

Android Programming

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Hi, Teacher!

Here is my practice task 3:

```
ModalNavigationDrawer(  
    drawerState = drawerState,  
    drawerContent = {  
        ModalDrawerSheet {  
            Column(  
                modifier = Modifier  
                    .fillMaxHeight()  
                    .widthIn(max = 280.dp)  
                    .padding(vertical = 8.dp)  
            ) {  
                Row(  
                    modifier = Modifier  
                        .fillMaxWidth()  
                        .padding(horizontal = 12.dp, vertical = 8.dp),  
                    verticalAlignment = Alignment.CenterVertically  
                ) {  
                    Text(  
                        text = "Sections",  
                        modifier = Modifier.weight( weight = 1f),  
                        fontWeight = FontWeight.Bold,  
                        color = if (isDarkMode) DarkText else Color.Black  
                    )  
                    IconButton(onClick = {  
                        scope.launch { drawerState.close() }  
                    }) {  
                        Icon( imageVector = Icons.Default.Close, contentDescription = "Close drawer", tint = if (isDarkMo
```

Firstly, I updated my profile card and now you can open a menu bar (or so called drawer) and choose different sections like About Me, Skills, and Projects

```

HorizontalDivider(color = Color.Gray)

DrawerItem(title = "About Me", onClick = {
    scope.launch {
        selectedSection = 0
        drawerState.close()
    }
})

DrawerItem(title = "Skills", onClick = {
    scope.launch {
        selectedSection = 1
        drawerState.close()
    }
})

DrawerItem(title = "Projects", onClick = {
    scope.launch {
        selectedSection = 2
        drawerState.close()
    }
})
}

```

I also added a dark mode, which turns on when you press the settings icon and you can switch between light and dark colors smoothly

```

val backgroundColor by animateColorAsState(
    targetValue = if (isDarkMode) DarkBackground else LightBlue,
    label = "BackgroundColor",
    animationSpec = tween(durationMillis = 300)
)

val cardColor by animateColorAsState(
    targetValue = if (isDarkMode) DarkCard else Color.White,
    label = "CardColor",
    animationSpec = tween(durationMillis = 300)
)

```

And of course, to make the top bar, dialog, and other stuff I used Scaffold:

```

Scaffold(
  topBar = {
    CenterAlignedTopAppBar(
      title = { Text( text = "Profile View", fontWeight = FontWeight.Bold) },
      navigationIcon = {
        IconButton(onClick = { scope.launch { drawerState.open() } }) {
          Icon( imageVector = Icons.Default.Menu, contentDescription = "Menu")
        }
      },
      actions = {
        IconButton(onClick = { isDarkMode = !isDarkMode }) {
          Icon( imageVector = Icons.Default.Settings, contentDescription = "Settings")
        }
      },
      colors = TopAppBarDefaults.centerAlignedTopAppBarColors(
        containerColor = PastelPurple,
        titleContentColor = if (isDarkMode) DarkText else Color.Black
      )
    )
  },
),

```

AlertDialog is also present (I'll include the screenshots at the end in order to show how it works):

```

if (showUnfollowDialog) {
  AlertDialog(
    onDismissRequest = { showUnfollowDialog = false },
    title = { Text( text = "Confirm Unfollow" ) },
    text = { Text( text = "Are you sure you want to stop following Meruyert?" ) },
    confirmButton = {
      TextButton(onClick = {
        isFollowing = false
        followerCount = followerCount - 1
        showUnfollowDialog = false
        scope.launch {
          snackbarHostState.showSnackbar( message = "Unfollowed Meruyert.", duration = SnackbarDuration.Short)
        }
      }) { Text( text = "Unfollow" ) }
    },
    dismissButton = {
      TextButton(onClick = { showUnfollowDialog = false }) {
        Text( text = "Cancel" )
      }
    }
  )
}
}

```

Then, I kept the Follow/Unfollow button from my previous task, but made some minor changes: so when you click Follow, it displays a short message using Snackbar:

```

Button(
    onClick = {
        if (isFollowing) {
            showUnfollowDialog = true
        } else {
            isFollowing = true
            followerCount = followerCount + 1
            scope.launch {
                snackbarHostState.showSnackbar( message = "Now following Meruyent!", duration = SnackbarDurat
            )
        }
    },
    colors = ButtonDefaults.buttonColors(containerColor = buttonColor)
) {
    Text(buttonText, color = buttonTextColor)
}

