Owl-M-A-Material-Design

Study Application

1. INTRODUCTION:-

1.1 Overview:-

Material studies to inspire your own adoption of Material Theming and components. These studies explore real-world design and product limitations through the examination of a set of fictional apps, each designed with unique properties and use cases. Each study illustrates how multiple design decisions are made and how different brands express themselves across a variety of product categories, including retail, music, productivity, finance, on-demand services, and education. A dedicated page explains the rationale behind each Material study's design, the choice of components, and how each study uses Material Theming. By choosing the right kind of color combination reflects the application's brand and style. For example, the application's main or primary color is the Green, then in the whole application, the green color will be frequently shown. Choosing the color for the application, there are three

types of colors to be chosen for developing the android application.
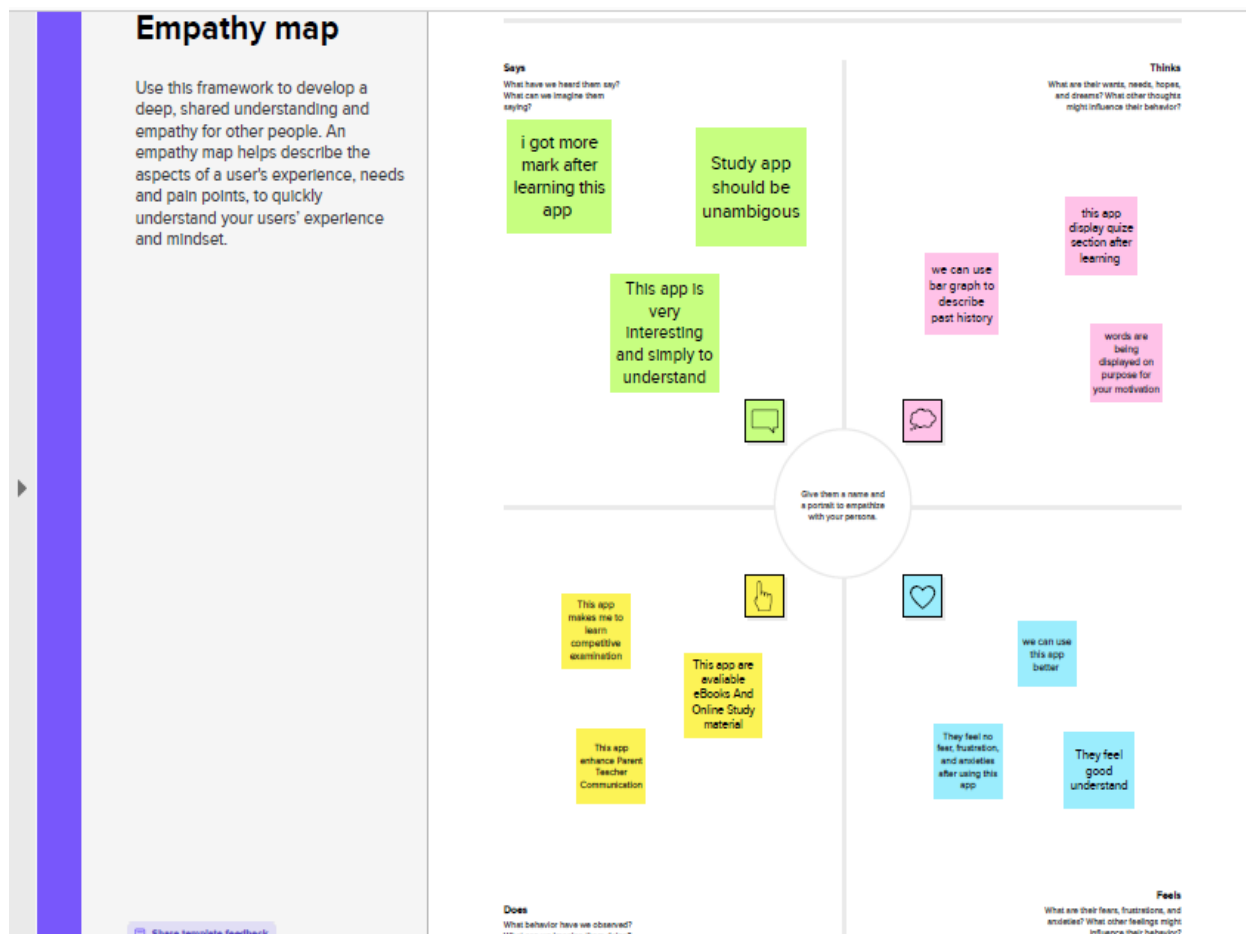
1.2 Purpose:-

