**Android Movie App Implementation**

This report provides a walkthrough of an Android application designed for browsing and booking movie tickets. The app, constructed using Kotlin and Jetpack Compose, showcases a modern approach to Android development by emphasizing user interface (UI) components and navigation management. It simplifies complex coding paradigms into manageable components, making the app scalable and maintainable. The primary focus is on how the app navigates between different screens, displays movie listings, and handles user interactions such as seat selection for a movie.

**The Android Movie App consists of several key parts:**

Navigation Management: At the heart of the app is a navigation system that guides users from one screen to another. This system uses a "navigation controller" which can be thought of as a guide that knows the way to all parts of the app. It helps users go from the main page, which lists all movies, to individual movie pages that provide detailed information.

**User Interface (UI) Components:**

Home Screen: When the app opens, it presents a list of movies on what we call the "Home Page". Each movie is displayed in a visually appealing card format, making it easy to browse.

Movie Detail Screen: By clicking on a movie, users are taken to a detail page where they can see more information about the movie and select how many seats they want to book.

**Interactivity:**

Top Bar: The top of each screen has a bar with icons for navigation and features like to get back to the Home Page.

Seat Selection: On the movie detail page, users can increase or decrease the number of seats they wish to reserve for that movie.

**Data Handling:**

Movie Information: The app manages a list of movies, each defined by characteristics like title, actors, and duration.

State Management: The app keeps track of changes, such as how many seats are left for a movie as users book them.

**Challenges Faced:**

It took me a while to learn how to deal with a list of data from different objects for this specific assignment as there are so many different ways of dealing with it. I had to explore some of them to get to decide which one to use, which took me some time. The loop to create and deal with the remaining seats and seats selects was a little trick also as I first tried to create a composable function to store it and then call the function into the Movies Page composable function, which didn´t work. The icons to increase and decrease the seats also had to be adapted as I could not find the original ones in the icons library.

**Conclusion:**

In summary, this report breaks down the structure and functionality of an Android Movie App that uses modern development practices to enhance user experience. The app is not just about showing movie information but also about interacting with users effectively to provide a seamless booking experience.

Git Hub App Link:

<https://github.com/mineves06/Mobile-App-2>