```

And the follower count text color now changes from grey to black when it reaches 1000 followers

```

val followerTextColor = when {
    isDarkMode -> DarkText
    followerCount >= 1000 -> Color.Black
    else -> Color.Gray
}

```

Inside the card, I also added a small switch for notifications, so when you toggle it, it shows a snackbar message like "Notifications enabled" and etc.

```

Switch(
    checked = notificationsEnabled,
    onCheckedChange = {
        notificationsEnabled = it
        scope.launch {
            snackbarHostState.showSnackbar(
                message = if (it) "Notifications enabled" else "Notifications disabled",
                duration = SnackbarDuration.Short
            )
        }
    }
)

```

The sections (About Me, Skills, Projects) appear only after you click on them from the drawer, and they shortly light up to highlight what was opened

```
val highlightColor = if (isDarkMode) Color(color = 0xFF2A2B2C) else Color(color = 0xFFDADBFF)
val highlightAnimColor by animateColorAsState(
    targetValue = if (highlightPulse) highlightColor else Color.Transparent,
    animationSpec = tween(durationMillis = 300)
)
```

Finally, I made sure the layout works nicely on rotation and stays the same due to `rememberSaveable`

```
var isFollowing by rememberSaveable { mutableStateOf(value = false) }
var followerCount by rememberSaveable { mutableStateOf(value = 999) }
var showUnfollowDialog by rememberSaveable { mutableStateOf(value = false) }
var notificationsEnabled by rememberSaveable { mutableStateOf(value = true) }
```

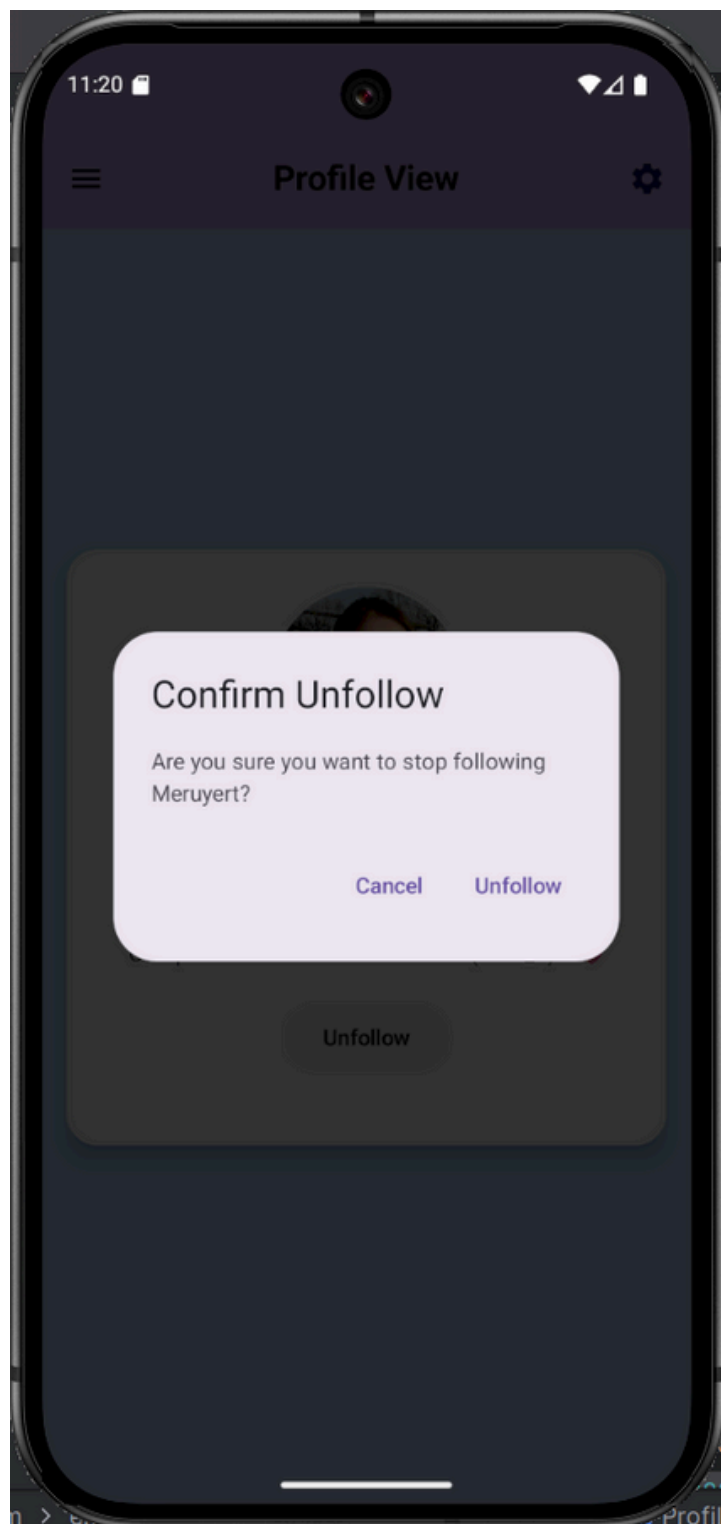
This is the final result:



