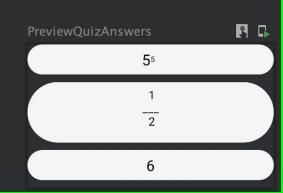
Accessibility in Compose



Morty, let's learn how to make accessible apps in Jetpack Compose.









Morty, the screen reader will say:



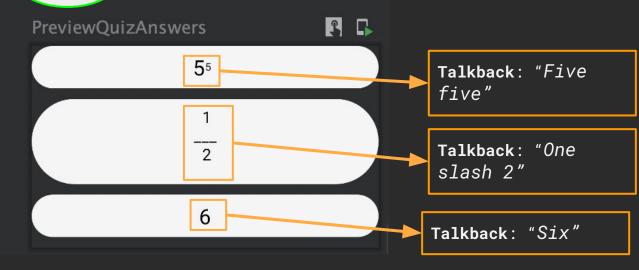
QuizAnswers(

```
answers = listOf("5^5", "1/2", "6"),
attemptCallback = {},
attemptIndex = null,
isResultRight = null,
isAnswerSelectionEnabled = false,
```

This because of my text values.



Morty, the screen reader will say:



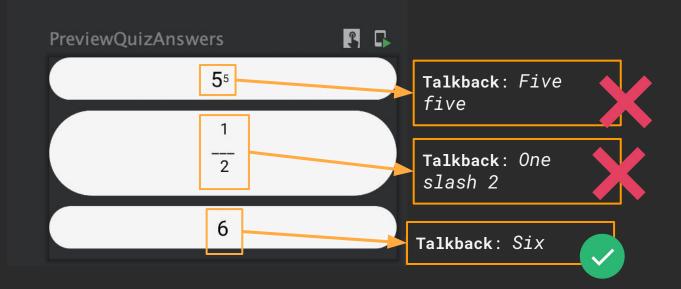
QuizAnswers(

```
answers = listOf("5^5", "1/2", "6"),
attemptCallback = {},
attemptIndex = null,
isResultRight = null,
isAnswerSelectionEnabled = false,
```

This because of my text values.



Morty, I don't want the user to have this experience:



Morty, to solve that you need to use **semantics**:

```
Text(
    text = text,
    style = MaterialTheme.typography.caption,
    modifier = Modifier
        .align(Alignment.Center)
        .semantics { contentDescription = description },
    color = textColor,
}
```



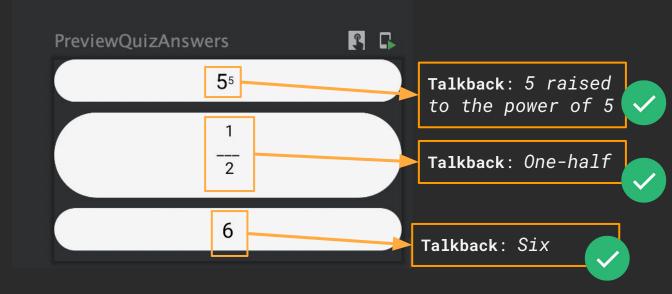
Morty, I can explain better to the Screen Reader how to say what I'm showing.

```
Text(
    text = text,
    style = MaterialTheme.typography.caption,
    modifier = Modifier
        .align(Alignment.Center)
        .semantics { contentDescription = description },
    color = textColor,
}
```





Morty, now we have:

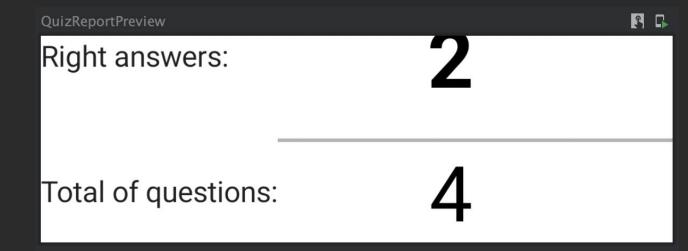


Morty, another great thing is the **clearAndSetSemantics**. I will show you<u>,</u>..



Morty, in this case, the screen reader will say things with no sense to the user.

QuizReportPreview		
Right answers:	2	
Total of questions:	4	



Morty, I can help the Screen Reader to say: "Friend, you did 2 right, and the total of questions is 4. Continue trying!"

QuizReportPreview	
Right answers:	2
Total of questions:	4



