

A Material Design Study App

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DESCRIPTION

- This app is tailored for students and lifelong learners, providing tools to organize, track, and enhance their learning journey. With a modern, user-friendly interface, FocusFlow simplifies study routines, promotes productivity, and ensures users stay motivated and on track.
- **Materials:** designed with Material Design principles, ensures a modern and intuitive user experience. Key components include cards, floating action buttons (FAB), and navigation bars for smooth interaction. It offers customizable light and dark themes with adaptive colors for accessibility.
- **Resources:** The app offers a central repository for study materials, customizable flashcards and quizzes, AI-powered recommendations, collaboration features for sharing resources, and offline access for uninterrupted study. These resources create an efficient and interactive learning environment.
- **Electronic material Software:** The app includes tools for viewing and annotating PDFs, creating multimedia flashcards, taking notes, and integrating videos and images, with cloud storage for syncing materials across devices.
- **Mobile Apps:** The app stands out with AI-driven study recommendations, gamification, offline access, collaboration features, and customizable study plans, making it unique compared to other study apps.
- **Online Platforms:** The app stands out with AI-driven study plans, gamified learning, offline access, collaborative tools, and customizable schedules, offering a more interactive and tailored learning experience than typical online platforms.

Main Activity.java:

```
package com.example.owlapplication
import android.content.Context
import android.content.Intent
import android.os.Bundle
import androidx.activity.ComponentActivity
import androidx.activity.compose.setContent
import androidx.compose.foundation.Image
import androidx.compose.foundation.clickable
import androidx.compose.foundation.layout.*
import androidx.compose.foundation.rememberScrollState
import androidx.compose.foundation.verticalScroll
import androidx.compose.material.Card
import androidx.compose.material.Text
```

```
import androidx.compose.runtime.Composable
import androidx.compose.ui.Alignment
import androidx.compose.ui.Modifier
import androidx.compose.ui.draw.scale
import androidx.compose.ui.graphics.Color
import androidx.compose.ui.res.painterResource
import androidx.compose.ui.res.stringResource
import androidx.compose.ui.text.font.FontWeight
import androidx.compose.ui.text.style.TextAlign
import androidx.compose.ui.unit.dp
import androidx.compose.ui.unit.sp
```

```
class MainActivity : ComponentActivity() {  
    override fun onCreate(savedInstanceState: Bundle?) {  
        super.onCreate(savedInstanceState)  
        setContent {  
            StudyApp(this)  
        }  
    }  
}
```

```
@Composable  
fun StudyApp(context: Context) {  
  
    Column(  
        modifier = Modifier  
            .padding(20.dp)  
            .verticalScroll(rememberScrollState())  
    ) {
```



```
Text(text = "M Y M A T E R  
I A L", fontSize = 36.sp,  
fontWeight = FontWeight.Bold,  
color = Color(0xFF6C6D70),  
modifier = Modifier.align(Alignment.CenterHorizontally))
```

```
Spacer(modifier = Modifier.height(20.dp))
```

```
Card(  
    modifier = Modifier  
        .fillMaxWidth()  
        .height(250.dp)  
        .clickable {  
            context.startActivity(  
                Intent(context, MainActivity2::class.java)            )  
        }  
)
```

```
)  
    },  
    elevation = 8.dp  
)  
{  
    Column(  
        horizontalAlignment = Alignment.CenterHorizontally  
    ){  
        Image(  
            painterResource(id = R.drawable.arts), contentDescription = "",  
            modifier = Modifier  
                .height(150.dp)  
                .scale(scaleX = 1.2F, scaleY = 1F)  
        )  
        Text(text = stringResource(id = R.string.course1), color = Color(0xFF69031F),  
            fontSize = 16.sp)  
        Text(  
            text = stringResource(id = R.string.topic1),  
            fontWeight = FontWeight.Bold,  
            fontSize = 20.sp,  
            textAlign = TextAlign.Center,  
        )  
    }  
}
```

```
    }  
  }  
  Spacer(modifier = Modifier.height(20.dp))  
  Card(  
    modifier = Modifier  
      .fillMaxWidth()  
      .height(250.dp)  
      .clickable {  
        context.startActivity(  
          Intent(context, MainActivity3::class.java)  
        )  
      },  
    elevation = 8.dp  
  )  
  {  
    Column(  
      horizontalAlignment = Alignment.CenterHorizontally  
    ) {
```



```
Image(
    painterResource(id = R.drawable.paint), contentDescription = "",
    modifier = Modifier
        .height(150.dp)
        .scale(scaleX = 1.4F, scaleY = 1F)
)
Text(text = stringResource(id = R.string.course2), color = Color(0xFF69031F),
    fontSize = 16.sp)
Text(
    text = stringResource(id = R.string.topic2),
    fontWeight = FontWeight.Bold,
    fontSize = 20.sp,
    textAlign = TextAlign.Center,
)
}
}
Spacer(modifier = Modifier.height(20.dp))
```

```
card(  
    modifier = Modifier  
        .fillMaxWidth()  
        .height(250.dp)  
        .clickable {  
            context.startActivity(  
                Intent(context, MainActivity4::class.java)  
            )  
        },  
    elevation = 8.dp  
) {  
    Column(  
        horizontalAlignment = Alignment.CenterHorizontally  
    ) {  
        Image(  
            painterResource(id = R.drawable.arch), contentDescription = "",
```

```
modifier = Modifier
    .height(150.dp)
    .scale(scaleX = 1.2F, scaleY = 1F)
)
Text(text = stringResource(id = R.string.course3),color = Color(0xFF69031F),
    fontSize = 16.sp)
Text(
    text = stringResource(id = R.string.topic3),
    fontWeight = FontWeight.Bold,
    fontSize = 20.sp,
    textAlign = TextAlign.Center,
)
}
}
Spacer(modifier = Modifier.height(20.dp))
    horizontalAlignment = Alignment.CenterHorizontally
){
```

```
Image(  
    painterResource(id = R.drawable.arch), contentDescription = "",  
    modifier = Modifier  
        .height(150.dp)  
        .scale(scaleX = 1.2F, scaleY = 1F)  
)  
Text(text = stringResource(id = R.string.course3), color = Color(0xFF69031F),  
    fontSize = 16.sp)  
  
Text(  
    text = stringResource(id = R.string.topic3),  
    fontWeight = FontWeight.Bold,  
    fontSize = 20.sp,  
    textAlign = TextAlign.Center,  
)  
}  
}
```

```
Image(  
    painterResource(id = R.drawable.design), contentDescription = "",  
    modifier = Modifier  
        .height(150.dp)  
        .scale(scaleX = 1.2F, scaleY = 1F))  
Text(text = stringResource(id = R.string.course4),color = Color(0xFF69031F),  
    fontSize = 16.sp)  
Text(  
    text = stringResource(id = R.string.topic4),  
    fontWeight = FontWeight.Bold,  
    fontSize = 20.sp,  
    textAlign = TextAlign.Center,))}
```

