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#### 20BCI0060

#### **VIT Vellore**

## **Assignment 2**

## Page1

```
import androidx.compose.material3.ExperimentalMaterial3Api
import androidx.compose.material3.TextField
@OptIn(ExperimentalMaterial3Api::class)
fun AScreen(navController: NavController) {
```

```
var password by remember {
    Column (modifier = Modifier.fillMaxSize()
            modifier = Modifier
                .padding(Dp(50f))
Modifier.padding(start = 1.dp))
        TextField(
            onValueChange = {email=it},
            modifier = Modifier
                .fillMaxWidth()
                    RoundedCornerShape(20.dp)
                .padding(10.dp),
                .fillMaxWidth()
                .padding(10.dp)
RoundedCornerShape(20.dp))
```

### Page2

```
import androidx.compose.animation.VectorConverter
import androidx.compose.foundation.Image
import androidx.compose.foundation.border
import androidx.compose.foundation.layout.Arrangement
import androidx.compose.foundation.layout.Column
import androidx.compose.foundation.layout.Row
import androidx.compose.foundation.layout.Spacer
import androidx.compose.foundation.layout.fillMaxSize
import androidx.compose.foundation.layout.fillMaxWidth
import androidx.compose.foundation.layout.height
import androidx.compose.foundation.layout.size
import androidx.compose.foundation.layout.size
import androidx.compose.foundation.layout.width
import androidx.compose.foundation.layout.sidth
import androidx.compose.material3.Button
import androidx.compose.material3.ExperimentalMaterial3Api
import androidx.compose.material3.Text
import androidx.compose.material3.Text
import androidx.compose.runtime.composable
import androidx.compose.runtime.wutableStateOf
import androidx.compose.runtime.mutableStateOf
import androidx.compose.runtime.setValue
import androidx.compose.runtime.setValue
import androidx.compose.ui.Alignment
import androidx.compose.ui.Modifier
import androidx.compose.ui.SolidColor
import androidx.compose.ui.graphics.Color
import androidx.compose.ui.graphics.Color
import androidx.compose.ui.graphics.Color
import androidx.compose.ui.rex.painterResource
import androidx.compose.ui.res.painterResource
import androidx.compose.ui.text.font.FontFamily
import androidx.compose.ui.text.style.TextAlign
import androidx.compose.ui.text.style.TextAlign
import androidx.compose.ui.text.style.TextAlign
import androidx.compose.ui.text.style.TextAlign
import androidx.compose.ui.ui.text.style.TextAlign
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import androidx.compose.ui.ui.text.style.TextAlign
import androidx.compose.ui.ui.text.style.TextAlign
```

```
fun BScreen(navController: NavHostController) {
       mutableStateOf("")
       mutableStateOf("")
           modifier = Modifier
                .fillMaxWidth()
                .padding(Dp(50f))
                .fillMaxWidth()
                .padding(10.dp)
           onValueChange = { Name = it },
                .padding(10.dp)
                .border(
                .padding(10.dp),
```