As you can see, a short message appears when you click follow button, and the text color changes to black when we hit the milestone of 1000



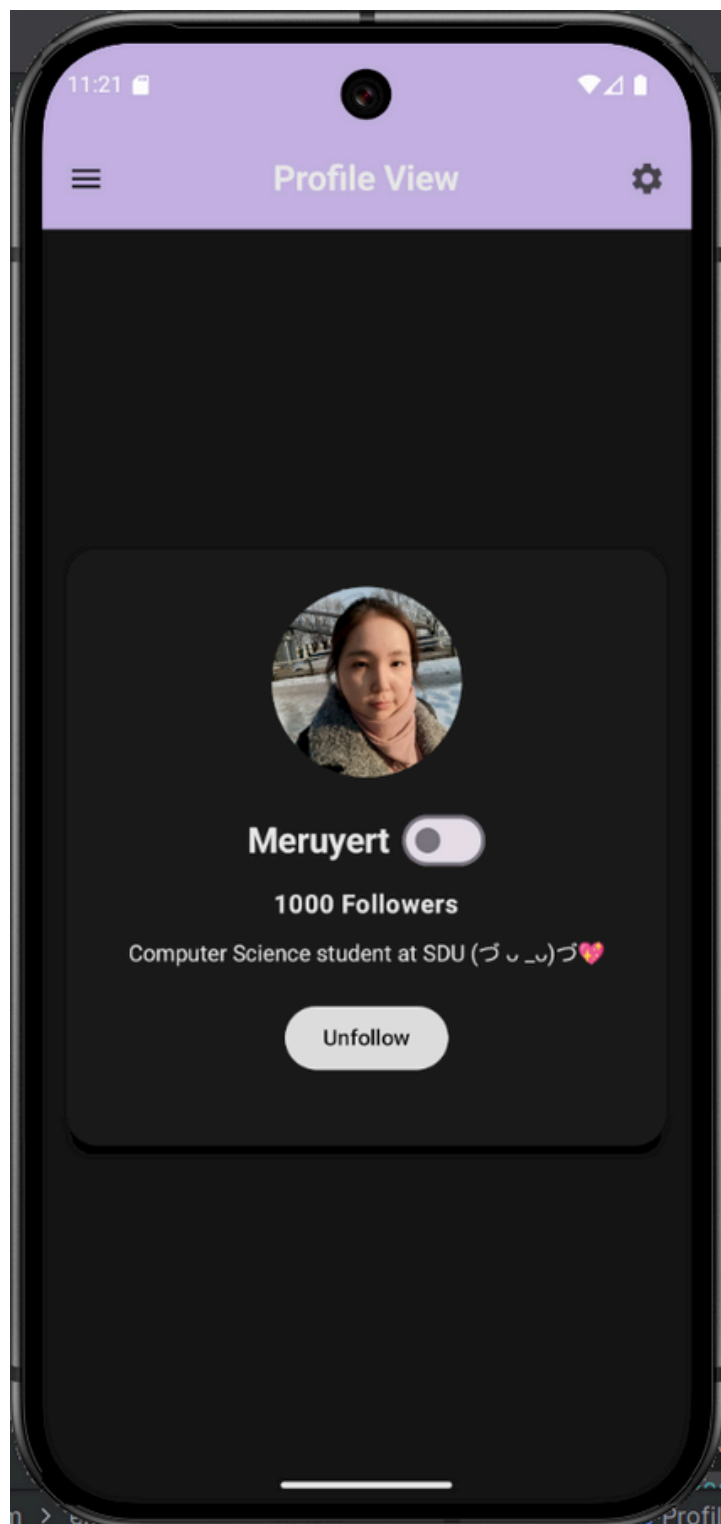
When we try to unfollow, an alert dialog appears with two options: Cancel and Unfollow



