Some Errors I encountered where:

The drawable Logo Image would not load on to the Kotlin code resulting in a unknown variable

Classes that where created:

A screenshot of a computer

Description automatically generatedA screenshot of a video game

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A screenshot of a computer program

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Another error I encountered was the composable functions of one page where not linking with that of another page.

Possible reasons : I think because I have pulled the app folder from Github that another group member has made and them having a different configuration on their Android studio than I have it is resulting in issues in the compiler as I Did have to change the Gradle build from SDK 33 to 34 to be able to even compile a simple hello world or being able to change the background colour of buttons .

I am going to create a new project on my own machine and see if it will resolve some of the issues I have encountered

Changed SDK Version :

A screen shot of a computer

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Code from login page :

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The register page had almost identical code to the login page :

@Composable  
fun RegisterPage(){  
 var email by remember**{** *mutableStateOf*("")  
 **}** var password by remember**{** *mutableStateOf*("")  
 **}** var retypePassword by remember**{** *mutableStateOf*("")  
 **}** var phonenumber by remember**{** *mutableStateOf*("")  
 **}** Column(modifier = Modifier.*fillMaxSize*(), verticalArrangement = Arrangement.Center, horizontalAlignment = Alignment.CenterHorizontally) **{** //  
 Text(text = "Email", modifier = Modifier.*padding*(start = 25.*dp*))  
 TextField(  
 value = email,  
 onValueChange = **{**email = **it }**,  
 modifier = Modifier  
 .*fillMaxWidth*()  
 .*padding*(15.*dp*),  
 singleLine = true  
 )  
 Text(text = "Password", modifier = Modifier.*padding*(start = 25.*dp*))  
 TextField(  
 value = password,  
 onValueChange = **{**password = **it }**,  
 modifier = Modifier  
 .*fillMaxWidth*()  
 .*padding*(15.*dp*),  
 )  
 Text(text = "Retype Password", modifier = Modifier.*padding*(start = 25.*dp*))  
 TextField(  
 value = retypePassword,  
 onValueChange = **{**retypePassword = **it }**,  
 modifier = Modifier  
 .*fillMaxWidth*()  
 .*padding*(15.*dp*),  
 )  
 Text(text = "Phone Number", modifier = Modifier.*padding*(start = 25.*dp*))  
 TextField(  
 value = phonenumber,  
 onValueChange = **{**phonenumber = **it }**,  
 modifier = Modifier  
 .*fillMaxWidth*()  
 .*padding*(15.*dp*),  
 )  
 Spacer(modifier = Modifier.*height*(10.*dp*) )  
 Button(onClick = **{ }**) **{** Text(text = "Login")  
  
 **}**

Code for the buttons:

A computer screen shot of a program code

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Login Button

@Composable  
fun LoginButton(): Int {  
 var login by remember **{** *mutableStateOf*(0) **}** Row(  
 modifier = Modifier  
 .*fillMaxWidth*()  
 .*padding*(horizontal = 16.*dp*, vertical = 6.*dp*),  
 horizontalArrangement = Arrangement.SpaceBetween  
  
 ) **{** Button(onClick = **{** login = 1 **}**,  
 colors = ButtonDefaults.buttonColors(  
 Color.Cyan)) **{** // displays bet buttons  
 Text(text = "Login",fontSize = 17.*sp*, color =Color.White,fontFamily = FontFamily.Cursive,)  
 **}  
 }** return login  
}

Main Page code

@Composable  
fun Page1LoginRegister(modifier: Modifier = Modifier) {  
 var result1 by remember **{** *mutableStateOf*(1) **}** var login by remember **{** *mutableStateOf*(0) **}** var register by remember **{** *mutableStateOf*(0) **}** Column (modifier = modifier) **{** Spacer(modifier = Modifier.*padding*(15.*dp*))  
 Row **{** Text(text = "Aqua Guardian",fontFamily = FontFamily.Cursive,fontSize = 40.*sp*,  
 modifier = Modifier  
 .*padding*(horizontal = 70.*dp*), color =Color.White)  
 **}** Column **{** Spacer(modifier = Modifier.*padding*(vertical = 100.*dp*))  
 Row **{** // Image(  
 //painter = painterResource(id = R.drawable.logo),  
 //contentDescription = null,  
 //modifier = Modifier  
 // .size(40.dp)  
 // )  
  
 **}  
 }** Spacer(modifier = Modifier.*padding*(vertical = 100.*dp*))  
 Row(modifier = Modifier.*padding*(horizontal = 120.*dp*))**{** login = LoginButton() // calls login buttons function  
  
 **}** Row(modifier = Modifier.*padding*(horizontal = 110.*dp*)) **{** register = RegisterButton() // calls bet buttons function  
 **}** Column **{** Spacer(  
 modifier = Modifier  
 .*height*(50.*dp*)  
 .*padding*(horizontal = 8.*dp*, vertical = 5.*dp*)  
 )  
 Row (modifier = modifier  
  
 .*padding*(horizontal = 28.*dp*)  
 .*fillMaxWidth*(),  
 ) **{** Text(  
 text = "Guarding Your Hydration!",  
 color = Color.White,  
 fontSize = 30.*sp*,  
 fontFamily = FontFamily.Cursive,  
 )  
 **}  
  
 }  
 }**

Attempt on calling other pages code

override fun onCreate(savedInstanceState: Bundle?) {  
 super.onCreate(savedInstanceState)  
 *setContent* **{** AquaGuardianAppTheme **{** // A surface container using the 'background' color from the theme  
 Box(  
 modifier = Modifier  
 .*fillMaxSize*()  
 .*background*(*Color*(0xFF00C2FF))  
 )  
 **}** LoginRegScreen()  
 LoginPage()  
 RegisterPage()  
 **}** }  
}

What is working right now Below

A blue screen with a white button

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