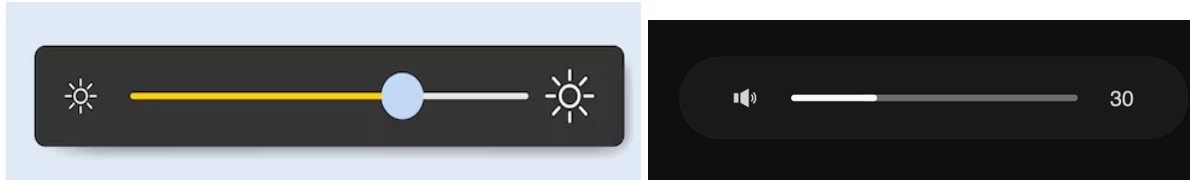


Android - Jetpack Compose Study Jam

Week -4

Welcome to week 4 of the Jetpack Compose Study Jam. This week we'll be learning how to create a Spin-Wheel and add a Slider to our project and a button to execute the spinner.

Spin-Wheel and Slider:



There are many types of sliders to facilitate app development in jetpack compose and we'll be dealing with one of them, i.e, a slider with steps and a set value range. It provides a simple slider and helps to slide across the values. Adjusting volume on a music player app, Setting brightness on a phone screen, etc.,

So what do we do here? We implement a slider with a defined range and steps for the slider so we can choose the desired value. And in each step we will display a spinner image for the fun part.

For the spinner part we will place a spinner image and place a pointer image on the centre. And use the animation composables to rotate the pointer as per our needs.



This is for the fun part a spinning wheel to point at a random colour using random function, animation composables. In which we can select colour and let the person to pay the food bill whom the pointer points.

Slider:

Change the spin wheel image according to the slider value using **when** function.

```
Spacer(modifier = Modifier.padding(13.dp))
Slider(
    value = sliderPosition,
    onValueChange = { it: Float
        sliderPosition = it.roundToInt().toFloat()
        switchClick = 0F
        color_choose = Color.White
    },
    colors = SliderDefaults.colors(
        thumbColor = Color.LightGray,
        activeTrackColor = colorResource(R.color.darkslider),
        inactiveTrackColor = colorResource(R.color.blueslider)
    ),
    thumb = { it: SliderPositions
        Image(painterResource(id = R.drawable.pin), contentDescription: "contentDescription")
    },
    steps = 4,
    valueRange = 3F ≤ .. ≤ 8F,
    modifier = Modifier
        .fillMaxWidth()
)
```

Spin-Wheel:

This is for one such case where a spinner is chosen with slider and a random person is chosen therefore we want to point the pointer at respective colour.

```
Image(
    painter = painterResource(R.drawable.wheel_8),
    contentDescription = null
)
Box(contentAlignment = Alignment.Center,
    modifier = Modifier.align(Alignment.Center)) { this: BoxScope
    if (cod == 1) // 1 -> Red colour cod -> random number generated
        Image(
            painter = painterResource(id = R.drawable.point),
            modifier = Modifier
                .align(Alignment.Center)
                .rotate(degrees: 115F),
            contentDescription = null,
        )
    }
```

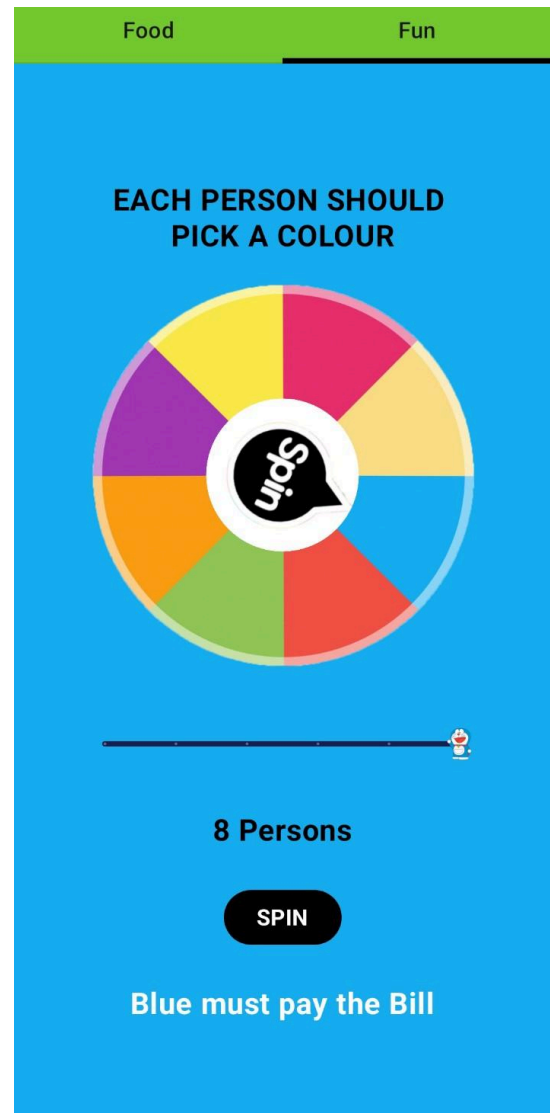
Random function:

```
@Composable
fun PayBill(numberOfPeople: Int, reset: Boolean = false) : Int {
    var chosenNumber by remember { mutableIntStateOf((1 ≤ .. ≤ numberOfPeople).random()) }
    if (reset) {
        chosenNumber = (1 ≤ .. ≤ numberOfPeople).random()
    }
    Column { this: ColumnScope
        colourChoose(chosenNumber)
    }
    return chosenNumber
}
```

Button:

```
Button(
    onClick = {
        targetAngle = randomAngle()
        switchClick++ },
    colors = ButtonDefaults.buttonColors(containerColor = Color.Black) )
{ this: RowScope
    Text(text = "SPIN", fontWeight = FontWeight.Bold, color = Color.White)
}
Spacer(modifier = Modifier.padding(13.dp))
if (switchClick > 0) {
    cod=PayBill(numberOfPeople = sliderPosition.toInt(), reset = false)
    color_bg(int = cod)
}
}
```

Spin-Wheel



In the spin wheel section, it's optional to rotate the pointer since you're just starting out. Give it a shot if you feel up to it, but if not, simply change the background color to indicate the selected person.

Links for reference:

1. <https://youtu.be/BVHZZrYu2Ow?si=cgB2yH6W7z6koXLS>
2. <https://developer.android.com/develop/ui/compose/components/slider>
3. <https://developer.android.com/develop/ui/compose/components/button>
4. https://drive.google.com/drive/folders/1rVwID5lf0JiDtpxtZ14ewnm6g8h3OE0X?usp=s_haring