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# LOGIN SCREEN

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SMART BRIDGE- ANDROID APP DEVELOPMENT



21BCE8951

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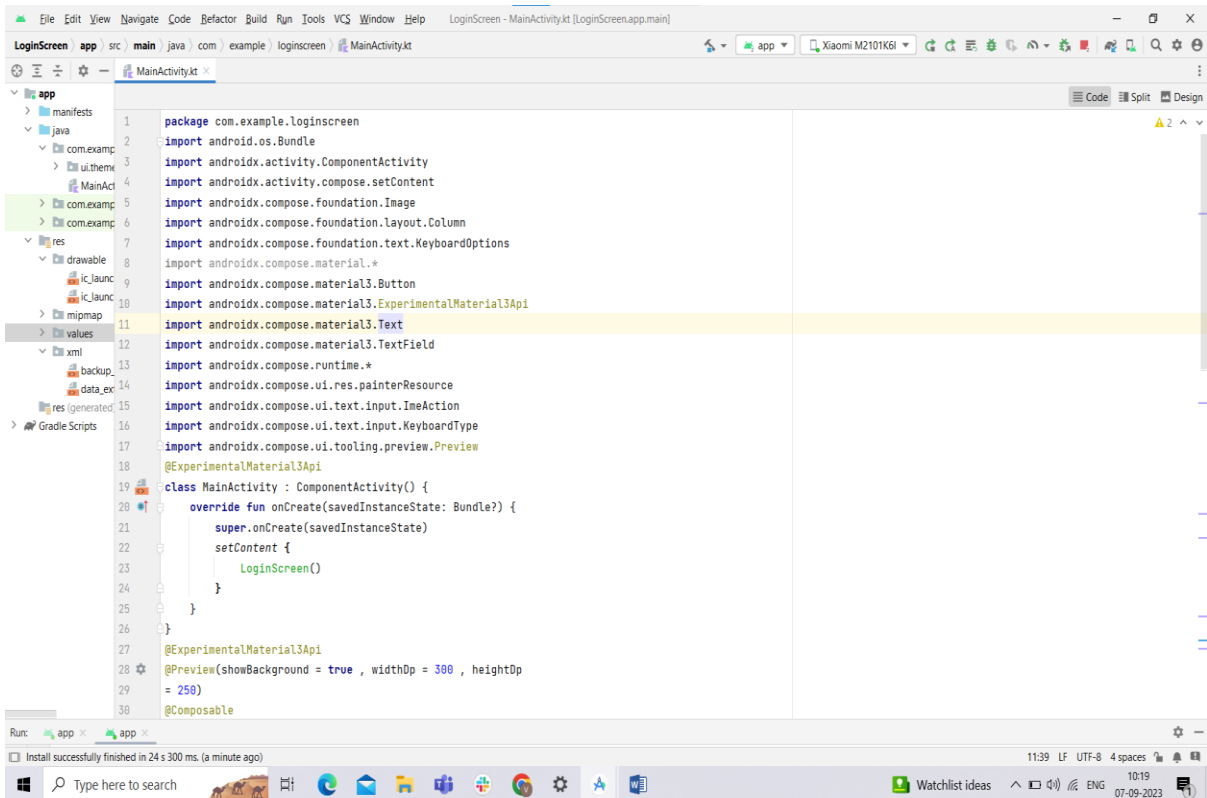
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SMART INTERNZ