As with any well-established design system, there are some major pros to using Material Design that designers should consider. Material Design is effectively an entire design ecosystem, rather than just a set of style guidelines. If there's a potential design situation that exists, Material Design likely has a comprehensive set of rules for how to handle it. That includes complex use cases that are often overlooked by less comprehensive design systems. This can be very comforting for designers who want that kind of structure. Google maintains Material Design and keeps extensive documentation for how to use and implement it. This kind of support and documentation can be lacking for many modern design systems

What do we create ?

- ➢ We create LOGIN PAGE to login an user
- ➢ Firstly, Register your account such as USERNAME, EMAIL, PASSWORD.
- ➢ Then click Register button.
- ➢ After completing successfully Registered, then login using USERNAME and PASSWORD
- ➢ Then click LOGIN button.
- ➢ If your PASSWORD forgot, click FORGET PASSWORD to make new Password.
- ➢ After clicking login button, Main page will open.
- ➢ Course will offer you what you want .
- ➢ Study and get knowledge from our website .
- ➢ We create course easily and understandable.
- ➢ Our course gives clear to understand easily.
- ➢ Enjoy to learn and get knowledge .

2. Problem Defnition & Design Thinking:-

2.1 Empathy Map:-

2.2 Brainstorming Map:-

1

Define your problem statement

What problem are you trying to solve? Frame your problem as a How Might We statement. This will be the focus of your brainstorm.

⏱ 5 minutes

PROBLEM

How might we create Owl-M A Material Design study App

2

Brainstorm

Write down any ideas that come to mind that address your problem statement.

⏱ 10 minutes

TIP 💡

You can select a sticky note and hit the pencil [switch to sketch] icon to start drawing!

M.SANTHA KUMAR

This is easy to Learn

Using to many material on our study

They learn interest to reading

C.SEKAR

The app must be feasible

The app contains quize, feedback.

This app improve the Knowledge

B.SEYED NOOR AZARUDEEN

This app contain all materials in one place

It is very simple,clear and attraactive UI

It is compact app it works on lower-end devices

G.SURYAPRAVIN

All school/ College students must have this app

It is used to achieve ambition of the students

This app is unambigous

3. Result:-

Login

Username
santhakumar

Password
•••••••••

Login

Register　　　　**Forget password?**

Study Material

The Basics of Woodturning

Arts and Craft

Painting

An Introduction to Oil painting

An Introduction to Metropolitan city

What is metropolitan city?

The Basics of Woodturning

Arts and Craft

Choose the wood:

Select a piece of wood that is appropriate for your project. Different types of wood have different characteristics, so it's important to choose the right one for your project.

Mount the wood:

Secure the wood to the lathe using a center spur drive and live center. The center spur drive is inserted into the center of the wood and the live center is placed on the opposite end.

An Introduction to Oil painting

Choose the right materials:

Select the appropriate paint and brushes for your project. Different types of paint, such as oil, acrylic, and watercolor, have different characteristics and require different tools and techniques.

Prepare the surface:

Make sure the surface you will be painting on is clean, dry, and smooth. If necessary, apply a primer to the surface to ensure the paint adheres properly.

An Introduction to Metropolitan city

What is metropolitan city?

Metropolitan city:

A metropolitan city is a large urban area that typically serves as the economic, political, and cultural center of a region or country. These cities are often characterized by their high population density, diverse demographics, and extensive transportation networks.

Culture and Entertainment:

Metropolitan cities are often known for their vibrant cultural scenes, with world-renowned museums, theaters, music venues, and festivals. They also offer a wide range of entertainment options, such as sports teams, amusement parks, and nightlife.

4a. Advantage :-

➢ Online learning offers teachers an efficient way to deliver lessons to students. Online learning has a number of tools such as videos, PDFs, podcasts, and teachers can use all these tools as part of their lesson plans. By extending the lesson plan beyond traditional textbooks to include online resources, teachers are able to become more efficient educators.

