



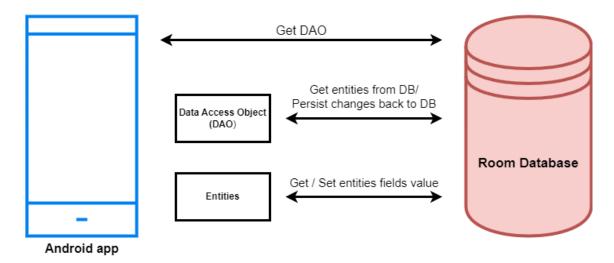
Compose Input: A Demonstration of Text Input and Validation with Android Compose

Project Based Experiential Learning Program

Compose Input: A Demonstration of Text Input and Validation with Android Compose

The app is a sample project that demonstrates how to use the Android Compose UI toolkit to build a survey app. The app allows the user to answer a series of questions. It showcases some of the key features of the Compose UI toolkit, data management, and user interactions.

Architecture



Learning Outcomes:

By end of this project:

- You'll be able to work on Android studio and build an app.
- You'll be able to integrate the database accordingly.

Project Workflow:

- Users register into the application.
- After registration, user logins into the application.
- User enters into the main page and fill the details
- From Admin Side he can login to the app and can view all the data.

Tasks:

- 1.Required initial steps
- 2.Creating a new project.
- 3. Adding required dependencies.
- 4. Creating the database classes.
- 5. Building application UI and connecting to database.
- 6. Using AndroidManifest.xml
- 7. Running the application.

Task 1:

Required initial steps:

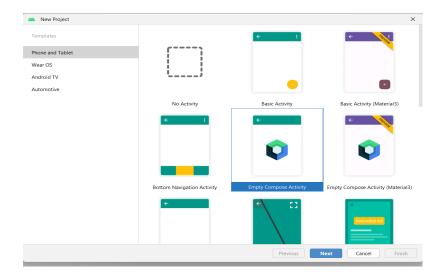
https://developer.android.com/studio/install

Task 2:

Creating a new project.

Step 1 : Android studio > File > New > New Project > Empty Compose Activity

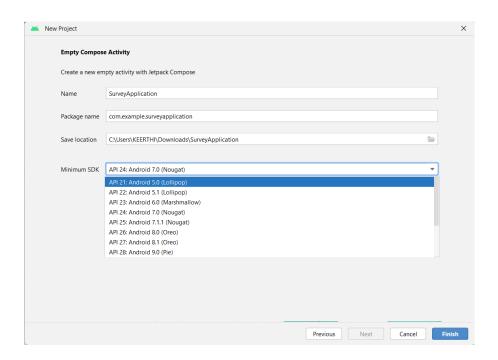
Step 2 : Click on Next button.



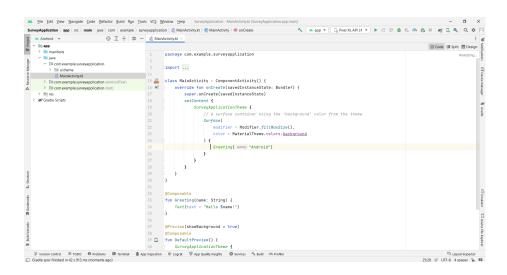
Step 3: Give name to the new project.

Step 4 : Give the Minimum SDK value

Step 5 : Click Finish



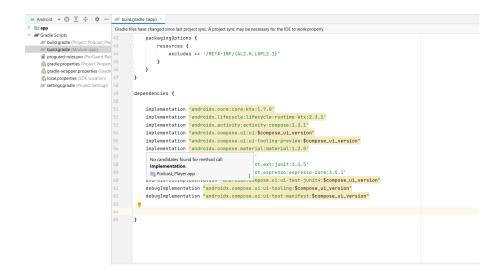
Main activity file



Task 3:

Adding required dependencies.

Step 1 : Gradle scripts > build.gradle(Module :app)



Step 2 : Adding room dependencies. Add the below code in dependencies

```
// Adding Room dependencies
implementation 'androidx.room:room-common:2.5.0'
implementation 'androidx.room:room-ktx:2.5.0'
```



Step 3: Click on Sync now

Task 4:

Creating the database classes.