ASSIGNMENT-1

## Program: Simple Login Screen with two text fields username and password and a Login button.

### Screenshots of the code



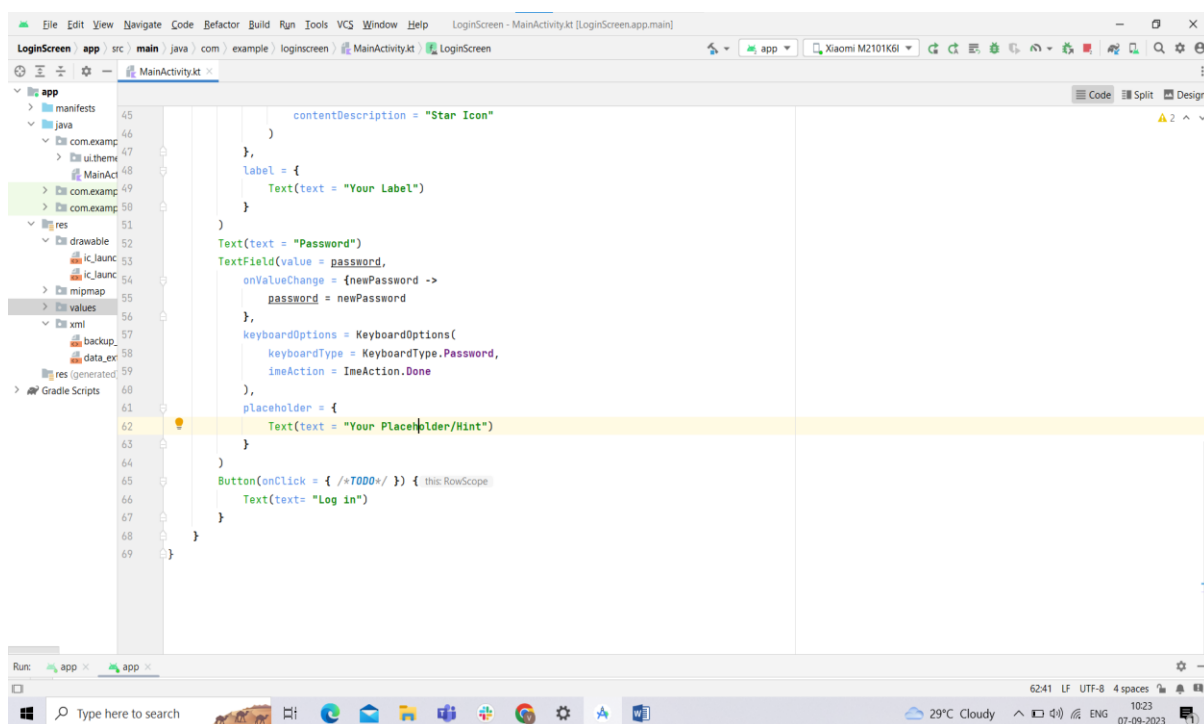
```

1 package com.example.loginscreen
2 import android.os.Bundle
3 import androidx.activity.ComponentActivity
4 import androidx.activity.compose.setContent
5 import androidx.compose.foundation.Image
6 import androidx.compose.foundation.layout.Column
7 import androidx.compose.foundation.text.KeyboardOptions
8 import androidx.compose.material.*
9 import androidx.compose.material3.Button
10 import androidx.compose.material3.ExperimentalMaterial3Api
11 import androidx.compose.material3.Text
12 import androidx.compose.material3.TextField
13 import androidx.compose.runtime.*
14 import androidx.compose.ui.res.painterResource
15 import androidx.compose.ui.text.input.ImeAction
16 import androidx.compose.ui.text.input.KeyboardType
17 import androidx.compose.ui.tooling.preview.Preview
18 @ExperimentalMaterial3Api
19 class MainActivity : ComponentActivity() {
20     override fun onCreate(savedInstanceState: Bundle?) {
21         super.onCreate(savedInstanceState)
22         setContent {
23             LoginScreen()
24         }
25     }
26 }
27 @ExperimentalMaterial3Api
28 @Preview(showBackground = true, widthDp = 300, heightDp = 250)
29 @Composable
  
```



```

31 public fun LoginScreen() {
32     Column { this: ColumnScope
33         var username by remember { mutableStateOf( value: " ") }
34         var password by remember { mutableStateOf( value: " ") }
35         Text(text = "Username")
36         TextField(
37             value = username,
38             onValueChange = { newUsername ->
39                 username = newUsername
40             },
41             leadingIcon = {
42                 Image(
43                     painter = painterResource(id =
44                         android.R.drawable.star_big_on),
45                     contentDescription = "Star Icon"
46                 )
47             },
48             label = {
49                 Text(text = "Your Label")
50             }
51         )
52     }
53 }
  
```



## CODE:

```
package com.example.loginscreen
import android.os.Bundle
import androidx.activity.ComponentActivity
import androidx.activity.compose.setContent
import androidx.compose.foundation.Image
import androidx.compose.foundation.layout.Column
import androidx.compose.foundation.text.KeyboardOptions
import androidx.compose.material.*
import androidx.compose.material3.Button
import androidx.compose.material3.ExperimentalMaterial3Api
import androidx.compose.material3.Text
import androidx.compose.material3.TextField
import androidx.compose.runtime.*
import androidx.compose.ui.res.painterResource
import androidx.compose.ui.text.input.ImeAction
import androidx.compose.ui.text.input.KeyboardType
import androidx.compose.ui.tooling.preview.Preview
@ExperimentalMaterial3Api
class MainActivity : ComponentActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContent {
            LoginScreen()
        }
    }
}
```

```
}
```

```
@ExperimentalMaterial3Api
```

```
@Preview(showBackground = true , widthDp = 300 , heightDp = 250)
```

```
@Composable
```

```
public fun LoginScreen() {
```

```
    Column {
```

```
        var username by remember { mutableStateOf(" ") }
        var password by remember { mutableStateOf(" ") }
```

```
        Text(text = "Username")
        TextField(
```

```
            value = username,
            onValueChange = { newUsername ->
                username = newUsername
            },
```

```
            leadingIcon = {
                Image(
                    painter = painterResource(id =
                        android.R.drawable.star_big_on),
                    contentDescription = "Star Icon"
                )
            },
```

```
            label = {
                Text(text = "Your Label")
            }
        )
```

```
        Text(text = "Password")
        TextField(value = password,
```

