

Hello good morning welcome



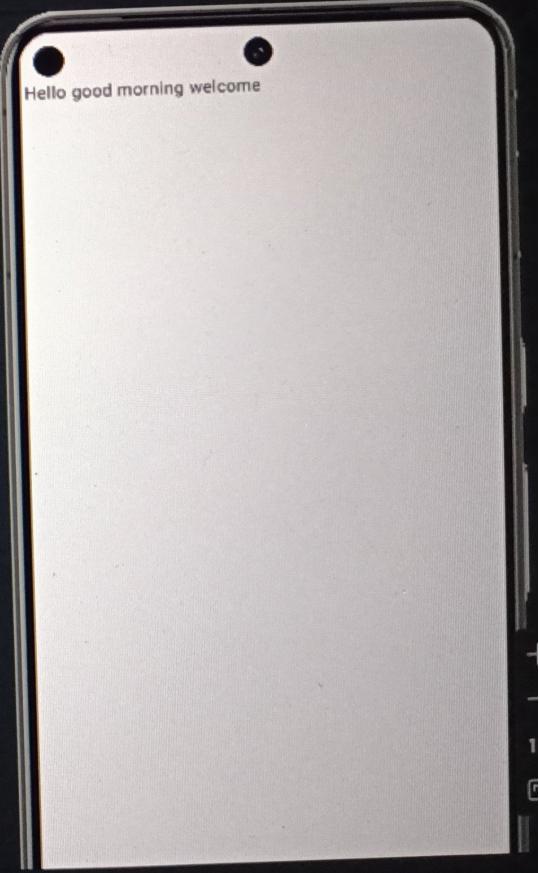
```
package com.example.myapplication1

> import ...

▷ </> class MainActivity : ComponentActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        //enableEdgeToEdge()
        setContent {
            MyApplication1Theme {
                Row{
                    Text(text=" Hello ")
                    Text(text="good morning")
                    Text(text="welcome")
                }
            }
        }
    }
}
```

⚠ 32 ⏪ ⏴ ⏵ ⏶ ⏷ ⏸ ⏹ Live Edit disabled

The screenshot shows an Android application running on a virtual device. The screen displays three lines of text in a black font on a white background. The first line is "Hello", the second is "good morning", and the third is "welcome". The application interface includes a navigation bar at the top with icons for power, volume, and search, and a control panel on the right side with buttons for brightness, rotation, and zoom.



```
MainActivity.kt
```

```
package com.example.myapplication1

> import ...

class MainActivity : ComponentActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        //enableEdgeToEdge()
        setContent {
            MyApplication1Theme {
                Row{
                    Text(text=" Hello ")
                    Text(text="good morning")
                    Text(text=" welcome")
                }
            }
        }
    }
}
```

The screenshot shows the Android Studio interface with the following details:

- Project Structure:** MainActivity.kt, AndroidManifest.xml, build.gradle.kts (:app)
- Code Editor (MainActivity.kt):**

```
import androidx.compose.ui.graphics.Color.Companion.Red
import androidx.compose.ui.graphics.Color.Companion.Yellow
import androidx.compose.material3.Button

class MainActivity : ComponentActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        //enableEdgeToEdge()
        setContent {
            MyApplication1Theme {
                Row{
                    Text(text=" Hello ")
                    Button(onClick = { /*T000*/ }) {
                        Text(text="Button")
                    }
                    Text(text=" welcome")
                }
            }
        }
    }
}
```
- Toolbars:** Running Devices, Pixel ..., Live Edit disabled
- Device Preview:** A smartphone screen displaying the app's UI. It shows the text "Hello" and "welcome" in black, and a purple button labeled "Button".

The screenshot shows the Android Studio interface with the following details:

- Project Structure:** The top navigation bar includes tabs for `MainActivity.kt`, `AndroidManifest.xml`, and `build.gradle.kts (:app)`.
- Code Editor:** The main area displays the `MainActivity.kt` file content:

```
package com.example.myapplication1

import ...

class MainActivity : ComponentActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        //enableEdgeToEdge()
        setContent {
            MyApplication1Theme {
                Row{
                    Text(text=" Hello ")
                    Text(text=".....")
                    Text(text=" welcome")
                }
            }
        }
    }
}
```
- Toolbars and Status:** The top right features a toolbar with icons for search, refresh, and settings, along with a status bar showing a warning icon, the number 33, and battery level.
- Device Preview:** On the right, a smartphone-like device preview shows the application's UI with the text "Hello ..... welcome".
- Running Devices:** A panel titled "Running Devices" is visible at the bottom, showing a list of connected devices.

