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Week 1 – Instagram Sign-up Page

Code:

MainActivity.kt

```
package com.example.myapplication
import android.os.Bundle
import android.text.Layout
import androidx.activity.ComponentActivity
import androidx.activity.compose.setContent
import androidx.compose.foundation.layout.Arrangement
import androidx.compose.foundation.layout.Column
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.padding
import androidx.compose.foundation.*;
import androidx.compose.material3.*;
import androidx.compose.ui.*;
import androidx.compose.material3.ExperimentalMaterial3Api
import androidx.compose.material3.MaterialTheme
import androidx.compose.material3.Surface
import androidx.compose.material3.Text
import androidx.compose.material3.TextField
import androidx.compose.runtime.Composable
import androidx.compose.ui.Alignment
import androidx.compose.ui.Modifier
import androidx.compose.ui.graphics.Color
import androidx.compose.ui.text.TextStyle
import androidx.compose.ui.tooling.preview.Preview
import androidx.compose.ui.unit.dp
import androidx.compose.ui.unit.sp
import com.example.myapplication.ui.theme.MyApplicationTheme
import androidx.compose.foundation.layout.*
import androidx.compose.foundation.shape.RoundedCornerShape
import androidx.compose.material.*
import androidx.compose.runtime.getValue
import androidx.compose.runtime.mutableStateOf
import androidx.compose.runtime.remember
import androidx.compose.runtime.setValue
import androidx.compose.ui.res.painterResource
import androidx.compose.ui.text.font.FontWeight
import androidx.compose.ui.text.input.KeyboardCapitalization
import androidx.compose.ui.text.input.KeyboardType
import androidx.compose.ui.text.input.TextFieldValue
import androidx.compose.ui.unit.dp
import androidx.compose.ui.unit.sp

class MainActivity : ComponentActivity() {
    @OptIn(ExperimentalMaterial3Api::class)
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
```

```

setContent {
    Column(modifier = Modifier.fillMaxSize(),
        horizontalAlignment = Alignment.CenterHorizontally,
        verticalArrangement = Arrangement.Center) {

        Image(
            painter = painterResource(R.drawable.images), //
            contentDescription = "My Image",
            modifier = Modifier
                .height(100.dp)
                .size(200.dp) // Adjust the size as needed
        )

        Text(text = "Sign up to see photos and videos", color =
            Color(0xFF959A9E), style = TextStyle(
                fontWeight = FontWeight.Bold, fontSize = 22.sp))

        Text(text = "from your friends.", color =
            Color(0xFF959A9E), style = TextStyle(
                fontWeight = FontWeight.Bold, fontSize = 22.sp))

        Spacer(modifier = Modifier.height(16.dp))

        Button(
            onClick = { /* TODO: Handle sign-up button click */ },
            colors = ButtonDefaults.buttonColors(
                Color(0xFF3897F0)),
            shape = RoundedCornerShape(4.dp),
            modifier = Modifier
                .fillMaxWidth()
                .padding(horizontal = 16.dp).size(width = 50.dp,
                    height = 48.dp)
        ) {
            Text(text = "Log in with Facebook", style =
                TextStyle(fontSize = 20.sp, fontWeight = FontWeight.Bold),)
        }

        Spacer(modifier = Modifier.height(16.dp))

        Row(
            modifier = Modifier.padding(vertical = 8.dp),
            verticalAlignment = Alignment.CenterVertically
        ) {
            Divider(
                color = Color.Black,
                modifier = Modifier
                    .weight(1f)
                    .height(1.dp)
                    .padding(end = 8.dp)
            )
            Text(
                text = "OR", color = Color.DarkGray, style =
                    TextStyle(
                        fontWeight = FontWeight.Bold
                    ),
                modifier = Modifier.padding(horizontal = 8.dp)
            )
            Divider(
                color = Color.Black,

