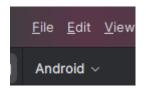
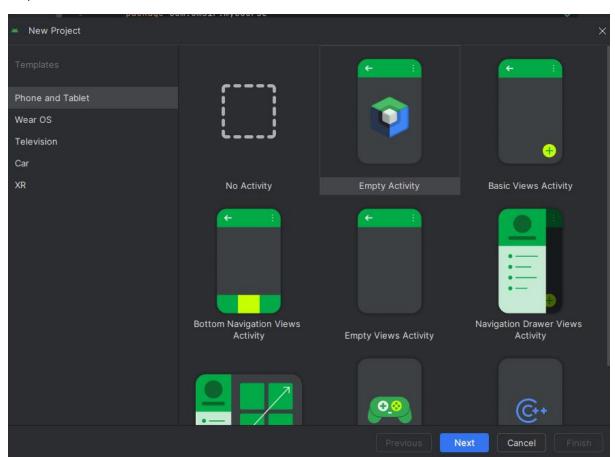
Creating an Mobile Android app with 3 buttons to open link in kotlin:-

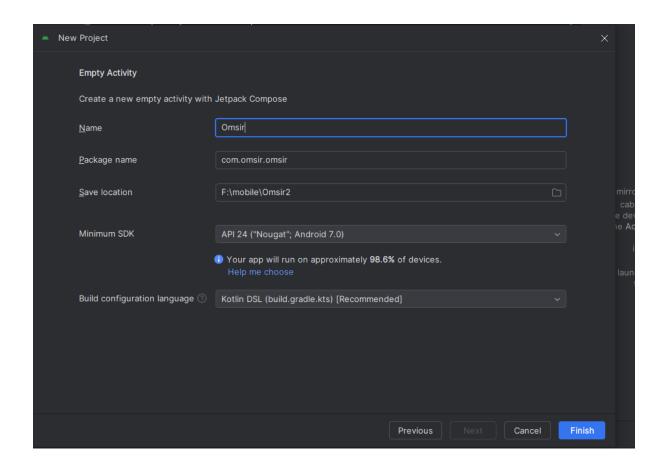
Step 1:-



Step 2:-



Step 3:-



And finally click on finish.

Now we will make changes in MainActivit.kt file:-

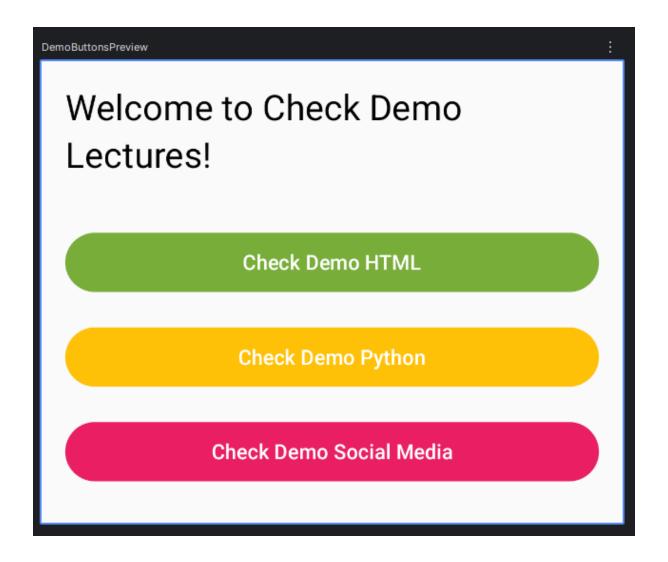
```
import android.content.Intent
import androidx.core.net.toUri
import androidx.s.Bundle
import androidx.activity.ComponentActivity
import androidx.activity.compose.setContent
import androidx.activity.enableEdgeToEdge
import androidx.compose.foundation.layout.*
import androidx.compose.material3.*
import androidx.compose.ui.graphics.Color

import androidx.compose.ui.graphics.Color

import androidx.compose.ui.Modifier
import androidx.compose.ui.platform.LocalContext
import androidx.compose.ui.platform.LocalContext
import androidx.compose.ui.tooling.preview.Preview
```

```
class MainActivity : ComponentActivity() {
                Scaffold(modifier = Modifier.fillMaxSize()) { innerPadding
->
                        .padding(innerPadding)
                        .padding(16.dp)) {
                            modifier = Modifier.padding(bottom = 24.dp)
                        DemoButtons()
               context.startActivity(intent)
            },colors = ButtonDefaults.buttonColors(
           modifier = Modifier
                .padding(vertical = 8.dp)
                context.startActivity(intent)
            },colors = ButtonDefaults.buttonColors(
           modifier = Modifier
```

```
"https://www.ommaurya.com".toUri())
            modifier = Modifier
       Column(modifier = Modifier.padding(16.dp)) {
                modifier = Modifier.padding(bottom = 24.dp)
```



Let's walk through your full MainActivity.kt file **line-by-line**, explaining each part — from package declarations, imports, activity lifecycle, UI structure with Jetpack Compose, buttons, styling, and previewing the layout.



☐ 1. Package Declaration

package com.omsir.omsir

- Defines the **namespace** for this Kotlin file.
- All files in this app are under the package com.omsir.omsir.
- This helps organize and avoid name conflicts.