Activity_main.xml:

```
<?xml version="1.0" encoding="utf-8"?>  
<manifest  
    xmlns:android="http://schemas.android.com/apk/res/android"  
    xmlns:tools="http://schemas.android.com/tools">
```

```
<application
    android:allowBackup="true"
    android:dataExtractionRules="@xml/data_extraction_rules"
    android:fullBackupContent="@xml/backup_rules"
    android:icon="@mipmap/ic_launcher"
    android:label="@string/app_name"
    android:supportsRtl="true"
    android:theme="@style/Theme.OwlApplication"
    tools:targetApi="31">
```

```
<activity
    android:name=".RegisterActivity"
    android:exported="false"
    android:label="@string/title_activity_register"
    android:theme="@style/Theme.OwlApplication" />
```

```
<activity  
    android:name=".MainActivity"  
    android:exported="false"  
    android:label="MainActivity"  
    android:theme="@style/Theme.OwlApplication" />
```

```
<activity  
    android:name=".MainActivity5"  
    android:exported="false"  
    android:label="@string/title_activity_main5"  
    android:theme="@style/Theme.OwlApplication" />
```

```
<activity  
    android:name=".MainActivity4"  
    android:exported="false"  
    android:label="@string/title_activity_main4"  
    android:theme="@style/Theme.OwlApplication" />
```

```
<activity  
    android:name=".MainActivity3"  
    android:exported="false"  
    android:label="@string/title_activity_main3"  
    android:theme="@style/Theme.OwlApplication" />
```



```
<activity  
    android:name=".MainActivity2"  
    android:exported="false"  
    android:label="@string/title_activity_main2"  
    android:theme="@style/Theme.OwlApplication" />
```

```
<activity  
    android:name=".LoginActivity"  
    android:exported="true"  
    android:label="@string/app_name"  
    android:theme="@style/Theme.OwlApplication">  
    <intent-filter>
```

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

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

```
  </intent-filter>
```

```
</activity>
```


```
</application>
```

```
</manifest>
```

OUTPUT:




1:31


 1 device

2:00
Kbps

5G



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Register

Have an account?

[Log in](#)



8:29

1 device

10.0 KB/S LTE 5G 69%

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Arts & Craft

The Basics of Woodturning



Painting

An introduction to oil painting



8:29

1 device

24.0 KB/S LTE 5G 69%



Painting

An introduction to oil painting



Architecture

City Phenomenon between Urban Structure and Composition



Design

Learning The Basics of Brand Identity

8:30

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0.40 KB/S LTE 5G 69%

Painting

An introduction to oil painting

What is oil paint?

There are three main categories of oil paints: traditional oils, alkyd oils and water-mixable oils. These are all composed of pigment and binder. The binder encapsulates and protects the pigment, while it also acts as an adhesive by attaching neighbouring particles to each other.

What ranges do Winsor & Newton have available?

We currently have 4 ranges of oil paint to suit a variety of different practices.

Winsor & Artists Newton' Oil Colour range is a traditional oil paint, it provides the widest choice of colours with the highest pigment strength, ensuring the cleanest, brightest colours and best mixes.

The Winton Oil Colour range is also a traditional oil, but it is formulated to offer dependable quality at an accessible price; it is ideal for first time artists who want to learn the fundamentals of oil painting and perfect for any artist needing to cover a large area or working on an underpainting.

Griffin Alkyd Fast Drying Oil Colour is also made of pigment in oil, but the oil is polymerised through a chemical reaction and