# Row and Column in Compose

## Row:

setContent{

Row{

Text(“hello”)

Text{“Big bang”)

}

}

## Column:

Arrangement -> Main Axis column k direction hi

Arrangement.SpaceAround, Arrangement.SpaceBetween, Arrangement.SpaceEvenly

Alignment -> Cross Axis , column ko cross krny wali direction mai

setContent{

Column {

Text(“hello”)

Text{“Big bang”)

}

}

Column (modifier = Modifier.*fillMaxHeight*().*background*(Color.Red),  
 horizontalAlignment = Alignment.Start,

verticalArrangement = Arrangement.SpaceAround

) **{** Text("Big N")  
 Text("Big O")  
**}**

# Fill Max Size

Modifier.*fillMaxSize(0.5f) -> It fills 50% of screen*

# Width and Height

modifier = Modifier

.width(100.dp),

.height(100.dp)

# Modifier Attributes on Column/Row

.background(Color.Red)

.fillMaxHeight(), .fillMaxWidth(), .width(), .height(), .fillMaxSize()

You can pass paremeters to Maximum height, width and fill maxsize like 0.5f 50% covering.

If we pass more width than parents width, automatically set to parent width for width() function

.requiredWidth will actually taken according to given width, so it does not rely on parents width.

.padding(10.dp) You can give padding like that.

2 paremeters -> first for horinzontal and second for vertical

4 parameters -> start, top, end, bottom

In jetpack, we use paddings for margin

# Modifier Attributes on Text

Text(“Talha”, modifier = Modifier.offset(50.dp, 20.dp)

50.dp -> right margin

20.dp -> bottom

It does not push other elements, it only takes given elements.

# Spacer

We can use this to separate UI items and use modifier inside it.

Spacer(modifier = Modifier.height(50.dp))

Text(“World”)