A MATERIAL DESIGN STUDY APP

Presented by :
Logambika
Kowsalya
Janarthan
Jinston Bell joe

INTRODUCTION

- The **Study App** is a simple and intuitive mobile application designed to help students manage their study tasks efficiently.
- Built using **Kotlin**, **Room Database**, and **RecyclerView**, this app provides essential features for task management, such as adding tasks, tracking deadlines, and marking tasks as completed.
- With a user-friendly interface and core functionalities, this app serves as a practical tool to stay organized and meet academic deadlines.
- This app is ideal for students who want a straightforward tool to manage their study schedule and keep track of tasks efficiently.
- The app sends reminders about upcoming tasks and deadlines to help users stay on , ensuring they never miss a deadline.

DESCRIPTION:

1. **Purpose**: A simple app to manage study tasks with features like adding, viewing, and tracking tasks.
2. **Room Database**: Stores tasks locally with a title, deadline, and completion status.
3. **RecyclerView**: Displays tasks in a list, sorted by deadline.
4. **Add Task**: Users can add tasks with a title, deadline, and description.
5. **Mark as Completed**: Users can mark tasks as completed by tapping on them.

- Task Management: Easily create, update, and delete your study tasks.
- Reminder Notifications: Set reminders for your study sessions to stay on track.
- Progress Tracker: Visualize your study progress with task completion statistics.
- Study Planner: Plan your study schedule and set goals to stay organized. Dark Mode: Switch to dark mode for a more comfortable study experience at night.
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PROGRAM:

```
package com.example.studyapp
import android.content.Intent
import android.os.Bundle
import androidx.activity.ComponentActivity
import androidx.activity.compose.setContent
import androidx.compose.foundation.Image
import androidx.compose.foundation.layout.*
import androidx.compose.foundation.rememberScrollState
import androidx.compose.foundation.verticalScroll
import androidx.compose.material3.Card
import androidx.compose.material3.Text
import androidx.compose.runtime.Composable
import androidx.compose.ui.Alignment
import androidx.compose.ui.Modifier
import androidx.compose.ui.graphics.Color
import androidx.compose.ui.res.painterResource
import androidx.compose.ui.tooling.preview.Preview
import androidx.compose.ui.unit.dp
import androidx.compose.ui.unit.sp
import androidx.core.content.ContextCompat.startActivity
import com.example.studyapp.ui.theme.StudyAppTheme
class MainActivity : ComponentActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
```

```
super.onCreate(savedInstanceState)
        setContent {
            StudyApp()
        }
    }
}
@Composable
fun StudyApp() {
    Column(modifier = Modifier
        .fillMaxSize()
        .verticalScroll(rememberScrollState())) {

        // Title
        Text(
            text = "Study Material",
            color = Color(0xFFFFA500), // Orange color
            fontSize = 30.sp,
            modifier = Modifier
                .padding(16.dp)
                .align(Alignment.CenterHorizontally)
        )
```

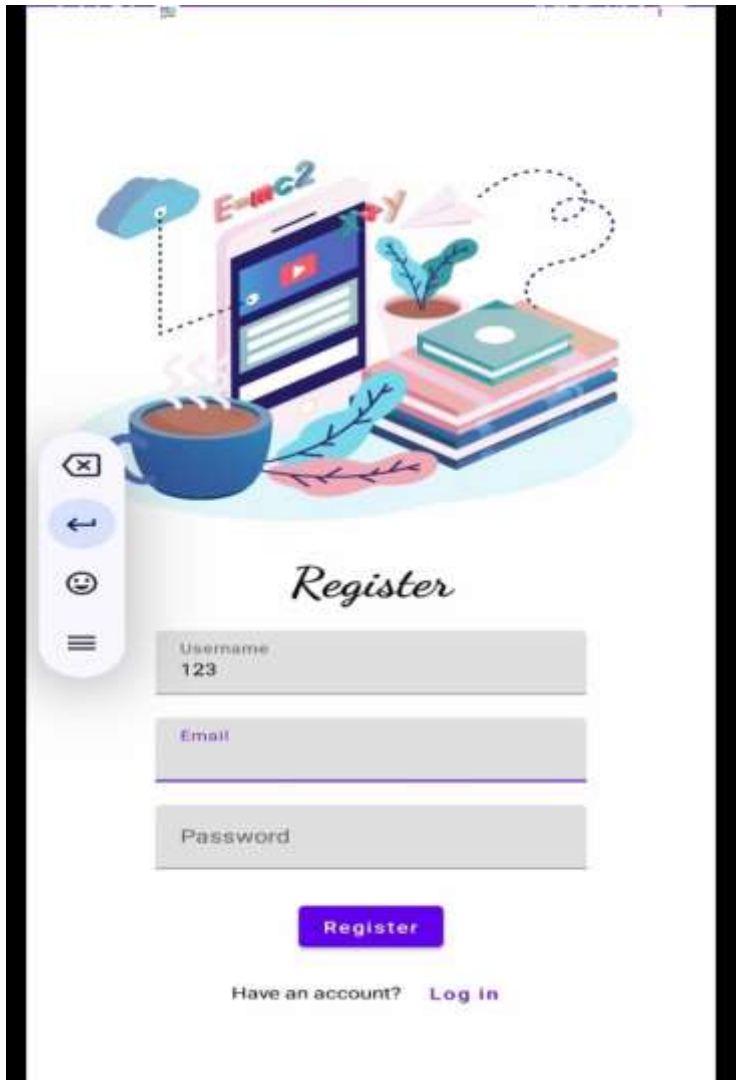
```
// Cards for each course/topic
StudyCard(
    imageResource = R.drawable.img_1,
    courseTitle = "Course 1",
    topicTitle = "Topic 1",
    targetActivity = MainActivity2::class.java
)
Spacer(modifier = Modifier.height(16.dp))
StudyCard(
    imageResource = R.drawable.img_2,
    courseTitle = "Course 2",
    topicTitle = "Topic 2",
    targetActivity = MainActivity3::class.java
)
Spacer(modifier = Modifier.height(16.dp))
StudyCard(
    imageResource = R.drawable.img_3,
    courseTitle = "Course 3",
    topicTitle = "Topic 3",
    targetActivity = MainActivity4::class.java
)
Spacer(modifier = Modifier.height(16.dp))
```