4b. Disdvantage :-

➢ Another key challenge of online classes is internet connectivity. While internet penetration has grown in leaps and bounds over the past few years, in smaller cities and towns, a consistent connection with decent speed is a problem. Without a consistent internet connection for students or teachers, there can be a lack of continuity in learning for the child. This is detrimental to the education process.

5.Application :-

The materials and methods section should include **a clear and brief description of your research procedures**. One important purpose of this section is to convince the readers that your work is valid. Another purpose is for researchers to use your methodology to guide his or her own experiments.

6. Conclusion :-

If an app is being built primarily for the Android platform, then using Material Design is an easy choice. Because of Google's widespread adoption, any app based on Material Design principles is going to feel like a native app.

7. Future Scope:-

After introduction of Educational android Apps has become High-Quality graphics are available. The Android OS is capable of execution of various this High-Quality graphics very easily. The Enhancement of Technology has made the developers to program or design at a Standard Level benchmark. The Mobile Application can be accessed virtually from Remote Place with no requirement of additional Hardware which result in faster downloading and good user interface along with increase in number of user. The Mobile App are on the Best way to move forward as the 90% of Students Carry application very efficiently as they are more social with respect to studies. Global Universities are willing to have good students worldwide for such circumstances; they can apply for the choice course form any part of the Globe.

8.Appendix

Source code :-

Code:

Registeractivity.kt:-

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.background

import androidx.compose.foundation.layout.*

import androidx.compose.material.*

import androidx.compose.runtime.*

import androidx.compose.ui.Alignment

import androidx.compose.ui.Modifier

import androidx.compose.ui.graphics.Color

import androidx.compose.ui.layout.ContentScale

import androidx.compose.ui.res.painterResource

import androidx.compose.ui.text.font.FontFamily

```kotlin
import androidx.compose.ui.text.font.FontWeight

import androidx.compose.ui.text.input.PasswordVisualTransformation

import androidx.compose.ui.tooling.preview.Preview

import androidx.compose.ui.unit.dp

import androidx.compose.ui.unit.sp

import androidx.core.content.ContextCompat

import com.example.owlapplication.ui.theme.OwlApplicationTheme


class RegisterActivity : ComponentActivity() {
    private lateinit var databaseHelper: UserDatabaseHelper
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        databaseHelper = UserDatabaseHelper(this)
        setContent {
            RegistrationScreen(this, databaseHelper)
        }
    }
}


@Composable
fun RegistrationScreen(context: Context, databaseHelper: UserDatabaseHelper) {

    var username by remember { mutableStateOf("") }
    var password by remember { mutableStateOf("") }
    var email by remember { mutableStateOf("") }
    var error by remember { mutableStateOf("") }
```

```kotlin
Column(
    modifier = Modifier.fillMaxSize().background(Color.White),
    horizontalAlignment = Alignment.CenterHorizontally,
    verticalArrangement = Arrangement.Center
) {

    Image(painterResource(id = R.drawable.study_signup), contentDescription = "")

    Text(
        fontSize = 36.sp,
        fontWeight = FontWeight.ExtraBold,
        fontFamily = FontFamily.Cursive,
        text = "Register"
    )

    Spacer(modifier = Modifier.height(10.dp))
    TextField(
        value = username,
        onValueChange = { username = it },
        label = { Text("Username") },
        modifier = Modifier
            .padding(10.dp)
            .width(280.dp)

    )

    TextField(
```

```
        value = email,

        onValueChange = { email = it },

        label = { Text("Email") },

        modifier = Modifier

            .padding(10.dp)

            .width(280.dp)

    )


    TextField(

        value = password,

        onValueChange = { password = it },

        label = { Text("Password") },

        visualTransformation = PasswordVisualTransformation(),

        modifier = Modifier

            .padding(10.dp)

            .width(280.dp)

    )



    if (error.isNotEmpty()) {

        Text(

            text = error,

            color = MaterialTheme.colors.error,

            modifier = Modifier.padding(vertical = 16.dp)

        )

    }
```

```kotlin
Button(
    onClick = {
        if (username.isNotEmpty() && password.isNotEmpty() && email.isNotEmpty()) {
            val user = User(
                id = null,
                firstName = username,
                lastName = null,
                email = email,
                password = password
            )
            databaseHelper.insertUser(user)
            error = "User registered successfully"
            // Start LoginActivity using the current context
            context.startActivity(
                Intent(
                    context,
                    LoginActivity::class.java
                )
            )

        } else {
            error = "Please fill all fields"
        }
    },
    modifier = Modifier.padding(top = 16.dp)
) {
    Text(text = "Register")
```

```kotlin
        }
        Spacer(modifier = Modifier.width(10.dp))
        Spacer(modifier = Modifier.height(10.dp))

        Row() {
          Text(
            modifier = Modifier.padding(top = 14.dp), text = "Have an account?"
          )
          TextButton(onClick = {
            context.startActivity(
              Intent(
                context,
                LoginActivity::class.java
              )
            )
          })

          {
            Spacer(modifier = Modifier.width(10.dp))
            Text(text = "Log in")
          }
        }
      }
    }
    private fun startLoginActivity(context: Context) {
      val intent = Intent(context, LoginActivity::class.java)
      ContextCompat.startActivity(context, intent, null)
```

