







ANDROID STUDIO – EXPERIENCE BASED PROJECT LEARNING

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

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BONAFIDE CERTIFICATE

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Abstract:

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

a practical guide to implementing text input fields and validation in Android apps using Jetpack Compose. It covers creating `TextField` components, handling state, and performing both synchronous and asynchronous input validation.

The demonstration focuses on providing real-time feedback, managing errors, and ensuring a seamless user experience with accessible and responsive forms. This article is aimed at Android developers seeking to build efficient and user-friendly input validation systems with Compose.

Introduction:

User input is a core aspect of mobile app development, and ensuring it is properly validated is crucial for a smooth user experience. This demonstration explores how to manage text input and validation in Android apps using Jetpack Compose. By leveraging Compose's declarative UI components like `TextField`, developers can easily handle input state, perform real-time validation, and provide clear error feedback. This guide highlights best practices for building responsive, accessible input forms while ensuring data integrity and improving user experience.

Data Flow Diagram:

The Data Flow Diagram (DFD) for this project represents the flow of data between the system's components. Below is a simple explanation of the flow:

DFD Breakdown:

1.Receive User Input:

• The app captures the text entered by the user.

2. Validate Input:

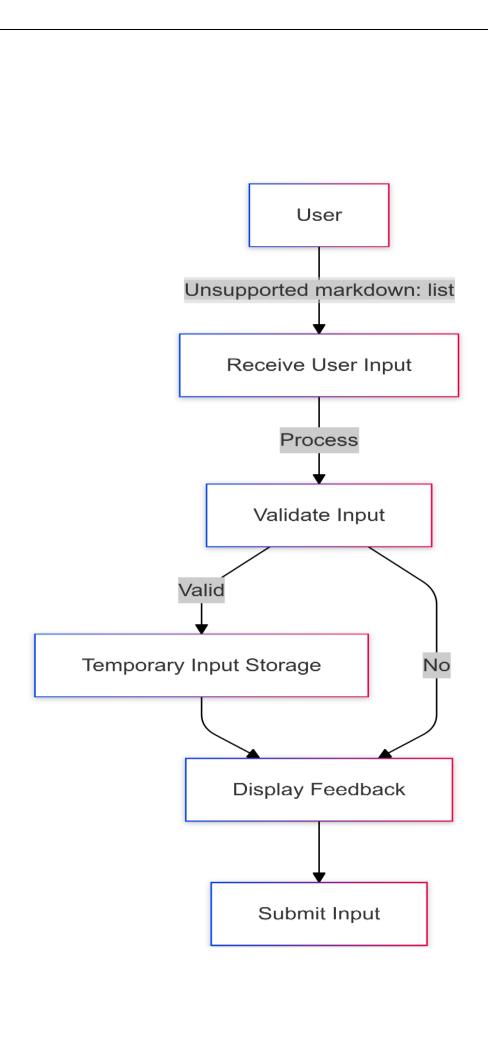
• The input is checked against predefined validation rules (e.g., non-empty, format checks.

3.Display Feedback:

- If the input fails validation, feedback like "Invalid input, please try again" is shown.
- If valid, feedback such as "Input is valid" is provided.

4.Submit Input:

• If validation passes, the input is submitted for further processing (e.g., stored in a database or sent to another system).



Use Case Diagram:

The Use Case Diagram depicts the interactions between users and the system. This helps visualize how users will interact with the TEXT INPUT VALIDATION app.

Actors:

- User: The person using the Android app to input and validate text.
- **System** (**Android App**): The backend and UI components managing the input and validation.

Main Use Cases:

1.Enter Text:

• The user enters text into a text field.

2. Validate Input:

• The system checks if the entered text meets certain validation criteria (e.g., not empty, matches a pattern).

