Session 6: AADK Task 6 - Deep Dive into UI State

Objective

To understand structured state management in Jetpack Compose and control UI behavior through user interaction, navigation events, and configuration changes. The task emphasizes dynamic and responsive UI development using proper state handling techniques.

Key Learning Areas

- Managing UI state using remember and mutableStateOf.
- State hoisting for better composable reusability.
- Handling navigation-based UI changes.
- Preserving state during configuration changes using rememberSaveable.
- Building multi-element dynamic interfaces.
- Understanding recomposition and performance considerations.

Reflection

Structured state management is essential for building scalable and maintainable Compose applications. By controlling UI through well-defined state variables and state hoisting, applications become predictable and easier to debug. Handling navigation and configuration changes properly ensures consistent user experience across devices. This task strengthened confidence in designing dynamic and interactive user interfaces.