2. Imports

These bring in external classes and functions needed for the app.

import android.content.Intent

• For launching external activities like a web browser.

import androidx.core.net.toUri

• Kotlin extension to convert a String URL to a Uri with "url".toUri().

import android.os.Bundle

• Used for passing data between activities or managing state in onCreate().

import androidx.activity.ComponentActivity

• Base class for Compose-compatible activities.

import androidx.activity.compose.setContent

• Used to **set the UI** using Jetpack Compose inside an activity.

import androidx.activity.enableEdgeToEdge

Allows drawing behind the status and navigation bars (modern edge-to-edge layout).

import androidx.compose.foundation.layout.*

• Provides layout composables like Column, Row, Box, Spacer, and Modifier.padding.

import androidx.compose.material3.*

• Gives access to Material 3 components: Button, Text, Scaffold, MaterialTheme, etc.

import androidx.compose.ui.graphics.Color

• Defines and uses colors, like Color. White or custom ones via HEX.

import androidx.compose.runtime.Composable

• Marks a function as a **Composable**, meaning it builds part of the UI in Compose.

import androidx.compose.ui.Modifier

• Modifier is used to modify how components look or behave (e.g., padding, size, color).

import androidx.compose.ui.platform.LocalContext

• Accesses the current Android Context inside a composable (needed for launching intents).

import androidx.compose.ui.tooling.preview.Preview

• Allows showing a **preview of the UI** in Android Studio without running the app.

import androidx.compose.ui.unit.dp

• Provides support for defining dimensions in density-independent pixels (dp).

import com.omsir.omsir.ui.theme.OmsirTheme

• Imports the **custom theme** (colors, typography, etc.) generated when the project was created.

3. MainActivity Class

class MainActivity : ComponentActivity() {

• Entry point of your app. Extends ComponentActivity to support Jetpack Compose.

override fun onCreate(savedInstanceState: Bundle?) {

• Called when the activity is created. Initializes UI and state.

super.onCreate(savedInstanceState)

• Calls the superclass's onCreate to ensure proper initialization.

enableEdgeToEdge()

• Lets your UI draw **under system bars** (status, nav bar) — modern design approach.

setContent {

• Starts your Compose UI tree — everything inside this block defines your app's layout.

③ UI Layout with Compose

OmsirTheme {

Applies your custom Material 3 theme to all UI inside it.

```
Scaffold(modifier = Modifier.fillMaxSize()) { innerPadding ->
```

- Scaffold provides basic structure (can have top bar, FAB, content, etc.).
- .fillMaxSize() makes it take the entire screen.
- innerPadding handles areas affected by status/navigation bars.

```
Column(modifier = Modifier
    .padding(innerPadding)
    .padding(16.dp)) {
```

- Column arranges children vertically.
- padding (innerPadding) ensures safe content.
- padding (16.dp) adds spacing inside the screen.

Text Header

```
Text(
    text = "Welcome to the Demo!",
    style = MaterialTheme.typography.headlineSmall,
    modifier = Modifier.padding(bottom = 24.dp)
)
```

- Displays a text heading.
- Uses Material 3 headlineSmall style.
- Adds space below it (bottom = 24.dp).

Buttons Block

DemoButtons()

• Calls the DemoButtons () composable to show your 3 custom buttons.

O DemoButtons Composable

```
@Composable
fun DemoButtons() {
```

• Reusable function that builds a **vertical list of buttons**.

```
val context = LocalContext.current
```

• Gets the current Android Context needed to launch external links.

```
Column(modifier = Modifier.fillMaxWidth()) {
```

• Organizes buttons vertically.

☐ HTML Button

```
Button(
    onClick = {
        val intent = Intent(Intent.ACTION_VIEW,
"https://www.ommaurya.com/html-demo".toUri())
        context.startActivity(intent)
    },
    colors = ButtonDefaults.buttonColors(
        containerColor = Color(0xFF78AD3A),
        contentColor = Color.White
    ),
    modifier = Modifier
        .fillMaxWidth()
        .padding(vertical = 8.dp)
) {
    Text("Check Demo HTML")
```

- **Action**: Opens the HTML demo link in a browser.
- Color: Green background (0xff78AD3A), white text.
- Layout: Full width, vertical spacing (8.dp above and below).

Python Button (Yellow)

```
Button(
    onClick = {
        val intent = Intent(Intent.ACTION_VIEW,
"https://www.ommaurya.com/python-demo".toUri())
        context.startActivity(intent)
    },
    colors = ButtonDefaults.buttonColors(
        containerColor = Color(0xFFFFC107),
        contentColor = Color.White
    ),
    modifier = Modifier
        .fillMaxWidth()
        .padding(vertical = 8.dp)
) {
    Text("Check Demo Python")
}
```

Social Media Button (Pink)

```
Button(
    onClick = {
        val intent = Intent(Intent.ACTION_VIEW,
"https://www.ommaurya.com".toUri())
        context.startActivity(intent)
    },
    colors = ButtonDefaults.buttonColors(
        containerColor = Color(0xFFE91E63),
        contentColor = Color.White
    ),
    modifier = Modifier
        .fillMaxWidth()
        .padding(vertical = 8.dp)
) {
    Text("Check Demo Social Media")
}
```

Preview Composable

```
@Preview(showBackground = true)
@Composable
fun DemoButtonsPreview() {
```

• This function allows you to **preview the layout** in Android Studio without running it on a device.

• Previews the screen with heading and the 3 buttons.



package Organizes your code into a namespace imports Bring in tools and components needed in code MainActivity App's entry point and Compose UI setup

Section Purpose

 $\verb|enableEdgeToEdge()| Allow UI behind system bars (immersive layout)$

 $\texttt{setContent } \{\,\} \qquad \qquad \textbf{Starts the Compose } UI$

OmsirTheme Applies your custom Material theme

Scaffold Base layout structure
Text Displays a heading

Shows 3 colored buttons that open URLs

@Preview Lets you preview UI in Android Studio