Compose Camp

Android Basics with Compose:

android
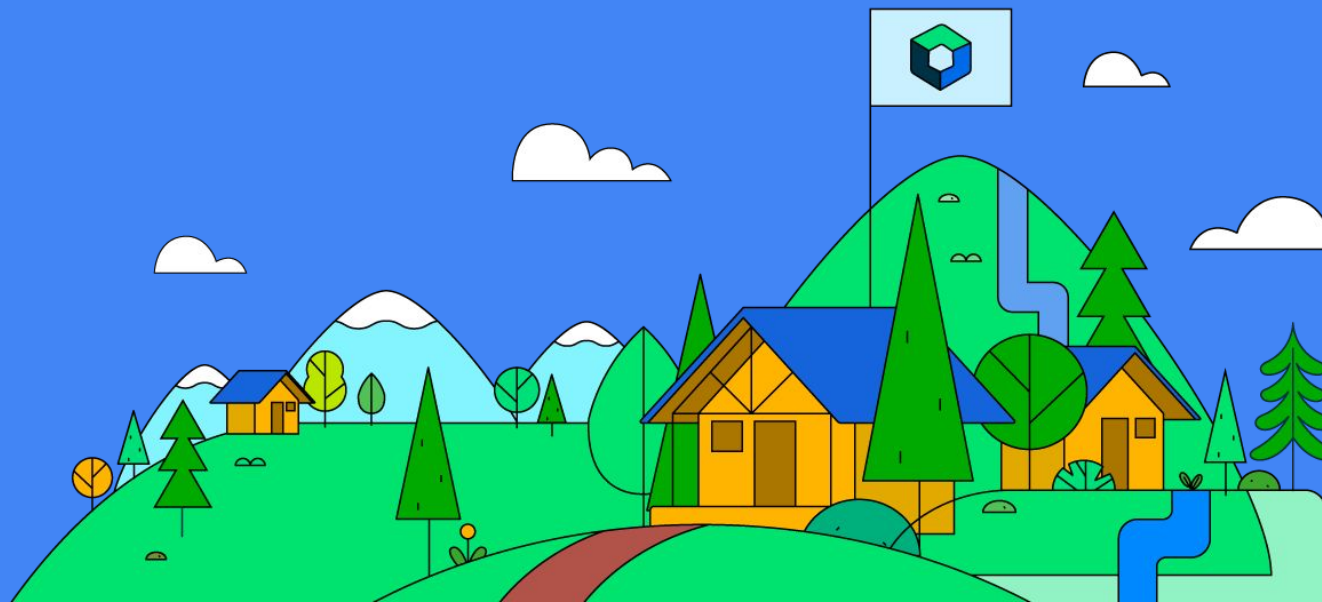
Welcome back

Any questions?

android
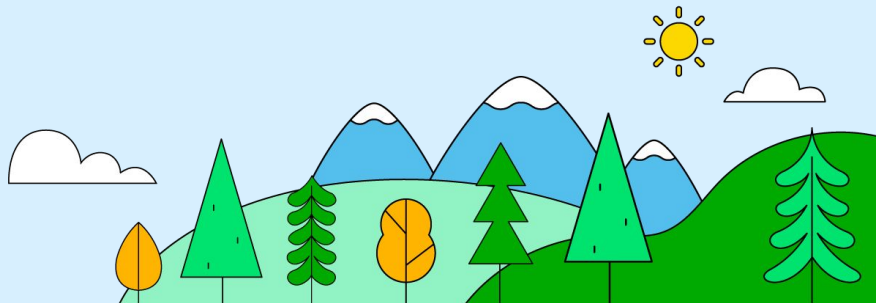
Session Overview

Jetpack Compose

android

A composable function

- Describes some part of your UI.

- Doesn't return anything.

- Takes some input and generates what's shown on the screen.