```

```

        modifier = Modifier
            .weight(1f)
            .height(1.dp)
            .padding(start = 8.dp)
    )
}
Spacer(modifier = Modifier.height(16.dp))
var text1 by remember{ mutableStateOf(TextFieldValue("")) }
TextField(
    value = text1,
    onValueChange = {newText -> text1 = newText},
    label = { Text(text = "Mobile Number or Email") },
    colors = TextFieldDefaults.textFieldColors(
        unfocusedLabelColor = Color.DarkGray, // Set the
background color inside the TextField to light gray
    ),
    modifier = Modifier.fillMaxWidth().padding(horizontal =
16.dp)
)

Spacer(modifier = Modifier.height(16.dp))
var text2 by remember{ mutableStateOf(TextFieldValue("")) }
TextField(
    value = text2,
    onValueChange = {newText -> text2 = newText},
    label = { Text(text = "Full Name") },
    colors = TextFieldDefaults.textFieldColors(
        unfocusedLabelColor = Color.DarkGray, // Set the
background color inside the TextField to light gray
    ),
    modifier = Modifier.fillMaxWidth().padding(horizontal =
16.dp)
)

Spacer(modifier = Modifier.height(16.dp))
var text3 by remember{ mutableStateOf(TextFieldValue("")) }
TextField(
    value = text3,
    onValueChange = {newText -> text3 = newText},
    label = { Text(text = "Username") },
    colors = TextFieldDefaults.textFieldColors(
        unfocusedLabelColor = Color.DarkGray, // Set the
background color inside the TextField to light gray
    ),
    modifier = Modifier
        .fillMaxWidth()
        .padding(horizontal = 16.dp)
)

Spacer(modifier = Modifier.height(16.dp))
var text4 by remember{ mutableStateOf(TextFieldValue("")) }
TextField(
    value = text4,
    onValueChange = {newText -> text4 = newText},
    label = { Text(text = "Password") },
    modifier = Modifier
        .fillMaxWidth()
        .padding(horizontal = 16.dp)
)

Spacer(modifier = Modifier.height(32.dp))

```

```

        Button(
            onClick = { /* TODO: Handle sign-up button click */ },
            colors = ButtonDefaults.buttonColors(
                Color(0xFF3897F0)),
            shape = RoundedCornerShape(4.dp),
            modifier = Modifier
                .fillMaxWidth()
                .height(48.dp)
                .padding(horizontal = 16.dp).size(width = 50.dp,
height = 48.dp)
        ) {
            val onClick = { /* TODO: Handle link click */ }
            Text(text = "Sign Up", style = TextStyle(fontSize =
20.sp, fontWeight = FontWeight.Bold), modifier = Modifier.clickable(onClick
= onClick))

        }

        Spacer(modifier = Modifier.height(16.dp))

        Text(text = "By signing up, you agree to our", color =
Color(0xFF959A9E), style = TextStyle(fontSize = 16.sp))
        Text(text = "Terms & Privacy Policy.", color =
Color(0xFF959A9E), style = TextStyle(
            fontWeight = FontWeight.Bold, fontSize = 16.sp
        ))
    }

}

}

}

}

@Composable
fun Greeting(name: String) {
    Text(
        text = ""
    )
}

@Preview(showBackground = true)
@Composable
fun GreetingPreview() {
}

```

Week 2 – Blood Bank App

Code:

MainActivity.kt

```

package com.example.bloodbank
import android.content.Intent
import android.os.Bundle
import android.text.Layout

```

```

import androidx.activity.ComponentActivity
import androidx.activity.compose.setContent
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.padding
import androidx.compose.foundation.*;
import androidx.compose.material3.*;
import androidx.compose.ui.*;
import androidx.compose.material3.ExperimentalMaterial3Api
import androidx.compose.material3.MaterialTheme
import androidx.compose.material3.Surface
import androidx.compose.material3.Text
import androidx.compose.material3.TextField
import androidx.compose.runtime.Composable
import androidx.compose.ui.Alignment
import androidx.compose.ui.Modifier
import androidx.compose.ui.graphics.Color
import androidx.compose.ui.text.TextStyle
import androidx.compose.ui.tooling.preview.Preview
import androidx.compose.ui.unit.dp
import androidx.compose.ui.unit.sp
import androidx.compose.foundation.layout.*
import androidx.compose.foundation.shape.RoundedCornerShape
import androidx.compose.material.*
import androidx.compose.runtime.getValue
import androidx.compose.runtime.mutableStateOf
import androidx.compose.runtime.remember
import androidx.compose.runtime.setValue
import androidx.compose.ui.layout.ContentScale
import androidx.compose.ui.res.painterResource
import androidx.compose.ui.text.font.FontWeight
import androidx.compose.ui.text.input.KeyboardCapitalization
import androidx.compose.ui.text.input.KeyboardType
import androidx.compose.ui.text.input.TextFieldValue
import androidx.compose.ui.unit.dp
import androidx.compose.ui.unit.sp

class MainActivity : ComponentActivity() {
    @OptIn(ExperimentalMaterial3Api::class)
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContent {

            Image(
                painter = painterResource(R.drawable.bloodbank), //
                contentDescription = "My Image",
                contentScale = ContentScale.FillBounds,
                modifier = Modifier
                    .fillMaxSize()
                    .height(100.dp)
                    .size(200.dp) // Adjust the size as needed
            )
            Column(modifier = Modifier.fillMaxSize(),
                horizontalAlignment = Alignment.CenterHorizontally,
                verticalArrangement = Arrangement.Center){