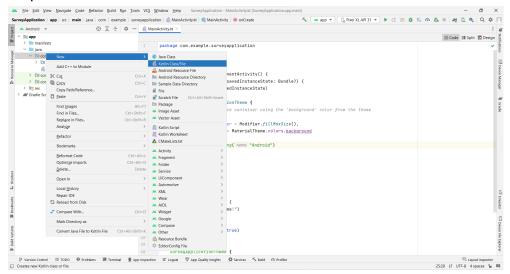
• To learn more about Database follow this link:

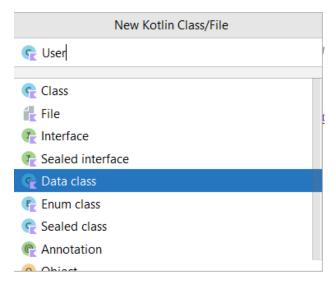
https://gorillalogic.com/blog/android-room-tutorial-simplifying-how-you-work-with-app_data/

In this project we will be having two databases, one is for user registration and login, and other is for admin to view the details of survey forms.

Database 1

Step 1: Create User data class

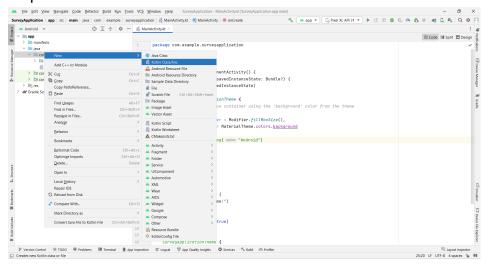


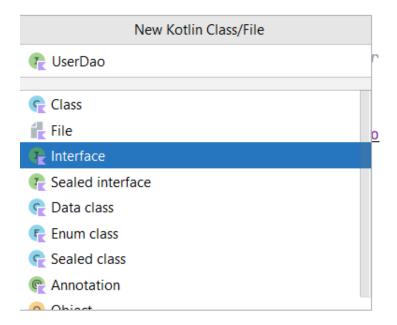


User class code:

https://github.com/smartinternz02/SurveyApp/tree/main/app/src/main/java/com/example/surveyapplication/User.kt

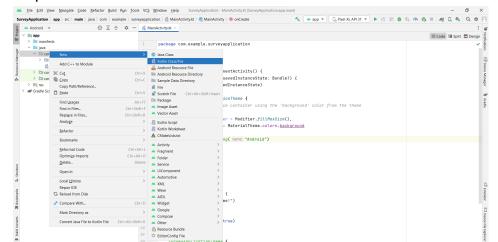
Step 2 : Create an UserDao interface



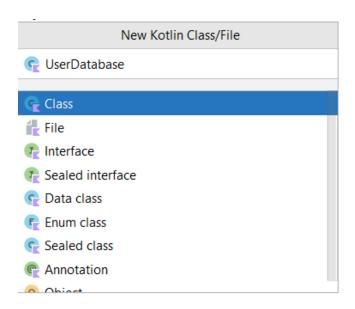


UserDao interface code:

https://github.com/smartinternz02/SurveyApp/tree/main/app/src/main/java/com/example/surveyapplication/UserDao.kt



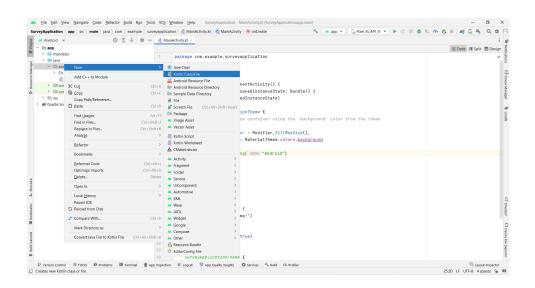
Step 3 : Create an UserDatabase class

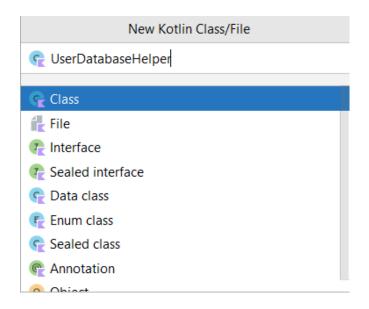


UserDatabase class code:

https://github.com/smartinternz02/SurveyApp/tree/main/app/src/main/java/com/example/surveyapplication/UserDatabase.kt