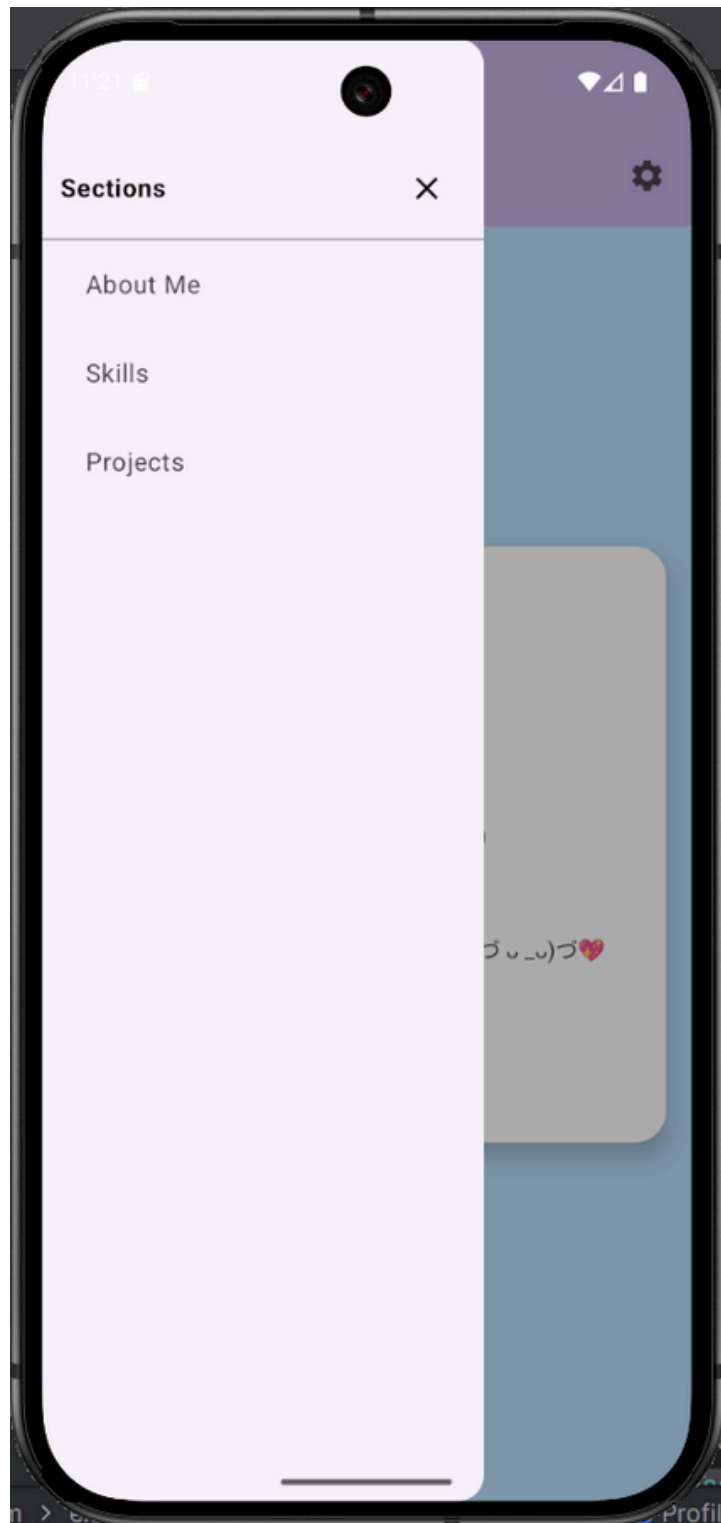
Here is the message displayed when we toggle the notification switch:



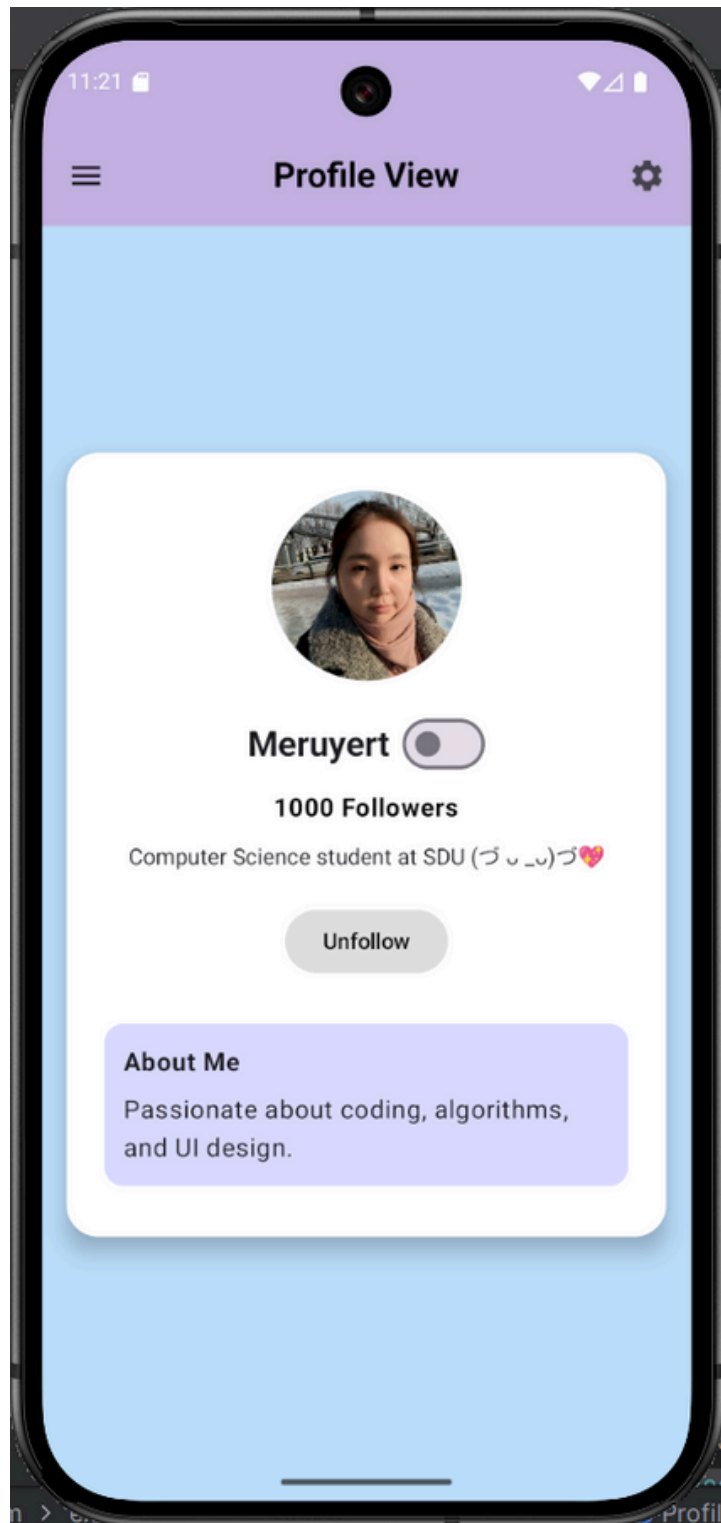
This is how dark mode looks like when you press the settings icon