The screenshot shows the Android Studio interface with the following details:

- Project Structure:** The top navigation bar includes tabs for `MainActivity.kt`, `AndroidManifest.xml`, and `build.gradle.kts (:app)`.
- Code Editor:** The main area displays the `MainActivity.kt` file content. The code defines a `ComponentActivity` named `MainActivity` with an `onCreate` method. Inside `onCreate`, it sets the content to a `Column` containing three `Text` elements with the strings "Hello", "Dumb", and "welcome".
- Build Status:** A status bar at the top right shows 33 errors.
- Device Preview:** On the right, a "Running Devices" panel shows a smartphone screen displaying the three text elements: "Hello", "Dumb", and "welcome".

```
package com.example.myapplication1

import ...

class MainActivity : ComponentActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        //enableEdgeToEdge()
        setContent {
            MyApplication1Theme {
                Column{
                    Text(text=" Hello ")
                    Text(text=" Dumb")
                    Text(text=" welcome")
                }
            }
        }
    }
}
```

The screenshot shows the Android Studio interface with the following details:

- Project Structure:** MainActivity.kt, AndroidManifest.xml, build.gradle.kts (:app)
- Code Editor (MainActivity.kt):**

```
1 package com.example.myapplication1
2
3     > import ...
4
5     class MainActivity : ComponentActivity() {
6         override fun onCreate(savedInstanceState: Bundle?) {
7             super.onCreate(savedInstanceState)
8             //enableEdgeToEdge()
9             setContent {
10                 MyApplication1Theme {
11                     Column{
12                         Text(text=" Hello ")
13                         Text(text=" Dumb")
14                         Text(text=" welcome")
15                         Row{
16                             Text(text= " Dont")
17                             Text(text= " cry")
18                             Text(text= " Smile")
19                         }
20                     }
21                 }
22             }
23         }
24     }
```
- Toolbars:** Running Devices, Pixel ..., Live Edit dis
- Running Devices Preview:** A smartphone screen displaying the application's UI with the following text:

Hello  
Dumb  
welcome  
Dont cry Smile

The screenshot shows an Android application running on a virtual device. The device screen displays the following text:

```
Hello Dumb welcome dont  
Cry  
Smile
```

The application's code is written in Kotlin and defines a `MainActivity` class that extends `ComponentActivity`. The `onCreate` method sets the content view to `MyApplication1Theme`, which contains a `Row` element with three `Text` components. Below the `Row` is a `Column` element containing three more `Text` components.

```
MainActivity.kt  AndroidManifest.xml  build.gradle.kts (:app)  
import ...  
  
class MainActivity : ComponentActivity() {  
    override fun onCreate(savedInstanceState: Bundle?) {  
        super.onCreate(savedInstanceState)  
        //enableEdgeToEdge()  
        setContent {  
            MyApplication1Theme {  
                Row {  
                    Text(text = " Hello ")  
                    Text(text = " Dumb")  
                    Text(text = " welcome")  
                }  
                Column {  
                    Text(text = " dont")  
                    Text(text = " Cry")  
                    Text(text = "Smile")  
                }  
            }  
        }  
    }  
}
```

The screenshot shows the Android Studio interface with the following details:

- Project Structure:** MainActivity.kt, AndroidManifest.xml, build.gradle.kts (:app)
- Code Editor:** The file MainActivity.kt contains the following Kotlin code:

```
package com.example.myapplication1

import ...

class MainActivity : ComponentActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        //enableEdgeToEdge()
        setContent {
            MyApplication1Theme {
                Box {
                    Text(text = " Hello ")
                    Text(text = " Dumb")
                    Text(text = " welcome")
                }
            }
        }
    }
}
```
- Toolbars:** Top bar includes icons for file operations, search, and help. A status bar shows a warning icon and the number 34.
- Running Devices:** A virtual device labeled "Pixel 3a" is shown running the application. The screen displays the text "Hello", "Dumb", and "welcome".