3. Show Validation Result:

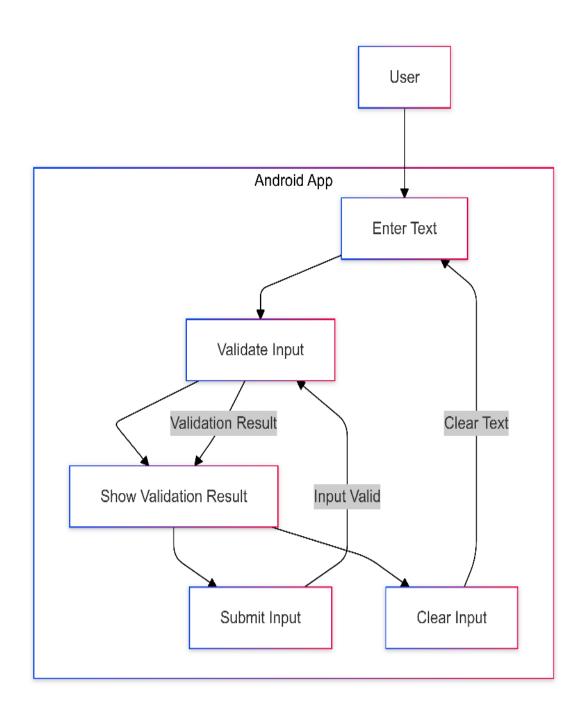
• The system provides feedback, such as an error message or confirmation that the input is valid.

4.Clear Input:

• The user clears the text input field.

5.Submit Input:

• The user submits the valid input for further processing or storage.



Hardware Requirements:

- 1. **Processor:** Quad-core (Intel i5+ or equivalent; i7/i9 recommended).
- 2. **RAM:** 8 GB minimum (16 GB+ recommended).
- 3. **Storage:** 20 GB+ free space (SSD recommended).
- 4. **Graphics:** Integrated or dedicated GPU for hardware acceleration.

Software Requirements:

- 1. **OS:** Windows 10+, macOS 10.14+, Linux (modern distros).
- 2. **Android Studio:** Version 4.2+ (Arctic Fox or later recommended).
- 3. **JDK:** Version 8+ (11 recommended)
- 4. **Libraries:** Jetpack Compose, Kotlin 1.5+, Gradle 7.0+.
- 5. **Emulator:** Supports API level 21+.
- 6. Android SDK: SDK Tools, Build Tools, Platform Tools.
- 7. Version Control: Git.

Dependencies:

• Jetpack Compose:

implementation "androidx.compose.ui:ui:\$compose_version" implementation "androidx.compose.material:material:\$compose_version" implementation "androidx.compose.ui:ui-tooling preview:\$compose_version"

• **Kotlin Compose:** implementation "org.jetbrains.kotlin:kotlin-stdlib:\$kotlin_version"

Program Code:

1.User:

```
package com.example.surveyapplication
import androidx.room.ColumnInfo
import androidx.room.Entity
import androidx.room.PrimaryKey

@Entity(tableName = "user_table")
data class User(
    @PrimaryKey(autoGenerate = true) val id: Int?,
    @ColumnInfo(name = "first_name") val firstName: String?,
    @ColumnInfo(name = "last_name") val lastName: String?,
    @ColumnInfo(name = "email") val email: String?,
    @ColumnInfo(name = "password") val password: String?,
)
```

2.UserDao:

```
package com.example.surveyapplication
import androidx.room.*

@Dao
interface UserDao {

@Query(value = "SELECT * FROM user_table WHERE email = :email")
    suspend fun getUserByEmail(email: String): User?

@Insert(onConflict = OnConflictStrategy.REPLACE)
    suspend fun insertUser(user: User)
```

```
@Update
        suspend fun updateUser(user: User)
        @Delete
        suspend fun deleteUser(user: User)
     class User {
      }
3.User Database:
     package com.example.surveyapplication
     import android.content.Context
     import androidx.room.Database
     import androidx.room.Room
     import androidx.room.RoomDatabase
     @Database(entities = [User::class], version = 1)
     abstract class UserDatabase : RoomDatabase() {
        abstract fun userDao(): UserDao
        companion object {
          @Volatile
          private var instance: UserDatabase? = null
          fun getDatabase(context: Context): UserDatabase {
            return instance ?: synchronized(this) {
               val newInstance = Room.databaseBuilder(
                 context.applicationContext,
                 UserDatabase::class.java,
                 "user database"
               ).build()
```