Step 4 : Create an UserDatabaseHelper class

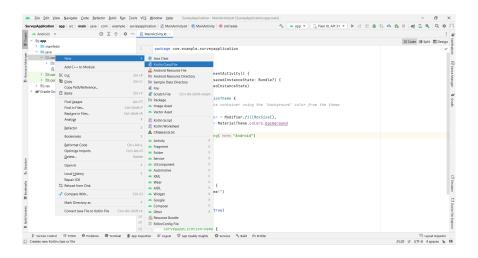


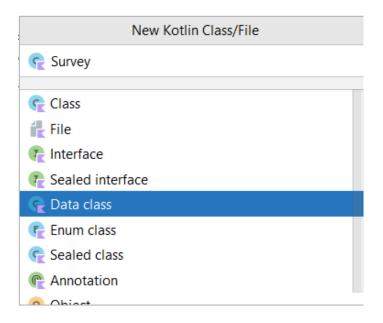


UserDatabaseHelper class code:

 $\underline{https://github.com/smartinternz02/SurveyApp/tree/main/app/src/main/java/com/example/surveyapplication/UserDatabaseHelper.kt}$

Database 2 Step 1 : Create Survey data class

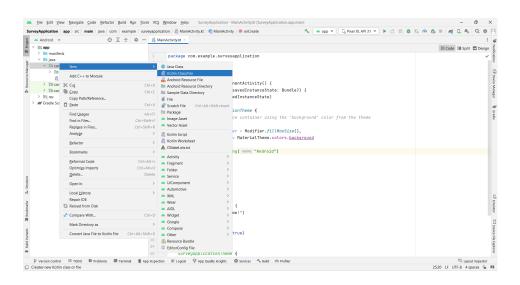


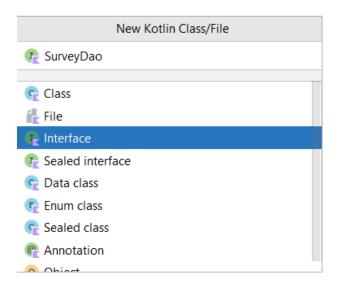


Survey data class code:

https://github.com/smartinternz02/SurveyApp/tree/main/app/src/main/java/com/example/surveyapplication/Survey.kt

Step 2 : Create SurveyDao interface

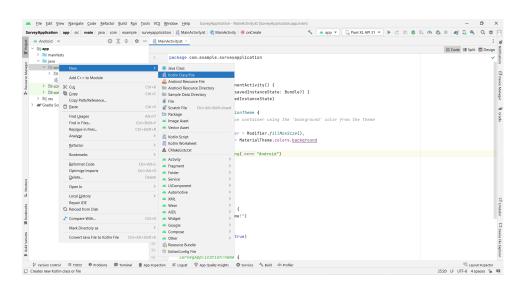


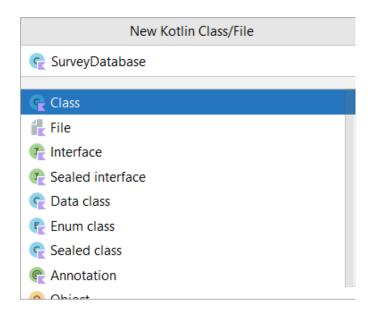


SurveyDao interface code:

https://github.com/smartinternz02/SurveyApp/tree/main/app/src/main/java/com/example/surveyapplication/SurveyDao.kt