The screenshot shows the Android Studio interface with the following details:

- Project Structure:** MainActivity.kt, AndroidManifest.xml, build.gradle.kts (:app)
- Code Editor (MainActivity.kt):**

```
package com.example.myapplication1

import ...

class MainActivity : ComponentActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        //enableEdgeToEdge()
        setContent {
            MyApplication1Theme {
                Text(text = " Hello ")
                Text(text = " Dumb")
                Text(text = " welcome")
            }
        }
    }
}
```
- Toolbars:** Includes icons for Run, Stop, Refresh, and others.
- Notifications:** 35 notifications.
- Device View:** Shows a virtual Pixel 3a device running the application. The screen displays the three text elements: "Hello", "Dumb", and "welcome".
- Bottom Bar:** Includes icons for Home, Recent Apps, and Task Switcher.

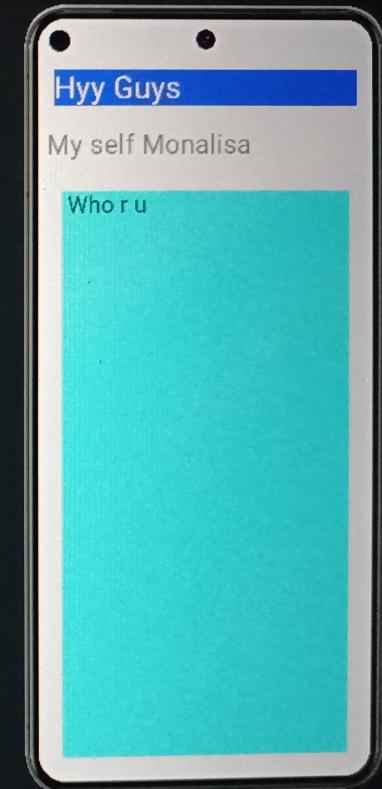
The screenshot shows the Android Studio interface with the following details:

- Top Bar:** Shows tabs for `MainActivity.kt`, `AndroidManifest.xml`, and `build.gradle.kts (:app)`. On the right, there are icons for `Running Devices`, `Pixel ...`, and a warning message `⚠ Live Edit disabled`.
- Code Editor (MainActivity.kt):**

```
package com.example.myapplication1

import ...

class MainActivity : ComponentActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        //enableEdgeToEdge()
        setContent {
            MyApplication1Theme {
                Text(text = " Hello dear",
                    color=Color.Blue,
                    modifier= Modifier
                        .padding(10.dp)
                        .background(Color.Cyan))
            }
        }
    }
}
```
- Running Device Preview:** A smartphone screen displays the text "Hello dear" in blue font on a cyan background.



The screenshot shows an Android application interface. At the top, there are three tabs: `MainActivity.kt`, `AndroidManifest.xml`, and `build.gradle.kts (:app)`. The main area displays the code for `MainActivity`:

```
class MainActivity : ComponentActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        setContent {
            MyApplication1Theme {
                Column {
                    fontSize = 40.sp,
                    color=Color.White,
                    modifier = Modifier
                        .padding(20.dp)
                        .background(Color.Blue)
                        .fillMaxWidth()
                }
                Text(
                    text = "My self Monalisa",
                    fontSize = 35.sp,
                    color=Color.Gray,modifier=Modifier.padding(10.dp)
                )
                Row {
                    Text(
                        text = " Who r u",
                        fontSize = 30.sp,
                        modifier = Modifier
                            .padding(30.dp)
                            .background(Color.Cyan)
                    )
                }
            }
        }
    }
}
```

The code defines a `Column` containing a `Text` component with white text on a blue background and a `Row` containing a single `Text` component with gray text on a cyan background.

On the right side of the screen, the `Running Devices` tab is selected, showing a preview of the application running on a `Pixel` device. The preview displays the two text components as intended: the first text is white on a blue background, and the second text is gray on a cyan background.

The screenshot shows the Android Studio interface with the following details:

- Project Structure:** MainActivity.kt, AndroidManifest.xml, build.gradle.kts (:app)
- Status Bar:** Shows 34 warnings and 1 error.
- Toolbar:** Includes icons for Run, Stop, Refresh, and Device Selection (Pixel ...).
- Device Preview:** Displays a smartphone screen with a cyan background. The text "How r u" is visible at the top, and "Who r u" is partially visible below it.
- Code Editor (MainActivity.kt):**

```
1 package com.example.myapplication1
2
3 > import ...
4
5
6 > </> class MainActivity : ComponentActivity() {
7     override fun onCreate(savedInstanceState: Bundle?) {
8         super.onCreate(savedInstanceState)
9         //enableEdgeToEdge()
10        setContent {
11            MyApplication1Theme {
12                Column {
13                    Text(text = "How r u")
14                    Text(text = " byyy")
15                }
16                Row {
17                    Text(
18                        text = " Who r u",
19                        fontSize = 30.sp,
20                        modifier = Modifier
21                            .padding(30.dp)
22                            .background(Color.Cyan)
23                            .fillMaxSize()
24
25                )
26            }
27        }
28    }
29 }
```