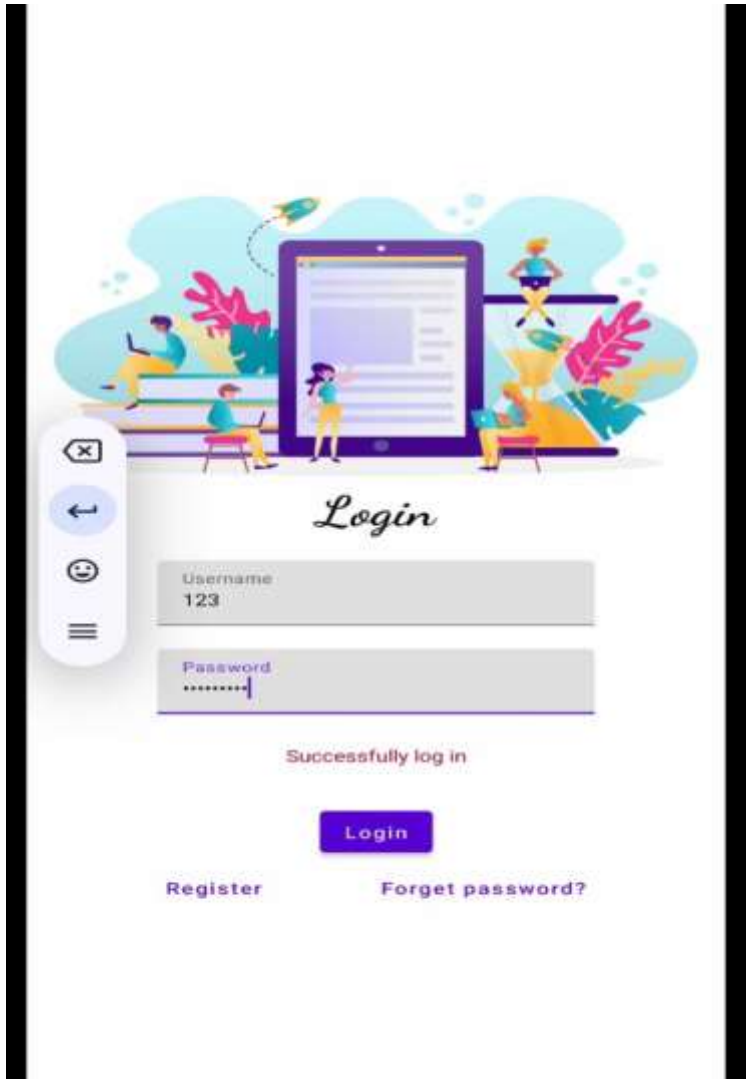
```
        StudyCard(
            imageResource = R.drawable.img_4,
            courseTitle = "Course 4",
            topicTitle = "Topic 4",
            targetActivity = MainActivity5::class.java
        )
    }
}
@Composable
fun StudyCard(
    imageResource: Int,
    courseTitle: String,
    topicTitle: String,
    targetActivity: Class<*>
) {
    Card(
        modifier = Modifier
            .fillMaxWidth()
            .padding(16.dp)
            .clickable {
                // Use Intent to navigate to the target activity
                val intent = Intent(LocalContext.current, targetActivity)
                startActivity(LocalContext.current, intent, null)
            },
```