}

loginactivity.kt:-

```kotlin
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.background
import androidx.compose.foundation.layout.*
import androidx.compose.material.*
import androidx.compose.runtime.*
import androidx.compose.ui.Alignment
import androidx.compose.ui.Modifier
import androidx.compose.ui.graphics.Color
import androidx.compose.ui.layout.ContentScale
import androidx.compose.ui.res.painterResource
import androidx.compose.ui.text.font.FontFamily
import androidx.compose.ui.text.font.FontWeight
import androidx.compose.ui.text.input.PasswordVisualTransformation
import androidx.compose.ui.tooling.preview.Preview
import androidx.compose.ui.unit.dp
import androidx.compose.ui.unit.sp
```

```kotlin
import androidx.core.content.ContextCompat
import com.example.owlapplication.ui.theme.OwlApplicationTheme

class LoginActivity : ComponentActivity() {
    private lateinit var databaseHelper: UserDatabaseHelper
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        databaseHelper = UserDatabaseHelper(this)
        setContent {
            LoginScreen(this, databaseHelper)
        }
    }
}
@Composable
fun LoginScreen(context: Context, databaseHelper: UserDatabaseHelper) {

    var username by remember { mutableStateOf("") }
    var password by remember { mutableStateOf("") }
    var error by remember { mutableStateOf("") }

    Column(
        modifier = Modifier.fillMaxSize().background(Color.White),
        horizontalAlignment = Alignment.CenterHorizontally,
        verticalArrangement = Arrangement.Center
    ) {

        Image(painterResource(id = R.drawable.study_login), contentDescription = "")
```

```kotlin
Text(
    fontSize = 36.sp,
    fontWeight = FontWeight.ExtraBold,
    fontFamily = FontFamily.Cursive,
    text = "Login"
)
Spacer(modifier = Modifier.height(10.dp))

TextField(
    value = username,
    onValueChange = { username = it },
    label = { Text("Username") },
    modifier = Modifier.padding(10.dp)
        .width(280.dp)
)

TextField(
    value = password,
    onValueChange = { password = it },
    label = { Text("Password") },
    visualTransformation = PasswordVisualTransformation(),
    modifier = Modifier.padding(10.dp)
        .width(280.dp)
)

if (error.isNotEmpty()) {
```

```kotlin
    Text(
        text = error,
        color = MaterialTheme.colors.error,
        modifier = Modifier.padding(vertical = 16.dp)
    )
}

Button(
    onClick = {
        if (username.isNotEmpty() && password.isNotEmpty()) {
            val user = databaseHelper.getUserByUsername(username)
            if (user != null && user.password == password) {
                error = "Successfully log in"
                context.startActivity(
                    Intent(
                        context,
                        MainActivity::class.java
                    )
                )
                //onLoginSuccess()
            }
            else {
                error =  "Invalid username or password"
            }

        } else {
            error = "Please fill all fields"
```

```kotlin
                }
            },
            modifier = Modifier.padding(top = 16.dp)
        ) {
            Text(text = "Login")
        }
        Row {
            TextButton(onClick = {context.startActivity(
                Intent(
                    context,
                    RegisterActivity::class.java
                )
            )}
            )
            { Text(text = "Register") }
            TextButton(onClick = {
            })

            {
                Spacer(modifier = Modifier.width(60.dp))
                Text(text = "Forget password?")
            }
        }
    }
}
private fun startMainPage(context: Context) {
    val intent = Intent(context, MainActivity::class.java)
```