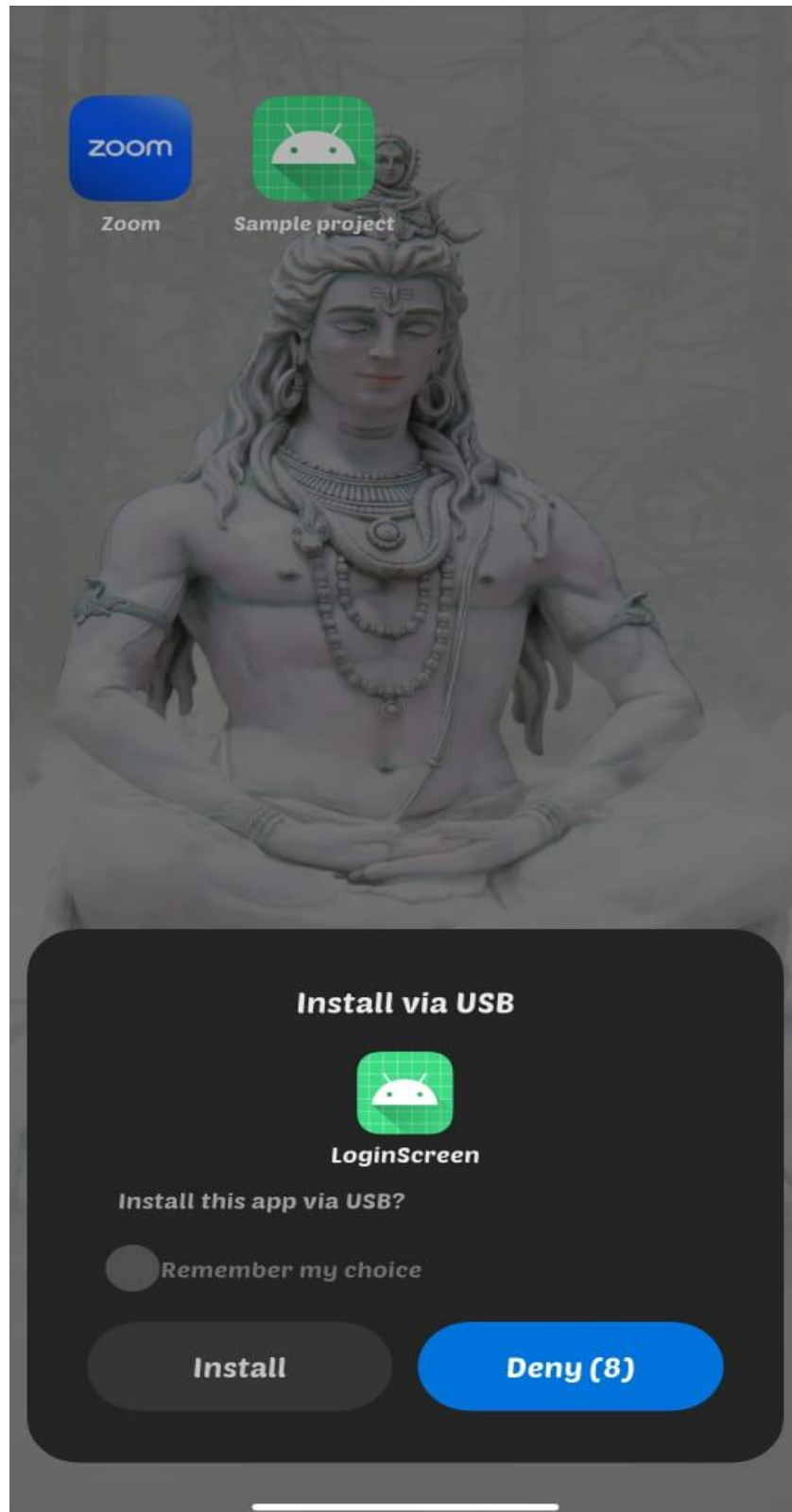
```
            onValueChange = {newPassword ->
                password = newPassword
            },
```

```
            keyboardOptions = KeyboardOptions(
                keyboardType = KeyboardType.Password,
                imeAction = ImeAction.Done
            ),
```

