

```
visualTransformation = PasswordVisualTransformation(),  
package com.example.myapplicationmmmmmm  
import androidx.compose.foundation.BorderStroke  
import androidx.compose.foundation.Image  
import androidx.compose.foundation.background  
import androidx.compose.foundation.border  
import androidx.compose.foundation.layout.Column  
import androidx.compose.foundation.layout.Spacer  
import androidx.compose.foundation.layout.aspectRatio  
import androidx.compose.foundation.layout.fillMaxSize  
import androidx.compose.foundation.layout.fillMaxWidth  
import androidx.compose.foundation.layout.height  
import androidx.compose.foundation.layout.size  
import androidx.compose.foundation.layout.width  
import androidx.compose.foundation.shape.RoundedCornerShape  
import androidx.compose.material3.Button  
import androidx.compose.material3.ButtonDefaults  
import androidx.compose.material3.ExperimentalMaterial3Api  
import androidx.compose.material3.MaterialTheme  
import androidx.compose.material3.Text  
import androidx.compose.material3.TextField  
import androidx.compose.material3.TextFieldDefaults  
import androidx.compose.runtime.Composable  
import androidx.compose.runtime.getValue  
import androidx.compose.runtime.mutableStateOf  
import androidx.compose.runtime.remember  
import androidx.compose.runtime.setValue  
import androidx.compose.ui.Alignment
```

```
import androidx.compose.ui.Modifier
import androidx.compose.ui.draw.clip
import androidx.compose.ui.graphics.Color
import androidx.compose.ui.res.painterResource
import androidx.compose.ui.text.Placeholder
import androidx.compose.ui.text.font.FontWeight
import androidx.compose.ui.text.input.PasswordVisualTransformation
import androidx.compose.ui.unit.dp
import androidx.compose.ui.unit.sp

//import androidx.navigation.NavController

@OptIn(ExperimentalMaterial3Api::class)
@Composable
fun LoginScreenB(){
    Column(
        modifier = Modifier
            .background(Color(0xFFFF5E7B2))
            .fillMaxSize()
    )
    Spacer(modifier = Modifier.size(25.dp)) //a gap between the title and the top of the screen
    Text(
        text = "Buzy Beez",
        fontWeight = FontWeight.Bold, //make it bold for contrast
        fontSize = 40.sp,
        modifier = Modifier.align(Alignment.CenterHorizontally)
    )
}
```

```
Spacer(modifier = Modifier.size(25.dp)) //another gap between image and title

Image(
    painter = painterResource(R.drawable.buzybeezlogo),
    contentDescription = null,
    modifier = Modifier
        .aspectRatio(12f/9f)
        .align(Alignment.CenterHorizontally)
)

Spacer(modifier = Modifier.size(25.dp)) //another gap

var username by remember{ mutableStateOf("") } //username is currently nothing

TextField(
    value = username,
    onValueChange = {username = it}, //when something is inputted, username changes to that
    modifier = Modifier
        .align(Alignment.CenterHorizontally)
        .clip(RoundedCornerShape(16.dp)) //make it round edges
        .border(1.dp, Color(0xFF973131), RoundedCornerShape(16.dp)), //add a border for contrast and clarity
    placeholder = {Text("Username")},
    colors = TextFieldDefaults.textFieldColors(
        containerColor = Color(0xFFFF9D869),
        textColor = Color.Black,
        cursorColor = Color.Black,
        focusedIndicatorColor = Color(0xFFFF9D869),
        unfocusedIndicatorColor = Color(0xFFFF9D869)
    )
)

Spacer(modifier = Modifier.size(25.dp)) //the things here is the same for Username
```

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

TextField(
    value = password,
    onValueChange = {password = it },
    modifier = Modifier
        .align(Alignment.CenterHorizontally)
        .clip(RoundedCornerShape(16.dp))
        .border(1.dp, Color(0xFF973131), RoundedCornerShape(16.dp)),
    placeholder = {Text("Password")},
    visualTransformation = PasswordVisualTransformation(),
    //can't see the text that was inputted in the password
    colors = TextFieldDefaults.textFieldColors(
        containerColor = Color(0xFFFF9D869),
        textColor = Color.Black,
        cursorColor = Color.Black,
        focusedIndicatorColor = Color(0xFFFF9D869),
        unfocusedIndicatorColor = Color(0xFFFF9D869)
    )
)
Spacer(modifier = Modifier.size(25.dp))

Button(
    onClick = {
        if(username == "Lynn" && password == "123"){
            //      navController.navigate(AnimalScreens.HomeScreen.name)
        }
    },
    modifier = Modifier
        .align(Alignment.CenterHorizontally)
```

```
.height(50.dp)  
.width(120.dp), //size of button  
colors = ButtonDefaults.buttonColors(containerColor = Color(0xFFE0A75E),  
contentColor = Color(0xFF42100B))  
{  
    Text("Sign in",  
        fontSize = 20.sp)  
}  
}
```