

// Add your app's content here

Surface(modifier = Modifier.fillMaxSize()) {

// Your other composables can go here

Greeting("User", Modifier.padding(innerPadding))

ShowSwitch()

}

}

}

@Composable

fun Greeting(name: String, modifier: Modifier = Modifier) {

Text(

text = "Hello $name!",

modifier = modifier

)

}

@Composable

fun ShowSwitch() {

val isChecked = remember { mutableStateOf(true) }

Switch(

checked = isChecked.value,

onCheckedChange = {

isChecked.value = it

},

modifier = Modifier.run {

padding(100.dp)

size(20.dp)

}

)

}

@Preview(showBackground = true)

@Composable

fun GreetingPreview() {

KotlineComposeTheme {

Greeting("Android")

}

}