ContextCompat.startActivity(context, intent, null)

}

mainactivity.kt:-

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

```kotlin
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 = "Study Material",

            fontSize = 36.sp,
```

```kotlin
            fontWeight = FontWeight.Bold,

            color = Color(0xFFFFFA500),

            modifier = Modifier.align(Alignment.CenterHorizontally))


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



        //    01
        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.img_1), contentDescription = "",
                    modifier = Modifier
```

```kotlin
                .height(150.dp)
                .scale(scaleX = 1.2F, scaleY = 1F)
        )
        Text(text = stringResource(id = R.string.course1),color = Color(0xFFFFA500),
            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))


//      02
    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.img_2), contentDescription = "",
            modifier = Modifier
                .height(150.dp)
                .scale(scaleX = 1.4F, scaleY = 1F)
        )
        Text(text = stringResource(id = R.string.course2),color = Color(0xFFFFA500),
            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))
```

```kotlin
//      03
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.img_3), contentDescription = "",
            modifier = Modifier
                .height(150.dp)
                .scale(scaleX = 1.2F, scaleY = 1F)
        )
        Text(text = stringResource(id = R.string.course3),color = Color(0xFFFFA500),
            fontSize = 16.sp)

        Text(
```

```kotlin
            text = stringResource(id = R.string.topic3),
            fontWeight = FontWeight.Bold,
            fontSize = 20.sp,
            textAlign = TextAlign.Center,
        )
    }
}


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

//    04
Card(
    modifier = Modifier
        .fillMaxWidth()
        .height(250.dp)
        .clickable {
            context.startActivity(
                Intent(context, MainActivity5::class.java)

            )
        },
    elevation = 8.dp
)
{
    Column(
```

```kotlin
            horizontalAlignment = Alignment.CenterHorizontally
        ) {
            Image(
                painterResource(id = R.drawable.img_4), contentDescription = "",
                modifier = Modifier
                    .height(150.dp)
                    .scale(scaleX = 1.2F, scaleY = 1F)
            )
            Text(text = stringResource(id = R.string.course4),color = Color(0xFFFFA500),
                fontSize = 16.sp)

            Text(
                text = stringResource(id = R.string.topic4),
                fontWeight = FontWeight.Bold,
                fontSize = 20.sp,
                textAlign = TextAlign.Center,
            )
        }
    }


  }
}
```

Mainactivity2.kt:-

```kotlin
package com.example.owlapplication

import android.os.Bundle
import androidx.activity.ComponentActivity
import androidx.activity.compose.setContent
import androidx.compose.foundation.Image
import androidx.compose.foundation.background
import androidx.compose.foundation.layout.*
import androidx.compose.foundation.rememberScrollState
import androidx.compose.foundation.verticalScroll
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
import com.example.owlapplication.ui.theme.OwlApplicationTheme

class MainActivity2 : ComponentActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
```

```kotlin
        setContent {

            Greeting()

        }

    }

}

@Composable

fun Greeting() {

    Column(

        modifier = Modifier.padding(start = 26.dp, end = 26.dp, bottom = 26.dp)

            .verticalScroll(rememberScrollState())

            .background(Color.White),

        verticalArrangement = Arrangement.Top

    ) {


        Image(

            painterResource(id = R.drawable.img_1),

            contentDescription = "",

            modifier = Modifier.align(Alignment.CenterHorizontally)

                .scale(scaleX = 1.5F, scaleY = 1.5F)

        )


        Spacer(modifier = Modifier.height(60.dp))


        Text(

            text = stringResource(id = R.string.course1),

            color = Color(0xFFFFFA500),

            fontSize = 16.sp,
```

```
        modifier = Modifier.align(Alignment.CenterHorizontally)
    )

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

    Text(
        text = stringResource(id = R.string.topic1),
        fontWeight = FontWeight.Bold,
        fontSize = 26.sp,
        modifier = Modifier.align(Alignment.CenterHorizontally)

    )
    Spacer(modifier = Modifier.height(20.dp))
    Text(
        text = stringResource(id = R.string.subheading1_1),
        modifier = Modifier.align(Alignment.Start),
        fontSize = 20.sp
    )

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

    Text(
        text = stringResource(id = R.string.text1_1),
        modifier = Modifier.align(Alignment.Start),
        textAlign = TextAlign.Justify,
        fontSize = 16.sp
    )
```

```kotlin
        Spacer(modifier = Modifier.height(20.dp))
        Text(
            text = stringResource(id = R.string.subheading1_2),
            modifier = Modifier.align(Alignment.Start),
            fontSize = 20.sp
        )


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

        Text(
            text = stringResource(id = R.string.text1_2),
            modifier = Modifier.align(Alignment.Start),
            textAlign = TextAlign.Justify,
            fontSize = 16.sp
        )




    }
}
```