- Might emit several UI elements.

android

Greeting()

```kotlin
@Composable
fun Greeting(name: String) {
    Text(text = "Hello $name!")
}
```

android

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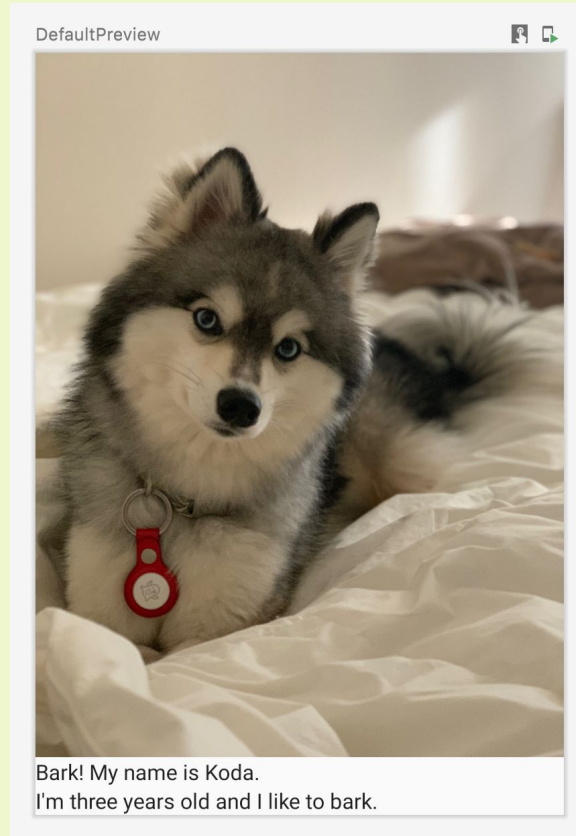
android

Pet Adoption App

android

PetName()

```kotlin
@Composable
fun PetName() {


}
```

android

PetName()

```
@Composable
fun PetName() {
    Text()
}
```

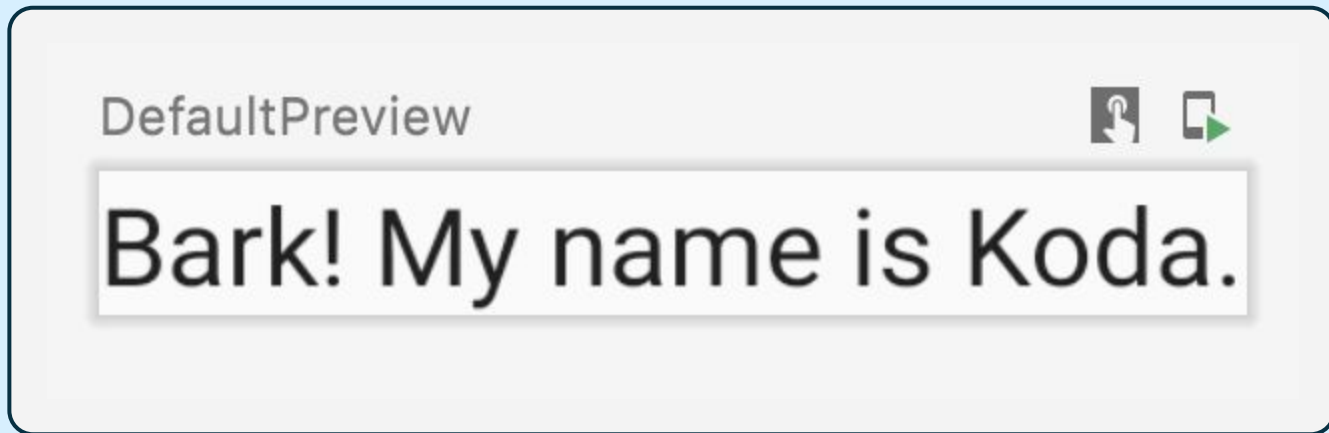android

PetName()

```kotlin
@Composable

fun PetName() {
    Text(text = "Bark! My name is Koda.")
}
```

android

DefaultPreview()

```
@Preview(showBackground = true)

@Composable

fun DefaultPreview() {

    PetAdoptionTheme {

        PetName()

    }

}
```
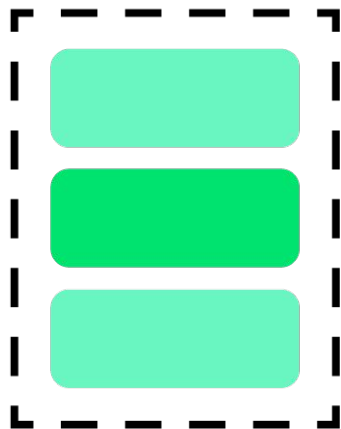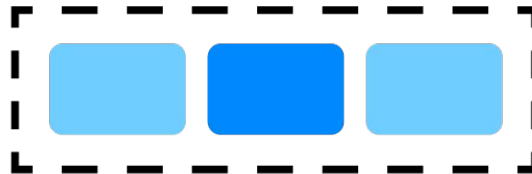
android