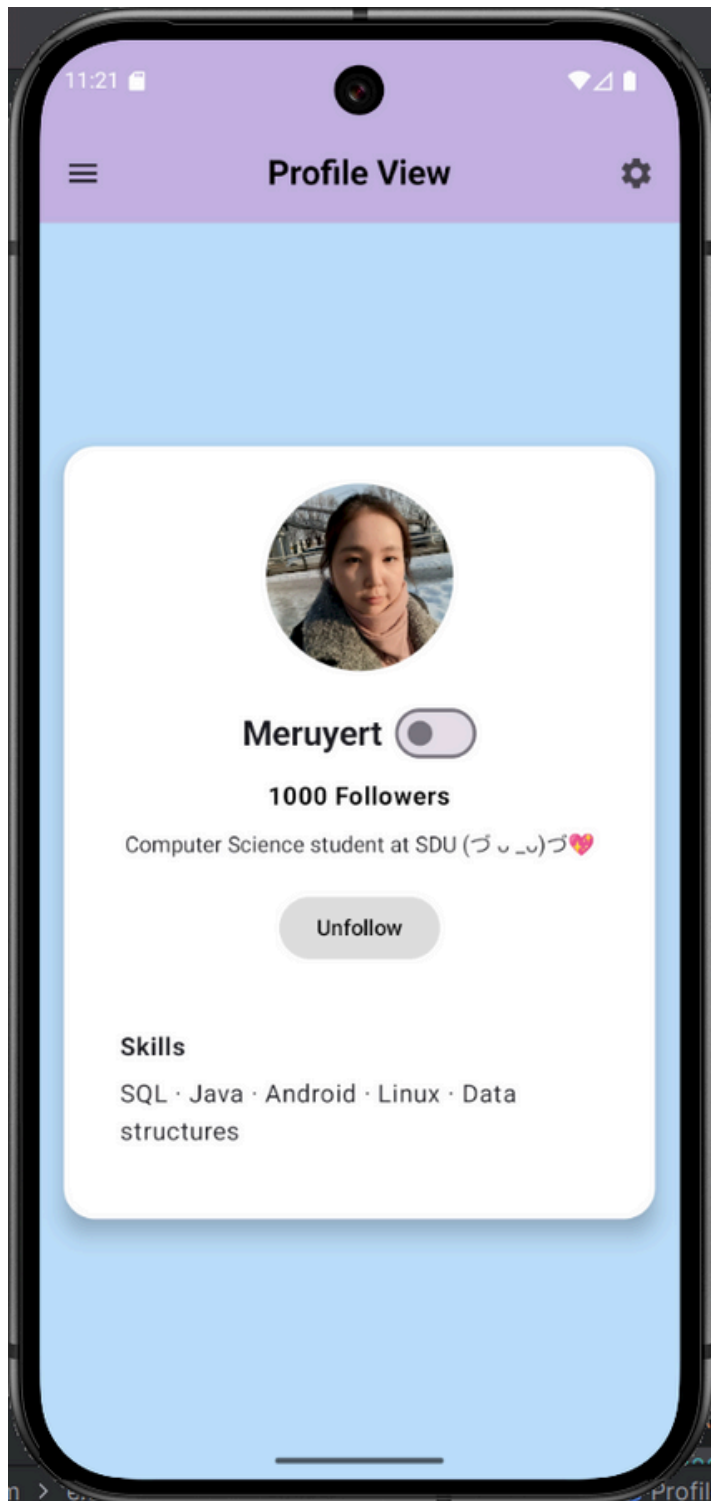
This is the menu bar, it takes up more than a half screen where you can choose which section to show, and also added "x" button at the top right so you can close the drawer when you don't need it



