

```

import { useState } from "react";
import { Card, CardContent } from "@components/ui/card";
import { Button } from "@components/ui/button";
import { Switch } from "@components/ui/switch";
import { Tabs, TabsList, TabsTrigger, TabsContent } from "@components/ui/tabs";
import { Alert, AlertTitle, AlertDescription } from "@components/ui/alert";
import { ShieldAlert, Activity, Brain, Settings } from "lucide-react";

export default function NexusDashboard() {
  const [mode, setMode] = useState("passive");
  const [emergency, setEmergency] = useState(false);
  const [alerts, setAlerts] = useState([
    { id: 1, title: "Toxin Detected", description: "Nanobots neutralizing trace toxins in liver." },
    { id: 2, title: "Tissue Repair Initiated", description: "Muscle regeneration active in left arm." },
  ]);

  return (
    <div className="p-6 space-y-6">
      <h1 className="text-3xl font-bold text-center"> 🧠 N.E.X.U.S. Dashboard</h1>

      <Tabs defaultValue="status">
        <TabsList className="grid grid-cols-4 gap-2">
          <TabsTrigger value="status"><Activity className="inline mr-1" />Status</TabsTrigger>
          <TabsTrigger value="goals"><Brain className="inline mr-1" />Goals</TabsTrigger>
          <TabsTrigger value="logs"><Settings className="inline mr-1" />Logs</TabsTrigger>
          <TabsTrigger value="emergency"><ShieldAlert className="inline mr-1" />Emergency</TabsTrigger>
        </TabsList>

        <TabsContent value="status">
          <Card>
            <CardContent className="p-4 grid grid-cols-2 gap-4">
              <div>
                <h2 className="text-xl font-semibold">Vital Signs</h2>
                <ul className="mt-2 space-y-1">
                  <li>Heart Rate: 72 bpm</li>
                  <li>Blood Oxygen: 98%</li>
                  <li>Brainwave Sync: ✓ Stable</li>
                </ul>
              </div>
              <div>
                <h2 className="text-xl font-semibold">Nanobot Activity</h2>
                <ul className="mt-2 space-y-1">
                  <li>Active Units: 1843</li>
                </ul>
              </div>
            </CardContent>
          </Card>
        </TabsContent>
      </Tabs>
    </div>
  );
}

```

```

        <li>Repair: Left Arm</li>
        <li>Detox: Liver Zone</li>
    </ul>
</div>
</CardContent>
</Card>
</TabsContent>

<TabsContent value="goals">
    <Card>
        <CardContent className="p-4 space-y-4">
            <div className="flex justify-between items-center">
                <span>Mode: {mode.charAt(0).toUpperCase() + mode.slice(1)}</span>
                <Switch checked={mode === "active"} onChange={() => setMode(mode ===
"passive" ? "active" : "passive")} />
            </div>
            <Button onClick={() => alert("Cognitive Boost Sequence Initiated")}>Start Cognitive
Boost</Button>
            <Button variant="secondary" onClick={() => alert("Toxin Sweep Activated")}>Activate
Detox Mode</Button>
        </CardContent>
    </Card>
</TabsContent>

<TabsContent value="logs">
    {alerts.map((alert) => (
        <Alert key={alert.id} className="mb-4">
            <AlertTitle>{alert.title}</AlertTitle>
            <AlertDescription>{alert.description}</AlertDescription>
        </Alert>
    ))}
</TabsContent>

<TabsContent value="emergency">
    <Card>
        <CardContent className="p-4 space-y-4">
            <h2 className="text-lg font-bold">Emergency Protocol</h2>
            <Button
                variant="destructive"
                onClick={() => {
                    setEmergency(true);
                    alert("Emergency Shutdown Activated. Nanobot activity halted.");
                }}
            >

```

```

        Activate Kill Switch
      </Button>
      {emergency && <p className="text-red-500 font-bold">System is in emergency
shutdown state.</p>}
    </CardContent>
  </Card>
</TabsContent>
</Tabs>
</div>
);
}

```

✅ The React-based UI prototype for the N.E.X.U.S. dashboard is now live in the canvas. It includes:

Real-Time Health & Nanobot Status

Goals and Mode Toggle (passive ↔ active)

AI Activity Log Viewer

Emergency Kill Switch