```

```

//          Image(
//          painter = painterResource(R.drawable.images), //
Replace with your image resource
//          contentDescription = "My Image",
//          modifier = Modifier
//          .height(100.dp)
//          .size(200.dp) // Adjust the size as needed
//          )

        Row() {
            Column( horizontalAlignment = Alignment.Start,
                    verticalArrangement = Arrangement.Top) {
                Image(
                    painter = painterResource(R.drawable.blood), //
Replace with your image resource
                    contentDescription = "My Image",
                    contentScale = ContentScale.FillBounds,
                    modifier = Modifier
                        .height(50.dp)
                        .size(50.dp) // Adjust the size as needed
                )
            }
            Column( horizontalAlignment =
Alignment.CenterHorizontally,
                    verticalArrangement = Arrangement.Center) {
                Row {
                    Text(text = "Save ",color =
Color(0xFF000000),style = TextStyle(
                        fontWeight = FontWeight.Bold, fontSize =
22.sp))

                    Text(text = "Lives",color =
Color(0xFFFFFFFF),style = TextStyle(
                        fontWeight = FontWeight.Bold, fontSize =
22.sp))
                }
                Row{
                    Text(text = "Donate ",color =
Color(0xFF000000),style = TextStyle(
                        fontWeight = FontWeight.Bold, fontSize =
22.sp))

                    Text(text = "Blood",color =
Color(0xFFFFFFFF),style = TextStyle(
                        fontWeight = FontWeight.Bold, fontSize =
22.sp))
                }
            }
        }

        Spacer(modifier = Modifier.height(10.dp))

        Row(
            modifier = Modifier.padding(vertical = 8.dp),
            verticalAlignment = Alignment.CenterVertically
        ) {
            Divider(
                color = Color.Black,
                modifier = Modifier
                    .weight(1f)

```

```

        .height(1.dp)
        .padding(end = 8.dp)
    )
    Image(
        painter = painterResource(R.drawable.heart), //
Replace with your image resource
        contentDescription = "My Image",
        contentScale = ContentScale.FillBounds,
        modifier = Modifier
            .height(30.dp)
            .size(30.dp) // Adjust the size as needed
    )
    Image(
        painter = painterResource(R.drawable.heart), //
Replace with your image resource
        contentDescription = "My Image",
        contentScale = ContentScale.FillBounds,
        modifier = Modifier
            .height(30.dp)
            .size(30.dp) // Adjust the size as needed
    )
    Image(
        painter = painterResource(R.drawable.heart), //
Replace with your image resource
        contentDescription = "My Image",
        contentScale = ContentScale.FillBounds,
        modifier = Modifier
            .height(30.dp)
            .size(30.dp) // Adjust the size as needed
    )
    Divider(
        color = Color.Black,
        modifier = Modifier
            .weight(1f)
            .height(1.dp)
            .padding(start = 8.dp)
    )
}

Spacer(modifier = Modifier.height(16.dp))
var text3 by remember{ mutableStateOf(TextFieldValue("")) }
TextField(
    value = text3,
    onValueChange = {newText -> text3 = newText},
    label = { Text(text = "Username") },
    colors = TextFieldDefaults.textFieldColors(
        unfocusedLabelColor = Color.DarkGray, // Set the
background color inside the TextField to light gray
    ),
    modifier = Modifier
        .fillMaxWidth()
        .padding(horizontal = 16.dp)
)

Spacer(modifier = Modifier.height(16.dp))
var text4 by remember{ mutableStateOf(TextFieldValue("")) }
TextField(
    value = text4,
    onValueChange = {newText -> text4 = newText},
    label = { Text(text = "Password") },
    modifier = Modifier

