

Owl-M-A-Material-De sign-Study-App

PRESENTED BY

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DESCRIPTION

A project that demonstrates the use of Android Jetpack Compose to build a UI for a Owl-M: a material design study app.

Owl-M app is a sample project built using the Android Compose UI toolkit. A Compose implementation of the Owl Material study.

To complete the project you need to finish up the tasks listed below:

Tasks:

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

MAIN ACTIVITY.JAVA

```
name: Android CI
on: [push]
jobs:
  build:
    runs-on: ubuntu-latest
    steps:
      - uses: actions/checkout@v1
      - name: set up JDK 1.8
        uses: actions/setup-java@v1
        with:
          java-version: 1.8
      - name: Build with Gradle
        run: ./gradlew build
```

```
<?xml version="1.0" encoding="UTF-8"?>

<project version="4">

<component name="GradleSettings">

<option name="linkedExternalProjectsSettings">

    <GradleProjectSettings>

        <option name="distributionType"
value="DEFAULT_WWRAPPED" />

        <option name="externalProjectPath"
value="ΦΠΡΩΣΙΕΣ ΡΙΖΩΝ" />

    </GradleProjectSettings>

```

```
<option name="modules">
  <set>

    <option value="$PROJECT_DIR$" />
    <option value="$PROJECT_DIR$/app" />
    <option value="$PROJECT_DIR$/design_system" />
    <option value="$PROJECT_DIR$/rally_line_chart" />
    <option value="$PROJECT_DIR$/rally_line_indicator" />
    <option value="$PROJECT_DIR$/rally_pie" />
    <option value="$PROJECT_DIR$/rally_scrollable_tab" />
    <option value="$PROJECT_DIR$/themebuilder" />

  </set>
</option>
```

```
<option name="resolveModulePerSourceSet"  
value="false" />  
  
    </GradleProjectSettings>  
    </option>  
    </component>  
</project>
```

ENCODINGS.XML

```
<?xml version="1.0"  
encoding="UTF-8"?>  
  
<project version="4">  
  
<component name="Encoding"  
addBOMForNewFiles="with NO BOM"  
/>  
  
</project>
```

IDEA/GRADLE.XML

```
<?xml version="1.0" encoding="UTF-8"?>
<project version="4">
    <component name="GradleSettings">
        <option name="linkedExternalProjectsSettings">
            <GradleProjectSettings>
                <option name="distributionType"
value="DEFAULT_WWRAPPED" />
                <option name="externalProjectPath"
value="$PROJECT_DIR$" />
```

```
.<option name="modules">
  <set>
    <option value="$PROJECT_DIR$" />
    <option value="$PROJECT_DIR$/app" />
    <option value="$PROJECT_DIR$/design_system" />
    <option value="$PROJECT_DIR$/rally_line_chart" />
    <option value="$PROJECT_DIR$/rally_line_indicator" />
    <option value="$PROJECT_DIR$/rally_pie" />
    <option value="$PROJECT_DIR$/rally_scrollable_tab" />
    <option value="$PROJECT_DIR$/themebuilder" />
  </set>
</option>
```

```
<option name="resolveModulePerSourceSet"  
value="false" />  
  
</GradleProjectSettings>  
</option>  
</component>  
</project>
```

APP/BUILD.GRADLE

```
apply plugin: 'com.android.application'

apply plugin: 'kotlin-android'

apply plugin: 'kotlin-android-extensions'

android {

    def globalConfiguration =
rootProject.extensions.getByName("ext")
    compileSdkVersion 29
    buildToolsVersion "29.0.3"
```

```
defaultConfig {  
    applicationId "io.playground.material.rally"  
    minSdkVersion 23  
    targetSdkVersion 29  
    versionCode  
  
    globalConfiguration["androidVersionCode"]  
    versionName  
    globalConfiguration["androidVersionName"]  
    testInstrumentationRunner  
    "androidx.test.runner.AndroidJUnitRunner"
```

```
buildTypes {  
    release {  
        minifyEnabled false  
        proguardFiles  
            getDefaultProguardFile('proguard-android-  
                optimize.txt'), 'proguard-rules.pro'  
    }  
}
```

```
android {  
    compileOptions {  
        sourceCompatibility 1.8  
        targetCompatibility 1.8  
    }  
    kotlinOptions {  
        jvmTarget = "1.8"  
    }  
}
```

```
dependencies {  
    implementation fileTree(dir: 'libs', include:  
['*.jar'])  
    implementation project(':design_system')  
    implementation project(':rally_pie')  
    implementation  
    project(':rally_scrollable_tab')  
    implementation project(':rally_line_chart')  
    implementation  
    project(':rally_line_indicator')
```

```
implementation  
"org.jetbrains.kotlin:kotlin-stdlib-jdk7:$kotlin_version"  
    implementation  
'androidx.appcompat:appcompat:1.1.0'  
    implementation  
'androidx.constraintlayout:constraintlayout:2.0.0-beta4'  
    testImplementation 'junit:junit:4.12'  
    implementation  
'androidx.legacy:legacy-support-v4:1.0.0'  
    androidTestImplementation  
'androidx.test:runner:1.2.0'
```

```
    androidTestImplementation  
        'androidx.test.espresso:espresso-core:3.2.  
        0'  
        implementation  
        'com.google.android.material:material:1.1.0  
        '  
        implementation 'androidx.core:core-ktx:1.  
        2.0'  
    }  
}
```

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Study Material



Arts & Craft

The Basics of Woodturning



Painting

An introduction to oil painting