Step 3 : Create SurveyDatabase class

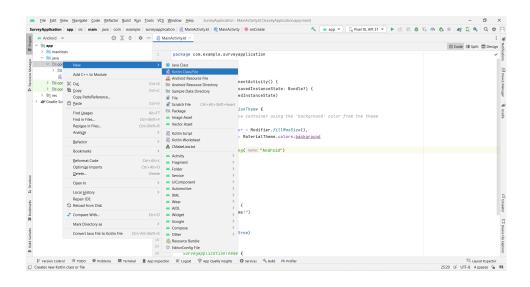


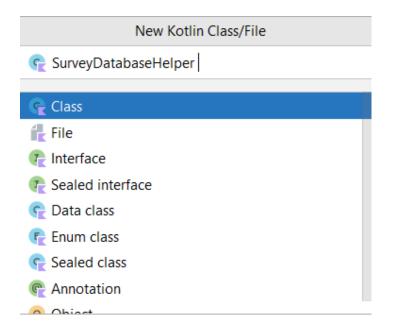


SurveyDatabase class code:

https://github.com/smartinternz02/SurveyApp/tree/main/app/src/main/java/com/example/surveyapplication/SurveyDatabase.kt

Step 4 : Create SurveyDatabaseHelper class





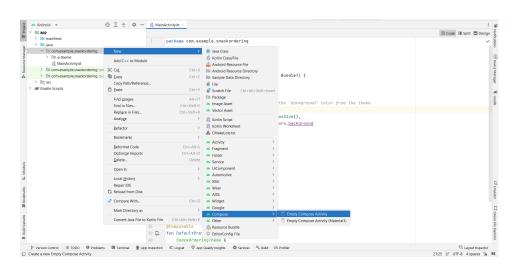
SurveyDatabaseHelper class code:

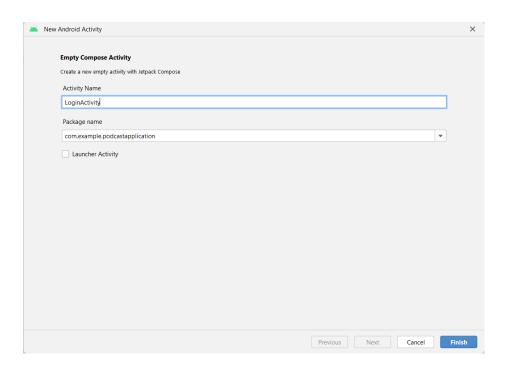
https://github.com/smartinternz02/SurveyApp/tree/main/app/src/main/java/com/example/surveyapplication/SurveyDatabaseHelper.kt

Task 5:

Building application UI and connecting to database.

Step 1: Creating LoginActivity.kt with database





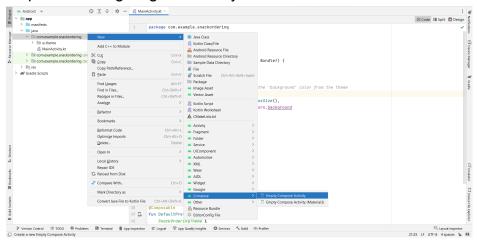
Database connection in LoginActivity.kt

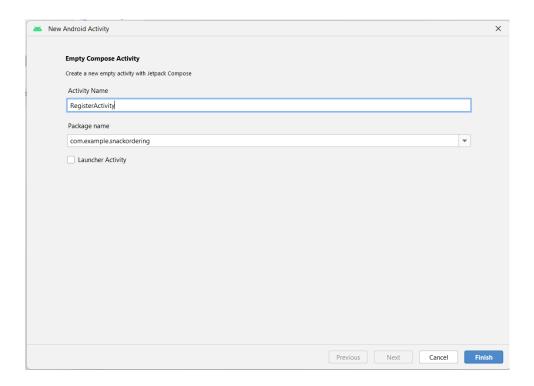
```
package com.example.surveyapplication
import ...
class LoginActivity : ComponentActivity() {
   private lateinit var <u>databaseHelper</u>: UserDatabaseHelper
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
       databaseHelper = UserDatabaseHelper( context: this)
       setContent {
                LoginScreen( context this, databaseHelper)
   }
fun LoginScreen(context: Context, databaseHelper: UserDatabaseHelper) {
    var username by remember { mutableStateOf( value: "") }
    var \underline{password} by remember { mutableStateOf(value: "") }
    var error by remember { mutableStateOf( value: "") }
       modifier = Modifier.fillMaxSize(),
       horizontalAlignment = Alignment.CenterHorizontally,
        verticalArrangement = Arrangement.Center
) { this: ColumnScope
```