The screenshot shows the Android Studio interface with the following details:

- Project Structure:** MainActivity.kt, AndroidManifest.xml, build.gradle.kts (:app)
- Code Editor (MainActivity.kt):**

```
class MainActivity : ComponentActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        setContent {
            MyApplication1Theme {
                Column {
                    Text(
                        text = "How r u",
                        modifier = Modifier
                            .padding(10.dp)
                    )
                    Row{
                        Text(
                            text="hyyyyy",
                            modifier=Modifier
                                .padding(10.dp)
                                .fillMaxHeight()
                        )
                        Text(
                            text="meeeeeee",
                            modifier=Modifier
                                .padding(10.dp)
                                .fillMaxHeight()
                                .background(Color.Blue)
                        )
                    }
                }
            }
        }
    }
}
```
- Toolbars:** Includes icons for file operations, search, and navigation.
- Running Devices:** Pixel ... selected, Live Edit disabled.
- Device Preview:** Shows a smartphone screen with three text elements:
  - "How r u"
  - "hyyyyy" (blue background)
  - "meeeeeee" (blue background)



The screenshot shows an Android application interface. At the top, there are three tabs: `MainActivity.kt`, `AndroidManifest.xml`, and `build.gradle.kts (:app)`. On the right side of the header, there are icons for running devices, pixel density, and live edit. Below the tabs, the code for `MainActivity` is displayed:

```
class MainActivity : ComponentActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        setContent {
            MyApplication1Theme {
                Column {
                    Text(
                        text = "How r u",
                        modifier = Modifier
                            .padding(10.dp)
                    )
                    Row{
                        Text(
                            text="hyyyyy",
                            modifier=Modifier
                                .padding(10.dp)
                                .fillMaxHeight()
                                .background(Color.Yellow)
                        )
                        Text(
                            text="meeeeeee",
                            modifier=Modifier
                                .padding(10.dp)
                                .background(Color.Blue)
                        )
                    }
                }
            }
        }
    }
}
```

The application's UI consists of a yellow vertical bar on the left and a white area on the right containing the text "How r u", "hyyyyy", and "meeeeeee". A blue button labeled "Run" is visible at the bottom of the white area.

```
MainActivity.kt AndroidManifest.xml build.gradle.kts (:app)
```

```
class MainActivity : ComponentActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        setContent {
            MyApplication1Theme {
                Row {
                    Text(
                        text = "How r u",
                        modifier = Modifier
                            .padding(10.dp)
                    )
                }
                Column{
                    Text(text="mySelf")
                    Text(text="me and You")
                    Text(text="Ewwwwwwwwwwwww",modifier=Modifier
                            .padding(10.dp)
                            .background(Color.Blue)
                            .fillMaxHeight())
                }
            }
        }
    }
}
```

⚠ 35 ✘ 1 ^ v ⚡ 🔍 🔍 Live Edit disabled

The screenshot shows the code for a Kotlin Activity named `MainActivity` within an `MyApplication1Theme` component. The UI consists of a `Row` containing a single `Text` element with the text "How r u". Below this is a `Column` containing three `Text` elements: "mySelf", "me and You", and a third one with the text "Ewwwwwwwwwwwww" repeated many times, styled with a blue background and full height.

The screenshot shows the Android Studio interface with the following details:

- Open Files:** MainActivity.kt (selected), AndroidManifest.xml, build.gradle.kts (:app)
- Status Bar:** Shows 35 errors and 1 warning.
- Toolbar:** Includes icons for Run, Stop, Build, and Device Selection.
- Running Devices:** A preview window shows a smartphone displaying a UI with text: "How r u", "mySelf", "me and You", and "Ewwwwwww".
- Code Editor (MainActivity.kt):**

```
51 class MainActivity : ComponentActivity() {
52     override fun onCreate(savedInstanceState: Bundle?) {
53         setContent {
54             MyApplication1Theme {
55                 Row {
56                     text = "How r u",
57                     modifier = Modifier
58                         .padding(10.dp)
59                 }
60             }
61         }
62     }
63     Column{
64         Text(text="mySelf")
65         Text(text="me and You", modifier=Modifier
66             .padding(10.dp)
67             .background(Color.Blue)
68             .fillMaxWidth()
69             .fillMaxHeight())
70         Text(text="Ewwwwwww", modifier=Modifier
71             .padding(10.dp)
72             .background(Color.Blue)
73             .fillMaxWidth()
74             .fillMaxHeight())
75     }
76 }
```

