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Tamagotchi App Code

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.fillMaxSize  
import androidx.compose.foundation.layout.fillMaxWidth  
import androidx.compose.foundation.layout.height  
import androidx.compose.foundation.layout.padding  
import androidx.compose.foundation.layout.size  
import androidx.compose.foundation.shape.*CircleShape*import androidx.compose.material3.Button  
import androidx.compose.material3.MaterialTheme  
import androidx.compose.material3.Surface  
import androidx.compose.material3.Text  
import androidx.compose.runtime.Composable  
import androidx.compose.runtime.getValue  
import androidx.compose.runtime.mutableStateOf  
import androidx.compose.runtime.remember  
import androidx.compose.runtime.setValue  
import androidx.compose.ui.Alignment  
import androidx.compose.ui.Modifier  
import androidx.compose.ui.draw.clip  
import androidx.compose.ui.graphics.Color  
import androidx.compose.ui.graphics.painter.Painter  
import androidx.compose.ui.res.painterResource  
import androidx.compose.ui.text.font.FontWeight  
import androidx.compose.ui.tooling.preview.Preview  
import androidx.compose.ui.unit.dp  
import androidx.compose.ui.unit.sp  
import com.example.tamagotchi9.ui.theme.Tamagotchi9Theme  
  
class MainActivity : ComponentActivity() {  
 override fun onCreate(savedInstanceState: Bundle?) {  
 super.onCreate(savedInstanceState)  
 *setContent* **{** Tamagotchi9Theme **{** TamagotchiApp()  
 **}  
 }** }  
}  
  
@Composable  
fun TamagotchiApp(modifier: Modifier = Modifier) {  
 var showContent by remember **{** *mutableStateOf*(false) **}** var petImageId by remember **{** *mutableStateOf*(R.drawable.*pet\_image*) **}** var health by remember **{** *mutableStateOf*(0) **}** var hunger by remember **{** *mutableStateOf*(0) **}** var cleanliness by remember **{** *mutableStateOf*(0) **}** Column(  
 modifier = Modifier.*fillMaxSize*(),  
 verticalArrangement = Arrangement.Center,  
 horizontalAlignment = Alignment.CenterHorizontally  
 ) **{** if (!showContent) {  
 Text(  
 text = "Welcome",  
 fontSize = 30.*sp*,  
 fontWeight = FontWeight.Bold  
 )  
 }  
  
 val petImage: Painter = painterResource(petImageId)  
  
 Image(  
 painter = petImage,  
 contentDescription = "Pet Image",  
 modifier = Modifier  
 .*size*(200.*dp*)  
 .*clip*(shape = *CircleShape*)  
 )  
  
 Spacer(modifier = Modifier.*padding*(16.*dp*))  
  
 if (showContent) {  
 Column(  
 horizontalAlignment = Alignment.CenterHorizontally  
 ) **{** Button(onClick = **{** petImageId = R.drawable.*hunger* hunger += 20  
 if (hunger > 100) hunger = 100  
 **}**) **{** Text(text = "Feed")  
 **}** Box(  
 modifier = Modifier  
 .*size*(75.*dp*)  
 .*background*(color = Color.Magenta)  
 ) **{** Text(  
 text = "$hunger%",  
 modifier = Modifier.*align*(Alignment.Center)  
 )  
 **}** Spacer(modifier = Modifier.*height*(16.*dp*))  
  
 Column **{** Button(onClick = **{** petImageId = R.drawable.*cleanliness* cleanliness += 20  
 if (cleanliness > 100) cleanliness = 100  
 **}**) **{** Text(text = "Cleaning")  
 **}** Box(  
 modifier = Modifier  
 .*size*(75.*dp*)  
 .*background*(color = Color.Magenta)  
 ) **{** Text(  
 text = "$cleanliness%",  
 modifier = Modifier.*align*(Alignment.Center)  
 )  
 **}  
 }** Spacer(modifier = Modifier.*height*(16.*dp*))  
  
 Button(onClick = **{** petImageId = R.drawable.*health* health += 20  
 if (health > 100) health = 100  
 **}**) **{** Text(text = "Playing")  
 **}** Box(  
 modifier = Modifier  
 .*size*(75.*dp*)  
 .*background*(color = Color.Magenta)  
 ) **{** Text(  
 text = "$health%",  
 modifier = Modifier.*align*(Alignment.Center)  
 )  
 **}  
 }** } else {  
 Button(  
 onClick = **{** showContent = true **}**,  
 modifier = Modifier.*padding*(horizontal = 16.*dp*)  
 ) **{** Text(text = "GO")  
 **}** }  
 **}**}  
  
  
@Preview(showBackground = true, showSystemUi = true)  
@Composable  
fun GreetingPreview() {  
 Tamagotchi9Theme **{** TamagotchiApp()  
 **}**}

<https://youtu.be/AJ1e2HC1NRc>