```

```

        .fillMaxWidth()
        .padding(horizontal = 16.dp)
    )

    Spacer(modifier = Modifier.height(32.dp))

    Button(
        onClick = { val navigate =
Intent(this@MainActivity, infopage::class.java)
startActivity(navigate)
},
        colors = ButtonDefaults.buttonColors(
Color(0xFFC43B3B)),
        shape = RoundedCornerShape(4.dp),
        modifier = Modifier
            .fillMaxWidth()
            .height(48.dp)
            .padding(horizontal = 16.dp)
            .size(width = 50.dp, height = 48.dp)
    ) {
        val onClick = { /* TODO: Handle link click */ }
        Text(text = "Sign In", style = TextStyle(fontSize =
20.sp, fontWeight = FontWeight.Bold), modifier = Modifier.clickable(onClick =
onClick))
    }

    Spacer(modifier = Modifier.height(16.dp))

    Text(text = "You are one step away from", color =
Color(0xFF000000), style = TextStyle(fontSize = 18.sp, fontWeight =
FontWeight.Bold))

    Text(text = "Saving Lives !!", color = Color(0xFFFFFFFF),
style = TextStyle(
        fontWeight = FontWeight.Bold, fontSize = 20.sp
    ))
}

}

}

}

@Composable
fun Greeting(name: String) {
    Text(
        text = ""
    )
}

@Preview(showBackground = true)
@Composable
fun GreetingPreview() {
}

class News {
}

```


InfoPage.kt

```
package com.example.bloodbank

import android.os.Bundle
import androidx.activity.ComponentActivity
import androidx.activity.compose.setContent
import androidx.compose.foundation.Image
import androidx.compose.foundation.background
import androidx.compose.foundation.layout.Arrangement
import androidx.compose.foundation.layout.Box
import androidx.compose.foundation.layout.Column
import androidx.compose.foundation.layout.Row
import androidx.compose.foundation.layout.Spacer
import androidx.compose.foundation.layout.fillMaxHeight
import androidx.compose.foundation.layout.fillMaxSize
import androidx.compose.foundation.layout.fillMaxWidth
import androidx.compose.foundation.layout.height
import androidx.compose.foundation.layout.offset
import androidx.compose.foundation.layout.padding
import androidx.compose.foundation.layout.size
import androidx.compose.foundation.layout.width
import androidx.compose.foundation.lazy.LazyColumn
import androidx.compose.foundation.rememberScrollState
import androidx.compose.foundation.verticalScroll
import androidx.compose.material.icons.Icons
import androidx.compose.material.icons.filled.Add
import androidx.compose.material3.BottomAppBar
import androidx.compose.material3.DrawerValue
import androidx.compose.material3.ExperimentalMaterial3Api
import androidx.compose.material3.FabPosition
import androidx.compose.material3.FloatingActionButton
import androidx.compose.material3.Icon
import androidx.compose.material3.MaterialTheme
import androidx.compose.material3.Scaffold
import androidx.compose.material3.Surface
import androidx.compose.material3.Text
import androidx.compose.material3.TopAppBar
import androidx.compose.material3.rememberDrawerState
import androidx.compose.runtime.Composable
import androidx.compose.ui.Alignment
import androidx.compose.ui.Modifier
import androidx.compose.ui.graphics.Color
import androidx.compose.ui.layout.ContentScale
import androidx.compose.ui.res.painterResource
import androidx.compose.ui.text.TextStyle
import androidx.compose.ui.text.font.FontWeight
import androidx.compose.ui.text.style.TextAlign
import androidx.compose.ui.tooling.preview.Preview
import androidx.compose.ui.unit.dp
import androidx.compose.ui.unit.sp
import com.example.bloodbank.ui.theme.BloodBankTheme

class InfoPage : ComponentActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContent {
            Image(
                painter = painterResource(R.drawable.bloodback), // Replace
with your image resource
                contentDescription = "My Image",
```

```

        contentScale = ContentScale.FillBounds,
        modifier = Modifier
            .fillMaxSize()
            .height(100.dp)
            .size(200.dp) // Adjust the size as needed
    )
    val scrollState = rememberScrollState()

    Column() {
        // MyScreen()

        Column(modifier = Modifier
            .fillMaxSize()
            .verticalScroll(state = scrollState),
            horizontalAlignment = Alignment.CenterHorizontally,
            verticalArrangement = Arrangement.Center)
        {
            Text(
                text = "News Headlines",
                textAlign = TextAlign.Justify,
                style = TextStyle(
                    color = Color.Black,
                    fontSize = 20.sp,
                    fontWeight = FontWeight.Bold
                ),
                modifier = Modifier.padding(bottom = 16.dp)
            )

            PictureWithText1()

            Spacer(modifier = Modifier.height(100.dp))

            PictureWithText2()

            Spacer(modifier = Modifier.height(100.dp))

            PictureWithText3()

            Spacer(modifier = Modifier.height(100.dp))

            PictureWithText4()
        }
    }
}

@OptIn(ExperimentalMaterial3Api::class)
@Composable
fun MyScreen() {
    Box(modifier = Modifier) {
        Column(modifier = Modifier) {
            // Content of the screen
        }
        FloatingActionButton(
            onClick = { /* Handle FAB click */ },

