

# COMPOSE INPUT – VALIDATION

## **1.INTRODUCTION**

### **1.1. Overview:**

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.

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

### **1.2. Purpose:**

The purpose of this project is to compose an input and validate it.

## **2.LITERATURE**

## **SURVE**

## Empathy map

Use this framework to develop a deep, shared understanding and empathy for other people. An empathy map helps describe the aspects of a user's experience, needs and pain points, to quickly understand your users' experience and mindset.

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### Build empathy

The information you add here should be representative of the observations and research you've done about your users.

**Says**

What have we heard them say?  
What can we imagine them saying?

**Thinks**

What are their goals, needs, hopes, and dreams? What other thoughts might influence their behavior?

**Does**

What behavior have we observed?  
What can we imagine them doing?

**Feels**

What are their fears, frustrations, and emotions? What other feelings might influence their behavior?

Give them a name and a persona to empathize with your personas.

**Need some inspiration?**

See a collection of variations of this template in the Inspiration panel on the right.

[Open inspiration](#)

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## Brainstorm & idea prioritization

Use this template in your next brainstorming sessions to generate and evaluate ideas, prioritize them, and select the most promising ones to develop and bring to life.

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### 1. Before you collaborate

Before you collaborate, make sure you have a clear understanding of the problem you're trying to solve and the goals you want to achieve.

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### 2. Define your problem statement

Define your problem statement in a clear, concise, and measurable way. This will help you and your team stay focused on the problem you're trying to solve.

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### 3. Brainstorm

Brainstorm ideas for solving the problem. Use the provided grid to capture and organize your ideas.

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### 4. Group ideas

Group ideas into clusters based on their similarity or common themes. This will help you identify patterns and trends in your ideas.

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### 5. Prioritize

Prioritize ideas based on their impact and effort. Use the provided grid to evaluate and rank your ideas.

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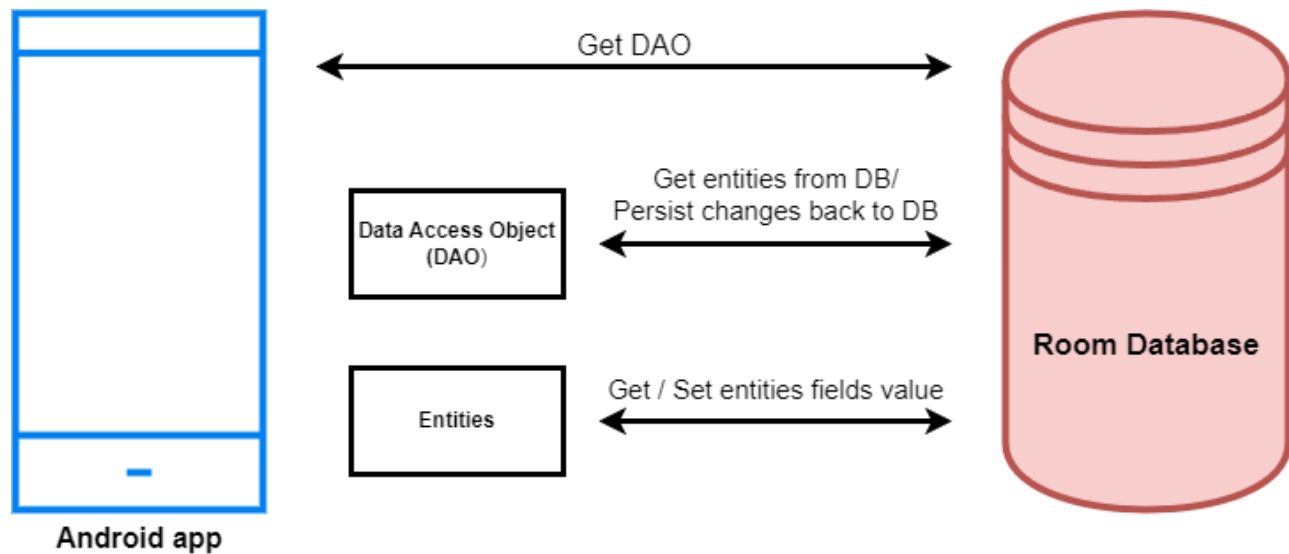
### 6. After you collaborate

After you collaborate, review the ideas and select the most promising ones to develop and bring to life.

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### 3. THEORITICAL ANALYSIS

### 3.1 Block diagram:

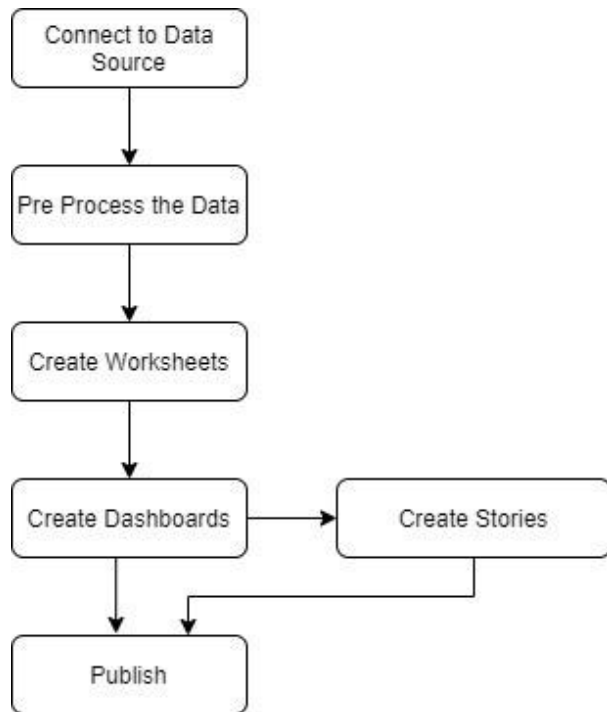


### 3.2 Hardware / Software designing:

Software: Android development kit

## 4. FLOWCHART

Control flow of the solution



## 5. RESULT

The image displays three mobile application screens for a survey titled "Survey on Diabetics".

- Survey Form:** The first screen shows a registration form with fields for Name, Age, Mobile Number, and Gender (Male, Female, Other). It also includes a section for Diabetics status (Diabetic, Not Diabetic).
- Register Screen:** The second screen features a cartoon character and a "Register" button. Below the button are links for "Have an account?" and "Log in".
- Login Screen:** The third screen features a cartoon character and a "Login" button. Below the button are links for "Register" and "Forgot password?".

## 6. ADVANTAGES & DISADVANTAGES

Better solutions can be improvised to improve growth rate of the knowledge from different countries using a quick and user friendly visualization.  
More data is needed to give accurate results of each and every commune from different countries.

## **7. APPLICATIONS**

- Compose input and validation.
- This App can be used for fill the blanks place.
- It can also be used in filling application.

## **8. CONCLUSION**

The above project has been made considering topics taught in the boot camp and other previous experiences. This visualization is user friendly and can be understood by anyone without previous programming knowledge and can be implemented in an effective way.

## **9. FUTURE SCOPE**

Prediction of future growth rates can be made using few algorithms in Kotlin. Accordingly many decisions can be made. Since there was a 5 day boot camp related to the challenge, I have restricted my project only to visualization considering the topics that have been taught.