Complete code in below link:

https://github.com/smartinternz02/SurveyApp/tree/main/app/src/main/java/com/example/surveyapplication/LoginActivity.kt

Step 2: Creating RegisterActivity.kt with database





Database connection in RegisterActivity.kt

```
package com.example.surveyapplication
import ...
class RegisterActivity : ComponentActivity() {
    private lateinit var <u>databaseHelper</u>: UserDatabaseHelper
   override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
       databaseHelper = UserDatabaseHelper( context this)
                   RegistrationScreen( context: this, databaseHelper)
fun RegistrationScreen(context: Context, databaseHelper: UserDatabaseHelper) {
    var <u>username</u> by remember { mutableStateOf( value: "") }
    var password by remember { mutableStateOf( value: "") }
    var email by remember { mutableStateOf( value: "") }
    var error by remember { mutableStateOf( value: "") }
       modifier = Modifier.fillMaxSize(),
        horizontalAlignment = Alignment.CenterHorizontally,
        verticalArrangement = Arrangement.Center
this: ColumnScope
```

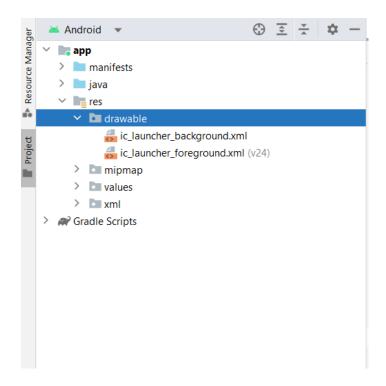
Complete code in below link:

https://github.com/smartinternz02/SurveyApp/tree/main/app/src/main/java/com/example/surveyapplication/RegisterActivity.kt

Step 3: Creating MainActivity.kt file

In MainActivity.kt file the main application is developed

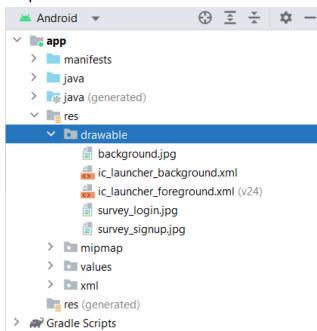
• Before creating UI we need to add some images in drawables which are in res



Download the required drawable from the code:

https://github.com/smartinternz02/SurveyApp/tree/master/app/src/main/res/drawable

Required drawables

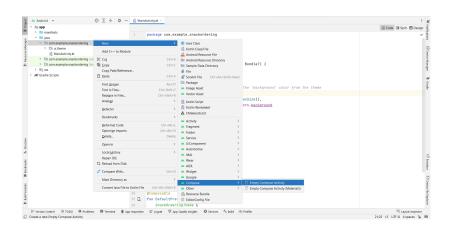


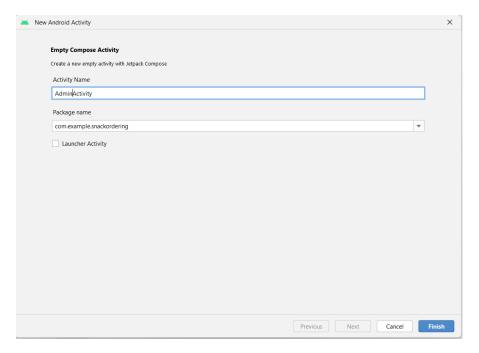
MainActivity.kt

```
package com.example.surveyapplication
∃import ...
class MainActivity : ComponentActivity() {
    private lateinit var <u>databaseHelper</u>: SurveyDatabaseHelper
   override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
       databaseHelper = SurveyDatabaseHelper( context this)
       setContent {
          FormScreen( context this, databaseHelper)
    }
}
@Composable
fun FormScreen(context: Context, databaseHelper: SurveyDatabaseHelper) {
    // Define state for form fields
    var name by remember { mutableStateOf( value: "") }
    var age by remember { mutableStateOf( value: "") }
    var mobileNumber by remember { mutableStateOf( value: "") }
    var genderOptions = listOf("Male", "Female", "Other")
    var selectedGender by remember { mutableStateOf( value: "") }
    var error by remember { mutableStateOf( value: "") }
    var diabeticsOptions = listOf("Diabetic", "Not Diabetic")
    var \underline{selectedDiabetics} by remember { mutableStateOf(value: "") }
       modifier = Modifier.padding(24.dp),
     horizontalAlignment = Alignment.Start,
```