Mainactivity3.kt:-

package com.example.owlapplication

```kotlin
import android.os.Bundle

import androidx.activity.ComponentActivity

import androidx.activity.compose.setContent

import androidx.compose.foundation.Image

import androidx.compose.foundation.background

import androidx.compose.foundation.layout.*

import androidx.compose.foundation.rememberScrollState

import androidx.compose.foundation.verticalScroll

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 MainActivity3 : ComponentActivity() {

    override fun onCreate(savedInstanceState: Bundle?) {
```

```kotlin
        super.onCreate(savedInstanceState)

        setContent {

            Greeting1()

        }

    }

}

@Composable

fun Greeting1() {

    Column(

        modifier = Modifier.padding(start = 26.dp, end = 26.dp, bottom = 26.dp)

            .verticalScroll(rememberScrollState())

            .background(Color.White),

        verticalArrangement = Arrangement.Top

    ) {


        Image(

            painterResource(id = R.drawable.img_2),

            contentDescription = "",

            modifier = Modifier.align(Alignment.CenterHorizontally)

                .scale(scaleX = 1.2F, scaleY = 1F)

        )


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

```
Text(

   text = stringResource(id = R.string.course2),

   color = Color(0xFFFFA500),

   fontSize = 16.sp,

   modifier = Modifier.align(Alignment.CenterHorizontally)

)


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


Text(

   text = stringResource(id = R.string.topic2),

   fontWeight = FontWeight.Bold,

   fontSize = 26.sp,

   modifier = Modifier.align(Alignment.CenterHorizontally)


)

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

Text(

   text = stringResource(id = R.string.subheading2_1),

   modifier = Modifier.align(Alignment.Start),

   fontSize = 20.sp

)


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

```kotlin
Text(
    text = stringResource(id = R.string.text2_1),
    modifier = Modifier.align(Alignment.Start),
    textAlign = TextAlign.Justify,
    fontSize = 16.sp
)


Spacer(modifier = Modifier.height(20.dp))
Text(
    text = stringResource(id = R.string.subheading2_2),
    modifier = Modifier.align(Alignment.Start),
    fontSize = 20.sp
)


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


Text(
    text = stringResource(id = R.string.text2_2),
    modifier = Modifier.align(Alignment.Start),
    textAlign = TextAlign.Justify,
    fontSize = 16.sp
)
```

