ASSIGNMENT-01 ANDROID APP DEVELOPMENT

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Simple LogicScreen with two textfields username and password and a Login button.

```
package com.example.loginpage
import android.os.Bundle
import androidx.activity.ComponentActivity
import androidx.activity.compose.setContent
import androidx.compose.foundation.Image
import androidx.compose.foundation.layout.Column
import androidx.compose.foundation.text.KeyboardOptions
import androidx.compose.material.*
import androidx.compose.material3.Button
import androidx.compose.material3.ExperimentalMaterial3Api
import androidx.compose.material3.Text
import androidx.compose.material3.TextField
import androidx.compose.runtime.*
import androidx.compose.ui.res.painterResource
import androidx.compose.ui.text.input.ImeAction
import androidx.compose.ui.text.input.KeyboardType
import androidx.compose.ui.tooling.preview.Preview
@ExperimentalMaterial3Api
class MainActivity : ComponentActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContent {
            LoginScreen()
@ExperimentalMaterial3Api
```

```
@Preview(showBackground = true , widthDp = 300 , heightDp
= 250)
@Composable
public fun LoginScreen(){
    Column {
        var username by remember { mutableStateOf(" ") }
        var password by remember { mutableStateOf(" ") }
        Text(text = "Username")
        TextField(
            value = username,
            onValueChange = { newUsername ->
                username = newUsername
            },
            leadingIcon = {
                Image(
                    painter = painterResource(id =
                    android.R.drawable.star_big_on),
                    contentDescription = "Star Icon"
                )
            },
            label = {
               Text(text = "Your Label")
        Text(text = "Password")
        TextField(value = password,
            onValueChange = {newPassword ->
               password = newPassword
            keyboardOptions = KeyboardOptions(
                keyboardType = KeyboardType.Password,
                imeAction = ImeAction.Done
            placeholder = {
                Text(text = "Your Placeholder/Hint")
        Button(onClick = { /*TODO*/ }) {
            Text(text= "Log in")
        }
    }
}
```

Screenshots

```
# MainActivity.kt ×
                                                                                                         ≡c
 1
       package com.example.loginpage
                                                                                                   A2 ^
2
 3
       import android.os.Bundle
 4
       import androidx.activity.ComponentActivity
 5
       import androidx.activity.compose.setContent
 6
       import androidx.compose.foundation.Image
 7
       import androidx.compose.foundation.layout.Column
       import androidx.compose.foundation.text.KeyboardOptions
8
9
       import androidx.compose.material.*
10
       import androidx.compose.material3.Button
       import androidx.compose.material3.ExperimentalMaterial3Api
11
12
       import androidx.compose.material3.Text
13
       import androidx.compose.material3.TextField
14
       import androidx.compose.runtime.*
15
       import androidx.compose.ui.res.painterResource
16
       import androidx.compose.ui.text.input.ImeAction
17
       import androidx.compose.ui.text.input.KeyboardType
18
       import androidx.compose.ui.tooling.preview.Preview
19
       @ExperimentalMaterial3Api
20
22
       class MainActivity : ComponentActivity() {
23 💿
            override fun onCreate(savedInstanceState: Bundle?) {
24
                super.onCreate(savedInstanceState)
25
                setContent {
                                                                                                   A2 ^ v
26
                    LoginScreen()
27
                }
28
29
30
       @ExperimentalMaterial3Api
       @Preview(showBackground = true , widthDp = 300 , heightDp
31 🌣
32
       = 250)
33
       @Composable
34 ♣ public fun LoginScreen(){
           Column { this: ColumnScope
35
                var username by remember { mutableStateOf( value: " ") }
36
                var password by remember { mutableStateOf( value: " ") }
37
38
                Text(text = "Username")
                TextField(
39
40
                    value = <u>username</u>,
41
                    onValueChange = { newUsername ->
42
                        <u>username</u> = newUsername
43
                    },
                    leadingIcon = {
44
                        Image(
45
                            painter = painterResource(id =
46
47 🎕
                            android.R.drawable.star_big_on),
                            contentDescription = "Star Icon"
48
```

```
49
                                                                                                A2 ^ ~
50
                   },
                   label = {
51
                   Text(text = "Your Label")
52
53
54
               Text(text = "Password")
55
               TextField(value = password,
56
                   onValueChange = {newPassword ->
57
58
                       password = newPassword
59
                   },
60
                   keyboardOptions = KeyboardOptions(
                       keyboardType = KeyboardType.Password,
61
62
                      imeAction = ImeAction.Done
63
                   placeholder = {
64
                       Text(text = "Your Placeholder/Hint")
65
66
67
               Button(onClick = \{ /*TODO*/ \}) { this: RowScope
68
                   Text(text= "Log in")
69
70
71
           }
      ₽}
72
```

OUTPUT