Complete code in below link:

https://github.com/smartinternz02/SurveyApp/tree/main/app/src/main/java/com/example/surveyapplication/MainActivity.kt





AdminActivity.kt

```
package com.example.surveyapplication
import ...
class AdminActivity : ComponentActivity() {
    private lateinit var <u>databaseHelper</u>: SurveyDatabaseHelper
    override fun onCreate(savedInstanceState: Bundle?) {
       super.onCreate(savedInstanceState)
       databaseHelper = SurveyDatabaseHelper( context: this)
       setContent {
           val data = databaseHelper.getAllSurveys();
           Log.d( tag: "swathi", data.toString())
           val survey = databaseHelper.getAllSurveys()
           ListListScopeSample(survey)
       }
    }
fun ListListScopeSample(survey: List<Survey>) {
   text = "Survey Details",
       modifier = Modifier.padding(top = 24.dp, start = 106.dp, bottom = 24.dp),
       fontSize = 30.sp
   Spacer(modifier = Modifier.height(30.dp))
   LazyRow(
       modifier = Modifier
           .fillMaxSize()
           .padding(top = 80.dp),
```

Complete code in below link:

https://github.com/smartinternz02/SurveyApp/tree/main/app/src/main/java/com/example/surveyapplication/AdminActivity.kt

Task 6: Modifying AndroidManifest.xml

```
android:label="Survey Application"
       android:supportsRtl="true"
       android:theme="@style/Theme.SurveyApplication"
       tools:targetApi="31">
      <activity
          android:name=".RegisterActivity"
          android:exported="false"
          android:label="RegisterActivity"
          android:theme="@style/Theme.SurveyApplication" />
      <activity
          android:name=".LoginActivity"
          android:exported="false"
          android:label="MainActivity"
          android:theme="@style/Theme.SurveyApplication" />
       <activity
         android:name=".AdminActivity"
           android:exported="false"
android:label="AdminActivity"
           android:theme="@style/Theme.SurveyApplication" />
          android:exported="true"
          android:label="Survey Application"
          android:theme="@style/Theme.SurveyApplication">
              <action android:name="android.intent.action.MAIN" />
              <category android:name="android.intent.category.LAUNCHER" />
          </intent-filter>
       </activity>
   </application>
```

When we run the app we will get the MainActivity.kt file as our first screen, but we want LoginActivity.kt, So we need to change in AndroidManifest.xml.

Changed AndroidManifest.xml.

```
android:label="Survey Application"
        android:supportsRtl="true
       android:theme="@style/Theme.SurveyApplication"
       tools:targetApi="31">
       <activity
           android:name=".RegisterActivity"
           android:exported="false"
           android:label="RegisterActivity"
           android:theme="@style/Theme.SurveyApplication" />
       <activity
           android:name=".MainActivity"
           android:exported="false"
           android:label="MainActivity"
           android:theme="@style/Theme.SurveyApplication" />
       <activity
           android:name=".AdminActivity"
           android:exported="false"
           android:label="AdminActivity"
           android:theme="@style/Theme.SurveyApplication" />
           android:name=".LoginActivity"
            android:exported="true'
            android:label="Survey Application"
            android:theme="@style/Theme.SurveyApplication">
           <intent-filter>
               <action android:name="android.intent.action.MAIN" />
               <category android:name="android.intent.category.LAUNCHER" />
           </intent-filter>
        </activity>
• </application>
```

Complete AndroidManifest.xml code:

https://github.com/smartinternz02/SurveyApp/blob/master/app/src/main/AndroidManifest.xml

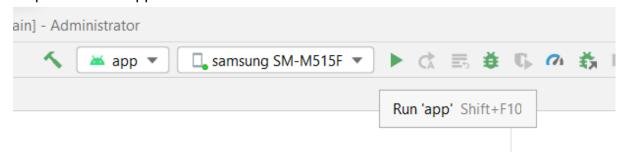
Task 7:

Running the application.