The screenshot shows the Android Studio interface with the following details:

- Project Structure:** MainActivity.kt, AndroidManifest.xml, build.gradle.kts (:app)
- Code Editor (MainActivity.kt):**

```
class MainActivity : ComponentActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        setContent {
            MyApplication1Theme {
                Row {
                    text = "How r u",
                    modifier = Modifier
                        .padding(10.dp)
                }
                Column {
                    Text(text="mySelf")
                    Text(text="me and You", modifier=Modifier
                        .padding(10.dp)
                        .background(Color.Blue)
                        .fillMaxWidth()
                        .fillMaxHeight())
                    Text(text="Ewwwwwwwwwwwww", modifier=Modifier
                        .padding(10.dp)
                        .background(Color.Blue)
                        .fillMaxWidth()
                        .fillMaxHeight())
                }
            }
        }
    }
}
```
- Toolbars:** Includes icons for file operations, search, and navigation.
- Bottom Bar:** Shows a warning count (35), error count (1), and other navigation icons.
- Running Devices:** A preview of an iPhone X displaying the application's UI. The screen shows three lines of text: "How r u", "mySelf", and "me and You". The "me and You" text is displayed within a blue rectangular box that spans the width of the screen and covers most of the height.

The screenshot displays an Android application interface within an IDE. On the left, the code editor shows the `MainActivity.kt` file:

```
package com.example.myapplication1

import android.os.Bundle
import androidx.appcompat.app.AppCompatActivity
import androidx.compose.foundation.layout.Column
import androidx.compose.material.Text
import androidx.compose.runtime.Composable
import androidx.compose.ui.Modifier
import androidx.compose.ui.graphics.Color
import androidx.compose.ui.tooling.preview.Preview
import com.example.myapplication1.MyApplication1Theme

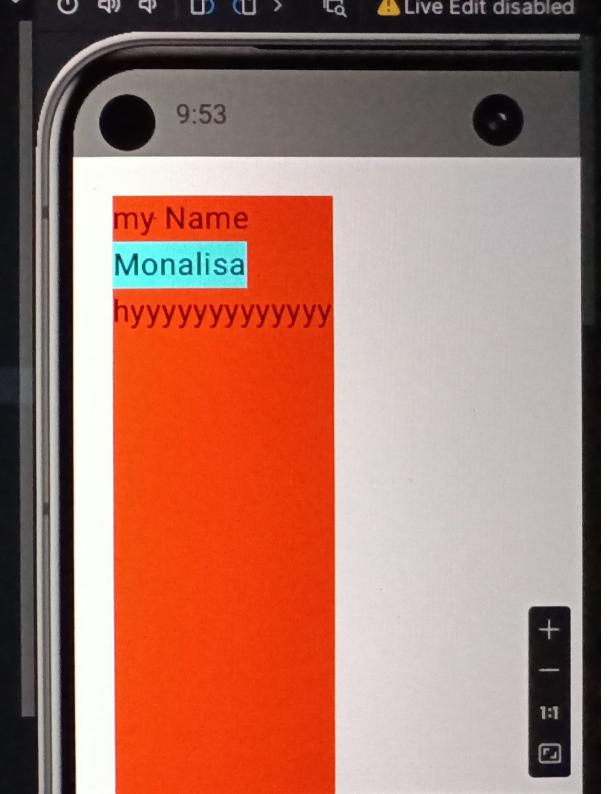
@Composable
class MainActivity : AppCompatActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        //enableEdgeToEdge()
        setContent {
            MyApplication1Theme {
                Column(
                    modifier=Modifier.background(Color.Red)
                ) {
                    Text( text: "my Name")
                    Text( text: "Monalisa", modifier=Modifier.background(Color.Cyan))
                    Text( text: "hyyyyyyyyyyy")
                }
            }
        }
    }
}
```