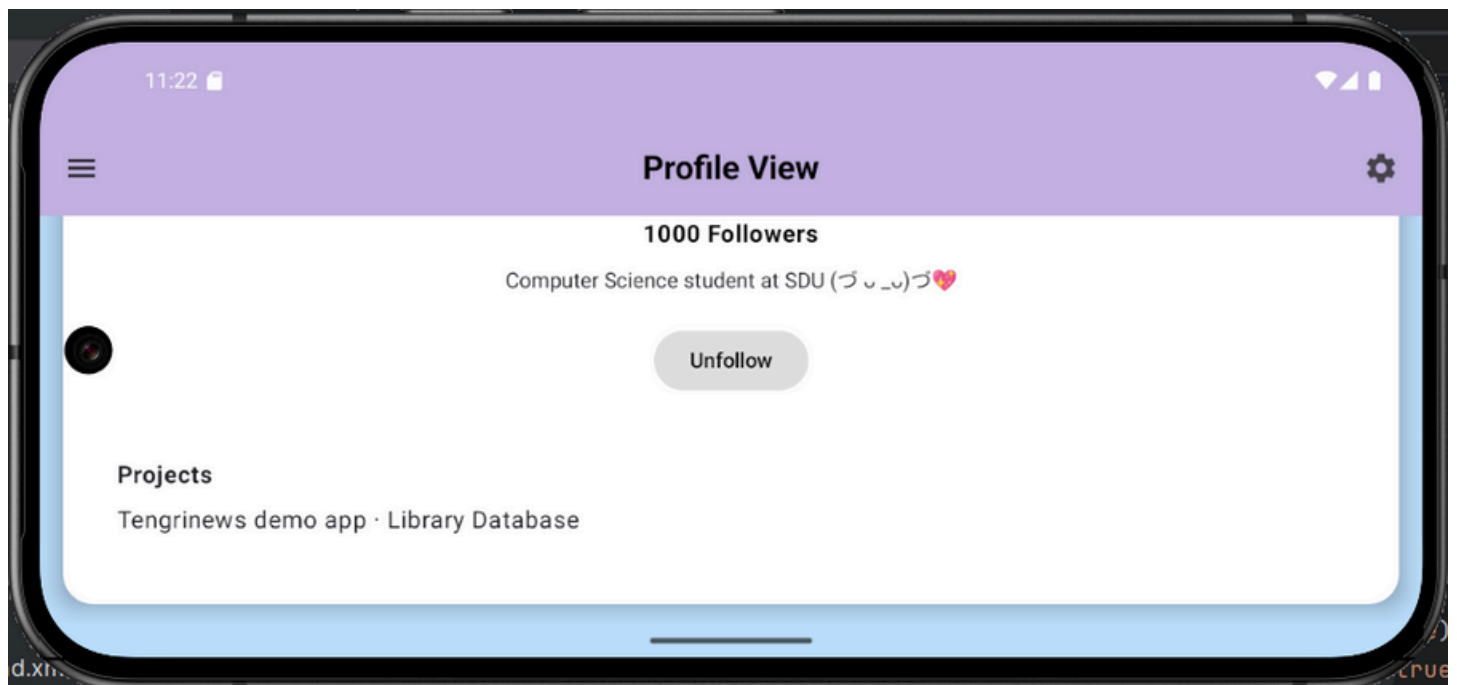
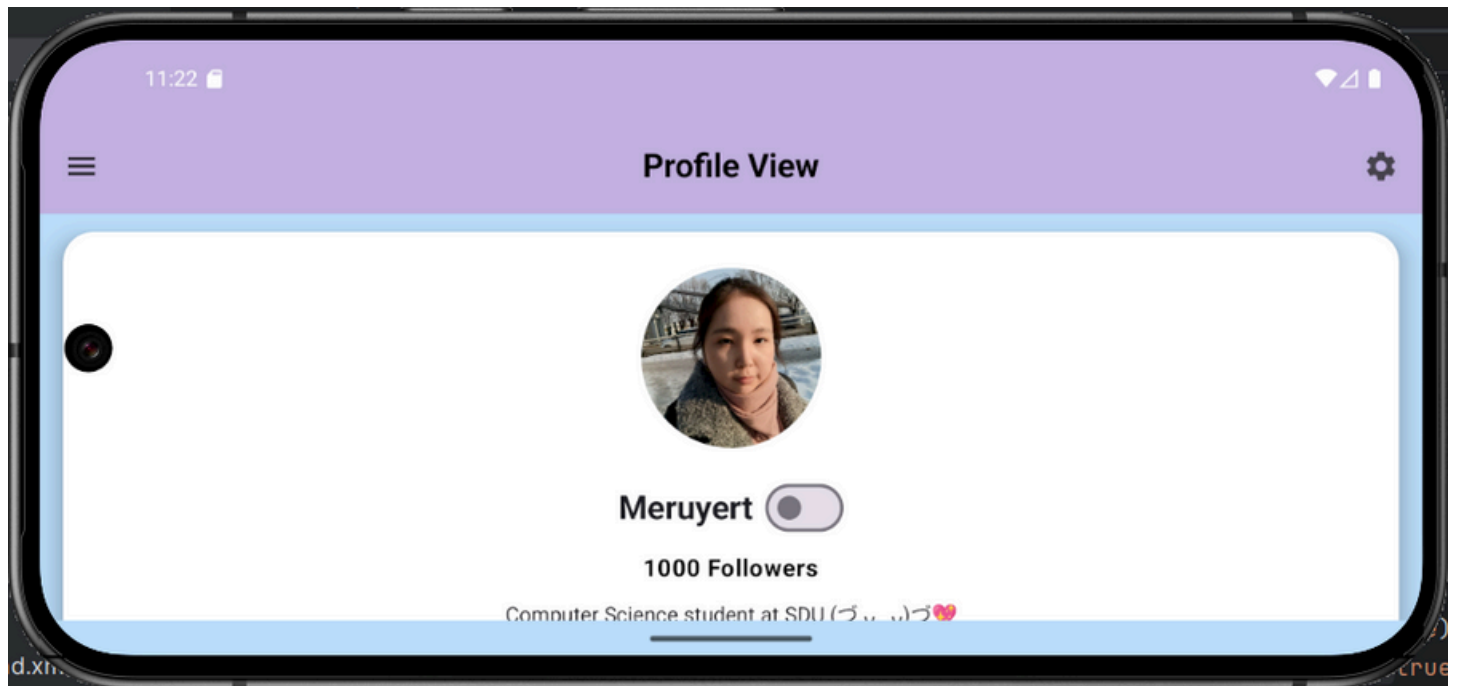
As you see, when you click the sections it's highlighted for a short period of time, then it goes back to white:

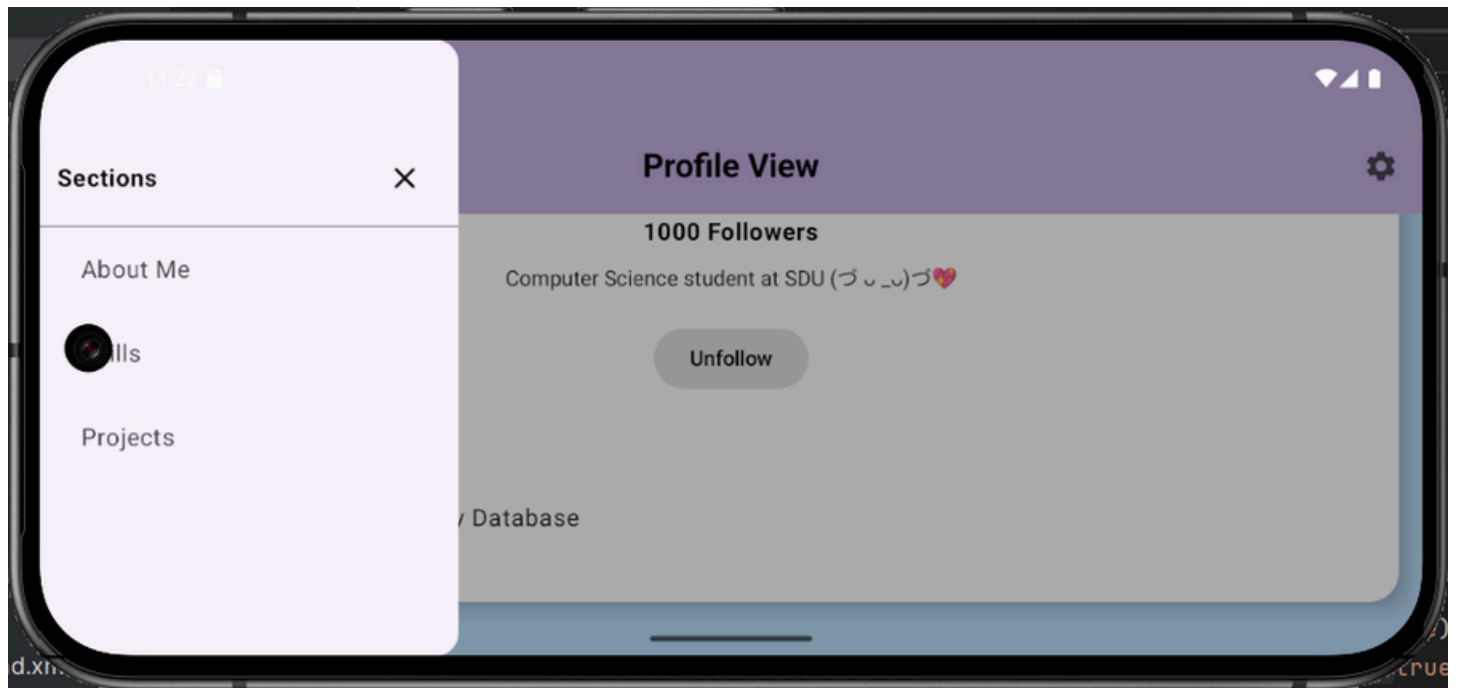


Here is Skills and Projects sections:



And finally, when we rotate the phone it stays the same and everything works: you can scroll; open the drawer and so on





Thank you!