Step 1: Run apps on a hardware device

https://developer.android.com/studio/run/device

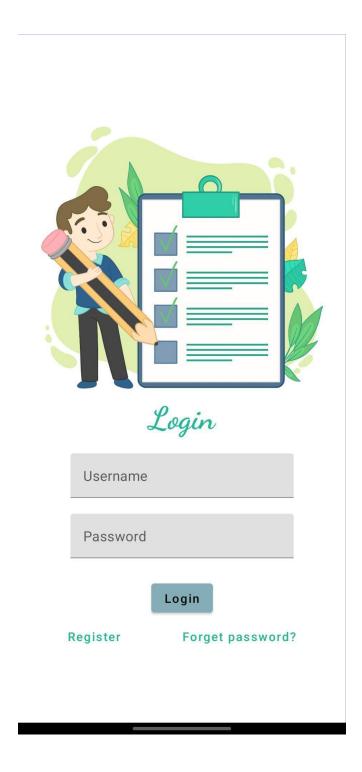
Step 2: Run the application in Mobile



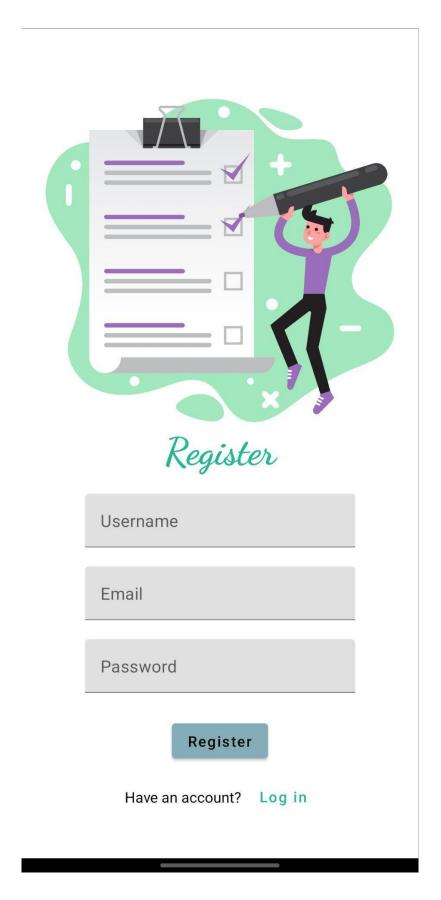
Complete Project Link: https://github.com/smartinternz02/SurveyApp

Final Output of the Application:

Admin Module: After logging in with Admin Credentials which are hard coded. Login Page:

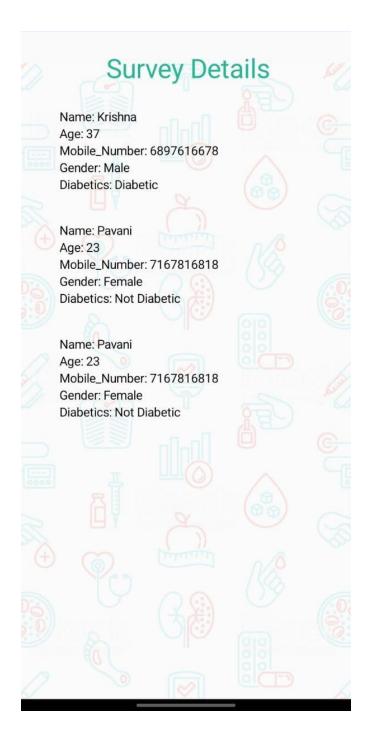


Register Page :



After logging in with Admin Credentials which are hard coded. Password must be "admin".

Admin page:



User Module: Login Page :