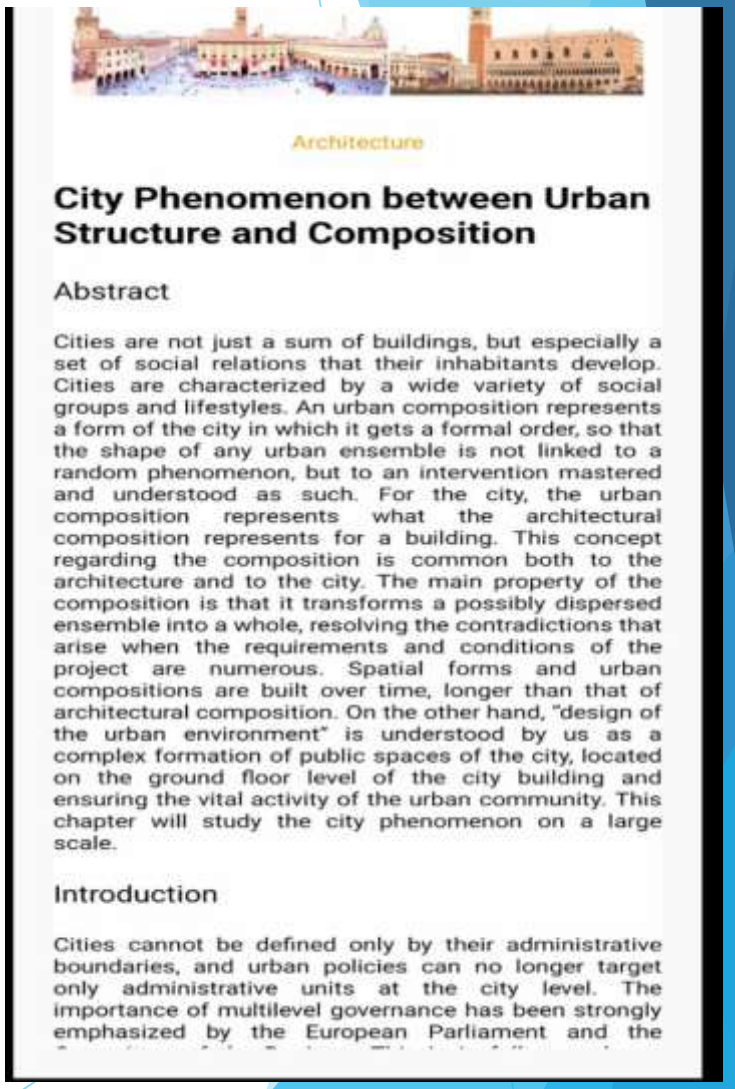
```
    elevation = 8.dp
) {
    Column(
        modifier = Modifier
            .fillMaxWidth()
            .padding(16.dp),
        horizontalAlignment = Alignment.CenterHorizontally
    ) {
        Image(
            painter = painterResource(id = imageResource),
            contentDescription = null,
            modifier = Modifier
                .fillMaxWidth()
                .height(180.dp)
                .padding(bottom = 8.dp)
        )
        Text(
            text = courseTitle,
            color = Color(0xFFFFA500), // Orange
            fontSize = 16.sp,
            modifier = Modifier.padding(bottom = 4.dp)
        )
```

```
            Text(
                text = topicTitle,
                fontSize = 20.sp,
                fontWeight = androidx.compose.ui.text.font.FontWeight.Bold,
                modifier = Modifier.align(Alignment.CenterHorizontally)
            )
        }
    }
}
@Preview(showBackground = true)
@Composable
fun DefaultPreview() {
    StudyAppTheme {
        StudyApp()
    }
}
```

Output screen :







Architecture

City Phenomenon between Urban Structure and Composition

Abstract

Cities are not just a sum of buildings, but especially a set of social relations that their inhabitants develop. Cities are characterized by a wide variety of social groups and lifestyles. An urban composition represents a form of the city in which it gets a formal order, so that the shape of any urban ensemble is not linked to a random phenomenon, but to an intervention mastered and understood as such. For the city, the urban composition represents what the architectural composition represents for a building. This concept regarding the composition is common both to the architecture and to the city. The main property of the composition is that it transforms a possibly dispersed ensemble into a whole, resolving the contradictions that arise when the requirements and conditions of the project are numerous. Spatial forms and urban compositions are built over time, longer than that of architectural composition. On the other hand, "design of the urban environment" is understood by us as a complex formation of public spaces of the city, located on the ground floor level of the city building and ensuring the vital activity of the urban community. This chapter will study the city phenomenon on a large scale.

Introduction

Cities cannot be defined only by their administrative boundaries, and urban policies can no longer target only administrative units at the city level. The importance of multilevel governance has been strongly emphasized by the European Parliament and the