```

```

        modifier = Modifier
            .align(Alignment.BottomEnd)
            .offset((-16).dp, (-16).dp)
    ) {
        Icon(Icons.Default.Add, contentDescription = "Add")
    }
}

@Composable
fun PictureWithText1() {
    Box(
        modifier = Modifier
    ) {
        // Load your image using an Image composable
        Image(
            painter = painterResource(R.drawable.bb1), // Replace with your
image resource
            contentDescription = "My Image",
            contentScale = ContentScale.FillBounds,
            modifier = Modifier
                .align(Alignment.Center)
                .width(380.dp)
                .height(200.dp)
                // Adjust the size as needed
        )

        // Overlay a white background with low opacity
        Box(
            modifier = Modifier
                .fillMaxWidth()
                .padding(horizontal = 20.dp)
                .align(Alignment.BottomCenter)
                .offset(y = (-20).dp) // Adjust the offset as needed
                .background(Color.White.copy(alpha = 0.3f)), // Apply
opacity to the background color
            contentAlignment = Alignment.TopStart // Align the text at the
top left of the box
        ) {
            // Add your text content
            Text(
                text = "In a remarkable act of compassion and generosity,
Rajesh stepped forward to donate blood, becoming a beacon of hope for those
in need. This selfless act showcases the true spirit of humanity and the
power of giving.",
                textAlign = TextAlign.Justify,
                style = TextStyle(
                    color = Color.Black,
                    fontSize = 13.sp,
                    fontWeight = FontWeight.Bold
                ),
                modifier = Modifier.padding(bottom = 16.dp)
            )
        }
    }
}

```

```

        // Add spacing at the bottom of the image
        Spacer(
            modifier = Modifier
                .fillMaxWidth()
                .height(30.dp)
                .background(Color.Transparent)
                .align(Alignment.BottomCenter)
        )
    }
}

@Composable
fun PictureWithText2() {
    Box(
        modifier = Modifier
    ) {
        // Load your image using an Image composable
        Image(
            painter = painterResource(R.drawable.bb2), // Replace with your
image resource
            contentDescription = "My Image",
            contentScale = ContentScale.FillBounds,
            modifier = Modifier
                .align(Alignment.Center)
                .width(380.dp)
                .height(200.dp)
        )

        // Overlay a white background with low opacity
        Box(
            modifier = Modifier
                .fillMaxWidth()
                .padding(horizontal = 20.dp)
                .align(Alignment.BottomCenter)
                .offset(y = (-20).dp) // Adjust the offset as needed
                .background(Color.White.copy(alpha = 0.3f)), // Apply
opacity to the background color
            contentAlignment = Alignment.TopStart // Align the text at the
top left of the box
        ) {
            // Add your text content
            Text(
                text = "In a landmark development, the esteemed Rotary
Blood Bank has announced its move to new, cutting-edge premises, ushering
in a new era of advanced facilities and enhanced capabilities. This
relocation comes as a significant milestone in the organization's ongoing
mission to save lives and serve the community.",
                textAlign = TextAlign.Justify,
                style = TextStyle(
                    color = Color.Black,
                    fontSize = 13.sp,
                    fontWeight = FontWeight.Bold
                ),
                modifier = Modifier.padding(bottom = 16.dp)
            )
        }

        // Add spacing at the bottom of the image
        Spacer(
            modifier = Modifier