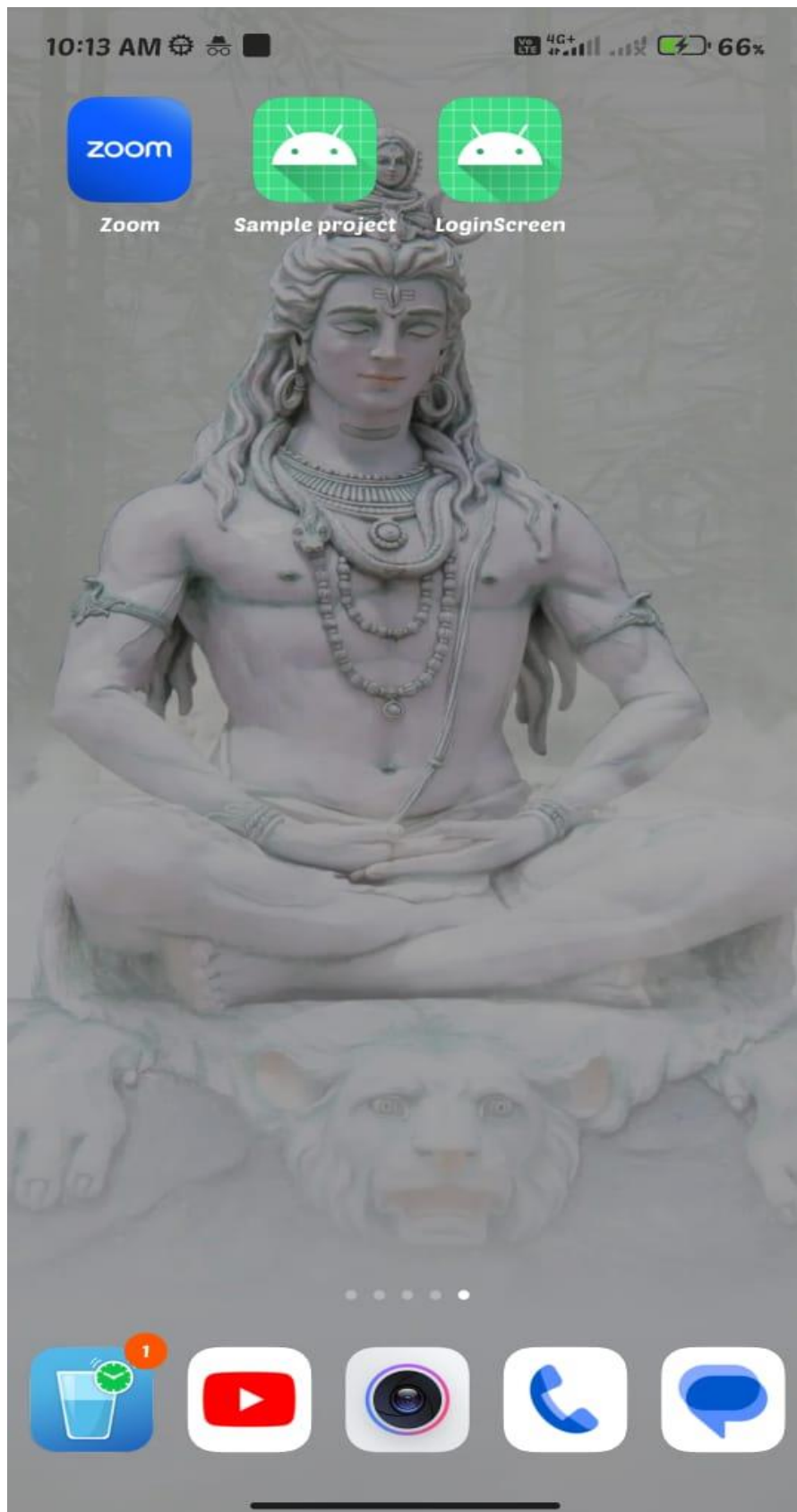
```
            placeholder = {
                Text(text = "Your Placeholder/Hint")
            }
        )
```

```
        Button(onClick = { /*TODO*/ }) {
            Text(text= "Log in")
        }
    }
}
```

## Installing the app into device via USB






## After installation




## Opening the app


10:13 AM





Ver  
LTE


4G+










 66%

Username



Your Label





Password

Log in




## Giving the values in the text fields

10:46 AM



64%



Username

Your Label

21bce8951

Password

12345678

Log in