Step 1
Open your project in Android Studio.

Project structure should look like this:

```
app
└── src
└── main
├── java/com/yourapp/
├── res/
└── AndroidManifest.xml
```

You do not need to create any new main folder.

Step 2
Add biometric dependency.

Open:
app → build.gradle (Module: app)

Inside dependencies { } add:

implementation "androidx.biometric:biometric:1.1.0"

Click "Sync Now".

Step 3
Add biometric permission.

Open:
app/src/main/AndroidManifest.xml

Add this line inside the manifest tag:

<uses-permission android:name="android.permission.USE_BIOMETRIC"/>

No new folder needed.

Step 4
Create LoginActivity.

Go to:
app → java → com.yourapp

Right click your package name →
New → Activity → Empty Activity

Name it:
LoginActivity

Now structure will be:

java/com/yourapp/
 ├── MainActivity.kt
 └── LoginActivity.kt

Step 5
Create layout file.

Go to:
res → layout

Right click layout →
New → Layout Resource File

Name it:
activity_login.xml

Add this inside:

```xml
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout

    xmlns:android="http://schemas.android.com/apk/res/android"

    android:layout_width="match_parent"

    android:layout_height="match_parent"

    android:gravity="center"

    android:orientation="vertical">


    <Button

        android:id="@+id/btnBiometric"

        android:layout_width="wrap_content"

        android:layout_height="wrap_content"

        android:text="Login with Fingerprint"/>


</LinearLayout>
```


Step 6
Add biometric code.

Open:
LoginActivity.kt

Replace code with:

```kotlin
package com.yourapp

import android.os.Bundle
import android.widget.Button
import android.widget.Toast
import androidx.appcompat.app.AppCompatActivity
import androidx.biometric.BiometricPrompt
import androidx.core.content.ContextCompat

class LoginActivity : AppCompatActivity() {

    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContentView(R.layout.activity_login)

        val button = findViewById<Button>(R.id.btnBiometric)

        button.setOnClickListener {

            val executor = ContextCompat.getMainExecutor(this)

            val biometricPrompt = BiometricPrompt(this, executor,
                object : BiometricPrompt.AuthenticationCallback() {

                    override fun onAuthenticationSucceeded(
                        result: BiometricPrompt.AuthenticationResult
                    ) {
                        super.onAuthenticationSucceeded(result)
                        Toast.makeText(this@LoginActivity,
                            "Login Successful",
                            Toast.LENGTH_SHORT).show()
```

```kotlin
            }

                override fun onAuthenticationFailed() {
                    super.onAuthenticationFailed()
                    Toast.makeText(this@LoginActivity,
                        "Authentication Failed",
                        Toast.LENGTH_SHORT).show()
                }
            })

        val promptInfo = BiometricPrompt.PromptInfo.Builder()
            .setTitle("Biometric Login")
            .setSubtitle("Use your fingerprint to login")
            .setNegativeButtonText("Cancel")
            .build()

        biometricPrompt.authenticate(promptInfo)
    }
  }
}
```

Step 7
Make LoginActivity open first.

Open AndroidManifest.xml.

Inside application tag, set LoginActivity as launcher:

```xml
<activity android:name=".LoginActivity">

  <intent-filter>

    <action android:name="android.intent.action.MAIN"/>

    <category android:name="android.intent.category.LAUNCHER"/>

  </intent-filter>

</activity>
```

Remove MAIN and LAUNCHER from MainActivity.

Step 8
Run the app on a real device.

Make sure fingerprint is already added in phone settings.

Now when user clicks the button, fingerprint authentication will start.

If you want automatic fingerprint popup when app opens (without button), tell me.