package com.example.myapplication  
  
import android.os.Bundle  
import androidx.activity.ComponentActivity  
import androidx.activity.compose.setContent  
import androidx.compose.foundation.layout.fillMaxSize  
import androidx.compose.material3.MaterialTheme  
import androidx.compose.material3.Surface  
import androidx.compose.material3.Text  
import androidx.compose.runtime.Composable  
import androidx.compose.ui.Modifier  
import androidx.compose.ui.tooling.preview.Preview  
import com.example.myapplication.ui.theme.MyApplicationTheme  
  
class MainActivity : ComponentActivity() {  
 override fun onCreate(savedInstanceState: Bundle?) {  
 super.onCreate(savedInstanceState)  
 setContent {  
 MyApplicationTheme {  
 // A surface container using the 'background' color from the theme  
 Surface(  
 modifier = Modifier.fillMaxSize(),  
 color = MaterialTheme.colorScheme.background  
 ) {  
 Greeting("World")  
 }  
 }  
 }  
 }  
}  
  
@Composable  
fun Greeting(name: String, modifier: Modifier = Modifier) {  
 Text(  
 text = "Hello $name!",  
 modifier = modifier  
 )  
}  
  
@Preview(showBackground = true)  
@Composable  
fun GreetingPreview() {  
 MyApplicationTheme {  
 Greeting("Android")  
 }  
}