4. User Database:

```
package com.example.surveyapplication
import android.content.Context
import androidx.room.Database
import androidx.room.Room
import androidx.room.RoomDatabase
@Database(entities = [User::class], version = 1)
abstract class UserDatabase: RoomDatabase() {
  abstract fun userDao(): UserDao
  companion object {
     @Volatile
    private var instance: UserDatabase? = null
    fun getDatabase(context: Context): UserDatabase {
       return instance ?: synchronized(this) {
         val newInstance = Room.databaseBuilder(
            context.applicationContext,
            UserDatabase::class.java,
            "user database"
         ).build()
         instance = newInstance
         newInstance
```

Output:

1. UI Elements:

- Title: "Compose Text Input and Validation."
- TextField: Input field labeled "Enter text."
- Submit Button: Labeled "Submit."
- Error Message: "Input must be at least 5 characters long" if input is invalid.
- Success Message: "Form submitted successfully!" appears after valid input.

2. Validation:

- Valid Input: At least 5 characters.
- Invalid Input: Shows error message and red border if input is shorter than 5 characters.

3. User Actions:

• Clicking "Submit" or pressing "Done" on the keyboard triggers validation.

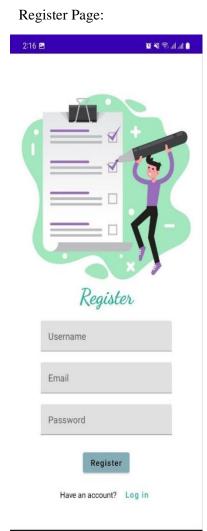
4. Feedback:

- Error: Red border and error message for invalid input.
- Success: Toast saying "Input is valid!" and success message for valid input.

Sample Output:

Admin Module:



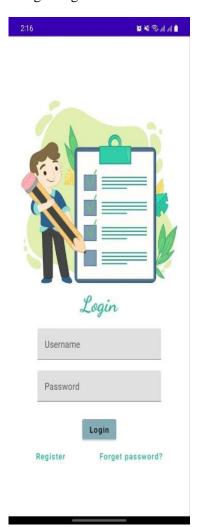


Admin Page:

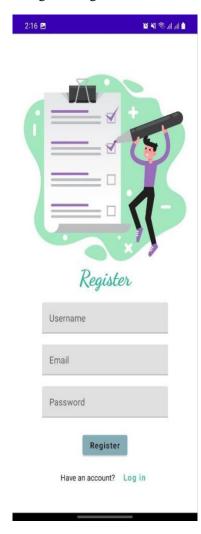


User Module:

Login Page:



Register Page:



Main Page:



Conclusion:

The output of this Compose UI demonstrates how text input validation can be visually represented and how the user is provided with immediate feedback upon submitting the form. The form validates the input length, shows errors when the input is invalid, and displays success messages when the input passes validation.

Future Enhancement:

1. Advanced Validation:

• Support for regex (email, phone number, password) and multiple input fields.

2. Real-time Feedback:

• Inline validation and real-time error messages.

3. Custom Error Handling:

• Tooltips, custom error messages, and icons.

4. Form Reset:

• Add "Reset" button and auto-clear fields after submission.

5. Password Handling:

• Password visibility toggle and strength meter.

6. Keyboard and Focus Management:

• Dynamic keyboard types and automatic focus management.

7. Localization & Accessibility:

• Multi-language support and improved accessibility features.

8. Network Validation:

• Server-side validation and loading states for form submission.

9. UI/UX Enhancements:

• Multi-step forms and custom input styles.