

Opens: Friday, November 28, 2025, 10:00 AM

Due: Friday, November 28, 2025, 12:00 PM

1. Objective

Create a single-screen Jetpack Compose application that demonstrates your understanding of:

- **State Management:** Using `remember` and `mutableStateOf` to handle data changes.
- **TextField & Text:** capturing user input and displaying output.
- **Kotlin String Manipulation:** Processing text logic in real-time.

2. UI Requirements

Please build a screen that includes the following elements, arranged vertically (using a `Column`):

1. Input Area (Top):

- A `TextField` (or `OutlinedTextField`) where the user can type text.
- It should have a placeholder or label saying "Enter text here".
- It should fill the width of the screen (`fillMaxWidth`).

2. Display Area (Bottom):

- A `Text` component displaying the processed result.
- The text size should be larger (e.g., `30.sp` or `MaterialTheme.typography.h4`) to be clearly visible.
- The text color should be different from the input (e.g., Blue or Purple).

3. Logic Requirements

As the user types in the input area, the Display Area must update **in real-time** following these rules:

- **Title Case Transformation:** For every word, the **first letter must be Capitalized**, and all subsequent letters in that word must be **lowercased**.
 - *Example:* Input `aNdRoId` -> Output `Android`
- **Mixed Input:**
 - *Example:* Input `jEtPaCk cOmPoSe` -> Output `Jetpack Compose`
- **Symbols & Spaces:** Do not modify spaces, punctuation, or numbers. They should appear exactly as typed.

- Example: Input `hello, world!` -> Output `Hello, World!`

4. Hint

- You will need to hoist the state. The `value` variable should be stored outside the `TextField` so it can be passed to the transformation logic for the `Text` view.
- You might find Kotlin's standard library functions like `.split()`, `.lowercase()`, and `.replaceFirstChar { ... }` useful.

5. Visual Reference

See the mockup below for the expected layout.



In-Class: The Real-time Title Case Converter App

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State Management: Using `remember` and `mutableStateOf` to handle data changes. `TextField` & `Text`: capturing user input and displaying output. Kotlin String Manipulation: Processing text logic in real-time.
2. UI Requirements Please build a screen that includes the following elements, arranged vertically (using a Column):
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Display Area (Bottom): A `Text` component displaying the processed result. The text size should be larger (e.g., `30.sp` or `MaterialTheme.typography.h4`) to be clearly visible. The text color should be different from the input (e.g., Blue or Purple).
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Group	ASEP STROBERI V2
Submission status	Nothing submitted yet. Not editable because: Assessment not open yet. Users who did not submit: 412855503 曾志偉, 412416074 李富豪, 412855149 林樂安, 412855214 薛志強, 412855024 黃庭豪, 412856139 黃輝宏

Due date Friday, November 28, 2025, 12:00 PM

Time 2 days 19 hours
remaining