```

```

        .fillMaxWidth()
        .height(30.dp)
        .background(Color.Transparent)
        .align(Alignment.BottomCenter)
    )
}

@Composable
fun PictureWithText3() {
    Box(
        modifier = Modifier
    ) {
        // Load your image using an Image composable
        Image(
            painter = painterResource(R.drawable.bb3), // Replace with your
image resource
            contentDescription = "My Image",
            contentScale = ContentScale.FillBounds,
            modifier = Modifier
                .align(Alignment.Center)
                .width(380.dp)
                .height(200.dp)
        )

        // Overlay a white background with low opacity
        Box(
            modifier = Modifier
                .fillMaxWidth()
                .padding(horizontal = 20.dp)
                .align(Alignment.BottomCenter)
                .offset(y = (-20).dp) // Adjust the offset as needed
                .background(Color.White.copy(alpha = 0.3f)), // Apply
opacity to the background color
            contentAlignment = Alignment.TopStart // Align the text at the
top left of the box
        ) {
            // Add your text content
            Text(
                text = "Uttar Pradesh Special Task Force (UPSTF) busted a
gang of seven members who used to smuggle human blood units donated to a
charitable institute in Rajasthan and sell them through blood banks in
Lucknow and other parts of UP. Those arrested include owners of two blood
banks in Lucknow along with five others. They were arrested from
Thakurganj.",
                textAlign = TextAlign.Justify,
                style = TextStyle(
                    color = Color.Black,
                    fontSize = 13.sp,
                    fontWeight = FontWeight.Bold
                ),
                modifier = Modifier.padding(bottom = 16.dp)
            )
        }

        // Add spacing at the bottom of the image
        Spacer(
            modifier = Modifier
                .fillMaxWidth()
                .height(30.dp)
                .background(Color.Transparent)
        )
    }
}

```

```

        .align(Alignment.BottomCenter)
    )
}

@Composable
fun PictureWithText4() {
    Box(
        modifier = Modifier
    ) {
        // Load your image using an Image composable
        Image(
            painterResource(R.drawable.bb4), // Replace with your
image resource
            contentDescription = "My Image",
            contentScale = ContentScale.FillBounds,
            modifier = Modifier
                .align(Alignment.Center)
                .width(380.dp)
                .height(200.dp)
        )

        // Overlay a white background with low opacity
        Box(
            modifier = Modifier
                .fillMaxWidth()
                .padding(horizontal = 20.dp)
                .align(Alignment.BottomCenter)
                .offset(y = (-20).dp) // Adjust the offset as needed
                .background(Color.White.copy(alpha = 0.4f)), // Apply
opacity to the background color
            contentAlignment = Alignment.TopStart // Align the text at the
top left of the box
        ) {
            // Add your text content
            Text(
                text = "The members of the NCC unit of Union Christian
College donated blood at the regional blood transfusion centre, district
hospital, Aluva. Dr. N Vijayakumar, Medical Officer IMA BloodBank Aluva,
Sri Victor, Blood Bank Counselor, Maj KS Narayanan, NCC Officer, UC College
Aluva, and 12 NCC Cadets of UC College Aluva Participated in the program.",
                textAlign = TextAlign.Justify,
                style = TextStyle(
                    color = Color.Black,
                    fontSize = 13.sp,
                    fontWeight = FontWeight.Bold
                ),
                modifier = Modifier.padding(bottom = 16.dp)
            )
        }

        // Add spacing at the bottom of the image
        Spacer(
            modifier = Modifier
                .fillMaxWidth()
                .height(30.dp)
                .background(Color.Transparent)
                .align(Alignment.BottomCenter)
        )
    }
}

```