The right side of the interface shows a preview of the application running on a virtual device. The device screen displays three text elements: "my Name" in red, "Monalisa" in cyan, and "hyyyyyyyyyyy" in red. The preview includes a status bar showing the time as 9:53 and a navigation bar at the bottom.

```
package com.example.myapplication

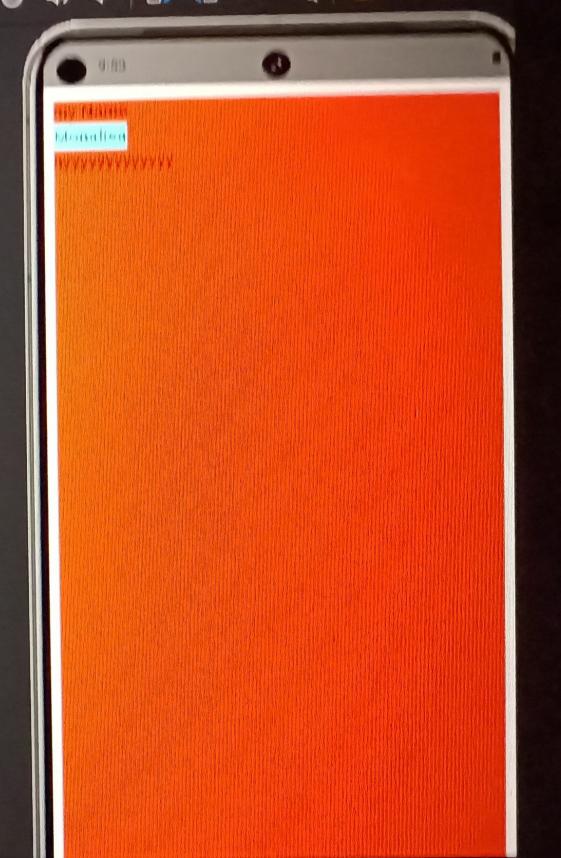
> import ...

51 >< class MainActivity : ComponentActivity() {
52     override fun onCreate(savedInstanceState: Bundle?) {
53         super.onCreate(savedInstanceState)
54         //enableEdgeToEdge()
55         setContent {
56             MyApplication1Theme {
57                 Column(
58                     modifier=Modifier.padding(20.dp).background(Color.Red).fillMaxHeight()
59                 ) {
60                     Text( text: "my Name")
61                     Text( text: "Monalisa", modifier=Modifier.background(Color.Cyan))
62                     Text( text: "hyyyyyyyyyyyyyy")
63                 }
64             }
65         }
66     }
67 }
68 }
```



The screenshot shows an Android application running on an iPhone simulator. The code in the MainActivity.kt file defines a Column with three Text components. The first Text has a red background, the second has a cyan background, and the third has a red background. The text content is "my Name", "Monalisa", and "hyyyyyyyyyyyyyy" respectively. The background of the main content area is red.

9:53  
my Name  
Monalisa  
hyyyyyyyyyy



The screenshot shows an Android application interface. At the top, there is a navigation bar with icons for back, forward, and search. Below the navigation bar, the title bar displays "Running Devices" and "Pixel ...". On the left side of the screen, there is a code editor window titled "MainActivity.kt". The code is written in Kotlin and defines a class `MainActivity` that extends `ComponentActivity`. It overrides the `onCreate` method to set the content view to a theme named `MyApplication1Theme`, which contains a `Column` with three `Text` components. The first `Text` has a red background and contains the text "my Name". The second `Text` has a cyan background and contains the text "Monalisa". The third `Text` has a red background and contains the text "byyyyyyyyyyy". The right side of the screen shows a preview of the application running on a virtual device, specifically a Pixel model. The device screen is red, and the three text elements are visible: "my Name" in white on a red background, "Monalisa" in black on a cyan background, and "byyyyyyyyyyy" in white on a red background.

```
MainActivity.kt  AndroidManifest.xml  build.gradle.kts (app)
```

```
1 class MainActivity : ComponentActivity() {
2     override fun onCreate(savedInstanceState: Bundle?) {
3         super.onCreate(savedInstanceState)
4         //enableEdgeToEdge()
5         setContent {
6             MyApplication1Theme {
7                 Column(
8                     modifier=Modifier.padding(10.dp).background(Color.Red)
9                     .fillMaxHeight().fillMaxSize())
10            ) {
11                Text(text="my Name")
12                Text(text="Monalisa", modifier=Modifier.background(Color.Cyan))
13                Text(text="byyyyyyyyyyy")
14            }
15        }
16    }
17 }
```