DefaultPreview()

android

PetInformation()

```kotlin
@Composable
fun PetInformation() {
    Text(text = "I'm three years old and I like to bark.")
}
```

android

Column and Row

Column

Row

android

DefaultPreview()

DefaultPreview

Bark! My name is Koda.
I'm three years old and I like to bark.

android

PetAdoptionColumn()

```kotlin
@Composable
fun PetAdoptionInformation() {
    Column {


    }
}
```

android

PetAdoptionColumn()

```kotlin
@Composable

fun PetAdoptionInformation() {

    Column {

        PetName()

        PetInformation()

    }

}
```

android

DefaultPreview()

```kotlin
@Preview(showBackground = true)
@Composable
fun DefaultPreview() {
    PetAdoptionTheme {
        PetAdoptionInformation()
    }
}
```
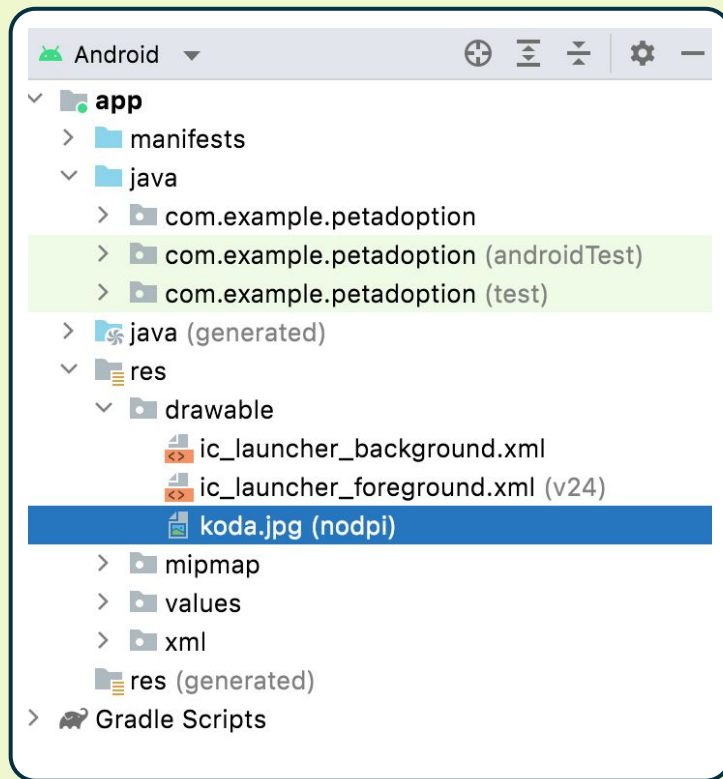
android

DefaultPreview()

DefaultPreview

Bark! My name is Koda.
I'm three years old and I like to bark.

android

Resources()

android

Accessing Resources

R.drawable.*koda*

android

Accessing Resources

R.drawable.*koda*

android

Accessing Resources

R.<mark>drawable</mark>.*koda*

android

Accessing Resources

R.drawable.*koda*

android

PetImage()

```kotlin
@Composable
fun PetImage() {


}
```

android

PetImage()

```kotlin
@Composable
fun PetImage() {
    val image =
}
```

android

PetImage()

```kotlin
@Composable
fun PetImage() {
    val image = painterResource(...)
}
```

android

PetImage()

```kotlin
@Composable
fun PetImage() {
    val image = painterResource(id = R.drawable.koda)
}
```

android

PetImage()

```kotlin
@Composable
fun PetImage() {
    val image = painterResource(id = R.drawable.koda)
    Image(painter = ,
          contentDescription = )
}
```

android

PetImage()

```kotlin
@Composable
fun PetImage() {
    val image = painterResource(id = R.drawable.koda)
    Image(painter = image,
        contentDescription = )
}
```

android

PetImage()

```kotlin
@Composable
fun PetImage() {
    val image = painterResource(id = R.drawable.koda)
    Image(painter = image,
        contentDescription = "Gray and white dog with a collar sitting on a bed")
}
```

android

PetAdoptionInformation()

```kotlin
@Composable
fun PetAdoptionInformation() {
    Column {
        PetImage()
        PetName()
        PetInformation()
    }
}
```

android

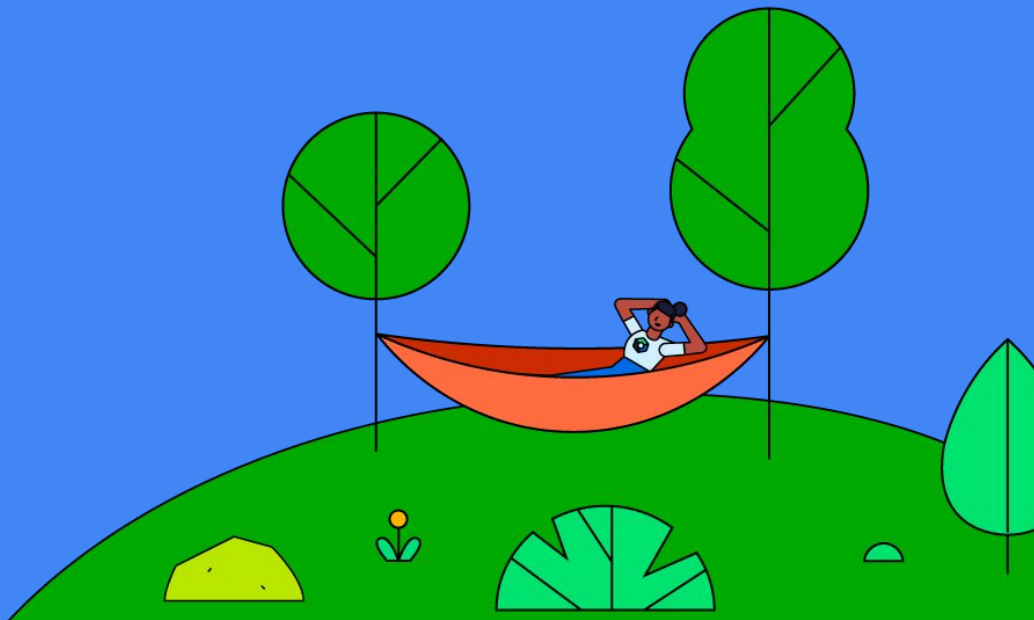Bark! My name is Koda.
I'm three years old and I like to bark.

android

Let's get started
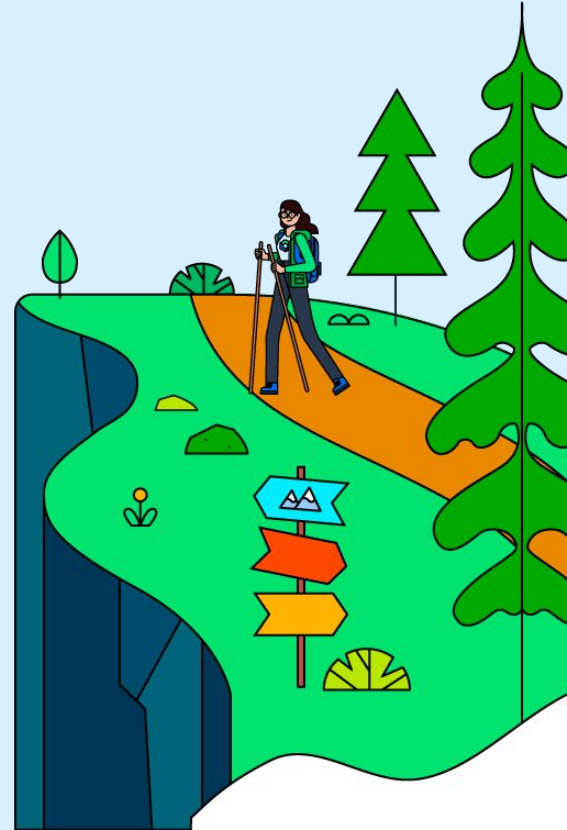
android

Break

Welcome back

And congrats!

android

Share what you've learned using

#ComposeCamp

on social media

For a chance to be featured by Android, submit your tips on learning Compose to goo.gle/compose-tips

android

Learn More

android