}

}

Mainactivity4.kt:-

package com.example.owlapplication

import android.os.Bundle

import androidx.activity.ComponentActivity

import androidx.activity.compose.setContent

import androidx.compose.foundation.Image

import androidx.compose.foundation.background

import androidx.compose.foundation.layout.*

import androidx.compose.foundation.rememberScrollState

import androidx.compose.foundation.verticalScroll

import androidx.compose.material.MaterialTheme

import androidx.compose.material.Surface

import androidx.compose.material.Text

import androidx.compose.runtime.Composable

import androidx.compose.ui.Alignment

```kotlin
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.tooling.preview.Preview

import androidx.compose.ui.unit.dp

import androidx.compose.ui.unit.sp

import com.example.owlapplication.ui.theme.OwlApplicationTheme


class MainActivity4 : ComponentActivity() {

    override fun onCreate(savedInstanceState: Bundle?) {

        super.onCreate(savedInstanceState)

        setContent {

            Greeting2()

        }

    }

}

@Composable

fun Greeting2() {

    Column(

        modifier = Modifier.padding(start = 26.dp, end = 26.dp, bottom = 26.dp)
```

```kotlin
        .verticalScroll(rememberScrollState())

        .background(Color.White),

    verticalArrangement = Arrangement.Top

) {


    Image(

        painterResource(id = R.drawable.img_3),

        contentDescription = "",

        modifier = Modifier.align(Alignment.CenterHorizontally)

            .scale(scaleX = 1.5F, scaleY = 2F)

    )


    Spacer(modifier = Modifier.height(60.dp))


    Text(

        text = stringResource(id = R.string.course3),

        color = Color(0xFFFFA500),

        fontSize = 16.sp,

        modifier = Modifier.align(Alignment.CenterHorizontally)

    )


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


    Text(
```

```kotlin
        text = stringResource(id = R.string.topic3),

        fontWeight = FontWeight.Bold,

        fontSize = 26.sp,

        modifier = Modifier.align(Alignment.CenterHorizontally)


)

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

Text(

        text = stringResource(id = R.string.subheading3_1),

        modifier = Modifier.align(Alignment.Start),

        fontSize = 20.sp

)


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


Text(

        text = stringResource(id = R.string.text3_1),

        modifier = Modifier.align(Alignment.Start),

        textAlign = TextAlign.Justify,

        fontSize = 16.sp

)


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

Text(
```

```kotlin
            text = stringResource(id = R.string.subheading3_2),

            modifier = Modifier.align(Alignment.Start),

            fontSize = 20.sp

        )


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


        Text(

            text = stringResource(id = R.string.text3_2),

            modifier = Modifier.align(Alignment.Start),

            textAlign = TextAlign.Justify,

            fontSize = 16.sp

        )




    }
}
```

Mainactivity5.kt:-

package com.example.owlapplication

```
import android.os.Bundle
import androidx.activity.ComponentActivity
import androidx.activity.compose.setContent
import androidx.compose.foundation.Image
import androidx.compose.foundation.background
import androidx.compose.foundation.layout.*
import androidx.compose.foundation.rememberScrollState
import androidx.compose.foundation.verticalScroll
import androidx.compose.material.MaterialTheme
import androidx.compose.material.Surface
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.tooling.preview.Preview
import androidx.compose.ui.unit.dp
import androidx.compose.ui.unit.sp
import com.example.owlapplication.ui.theme.OwlApplicationTheme

class MainActivity5 : ComponentActivity() {
```

```kotlin
override fun onCreate(savedInstanceState: Bundle?) {
    super.onCreate(savedInstanceState)
    setContent {
        Greeting3()
    }
}
}
@Composable
fun Greeting3() {
    Column(
        modifier = Modifier.padding(start = 26.dp, end = 26.dp, bottom = 26.dp)
            .verticalScroll(rememberScrollState())
            .background(Color.White),
        verticalArrangement = Arrangement.Top
    ) {

        Image(
            painterResource(id = R.drawable.img_4),
            contentDescription = "",
            modifier = Modifier.align(Alignment.CenterHorizontally)
                .scale(scaleX = 1.5F, scaleY = 1.5F)
        )

        Spacer(modifier = Modifier.height(60.dp))

        Text(
            text = stringResource(id = R.string.course4),
```

```kotlin
        color = Color(0xFFFFFA500),

        fontSize = 16.sp,

        modifier = Modifier.align(Alignment.CenterHorizontally)

    )


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


    Text(

        text = stringResource(id = R.string.topic4),

        fontWeight = FontWeight.Bold,

        fontSize = 26.sp,

        modifier = Modifier.align(Alignment.CenterHorizontally)


    )

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

    Text(

        text = stringResource(id = R.string.subheading4_1),

        modifier = Modifier.align(Alignment.Start),

        fontSize = 20.sp

    )


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


    Text(

        text = stringResource(id = R.string.text4_1),

        modifier = Modifier.align(Alignment.Start),

        textAlign = TextAlign.Justify,
```

```kotlin
            fontSize = 16.sp
        )


        Spacer(modifier = Modifier.height(20.dp))
        Text(
            text = stringResource(id = R.string.subheading4_2),
            modifier = Modifier.align(Alignment.Start),
            fontSize = 20.sp
        )


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

        Text(
            text = stringResource(id = R.string.text4_2),
            modifier = Modifier.align(Alignment.Start),

            fontSize = 16.sp
        )




    }
}
```

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B. SEYED NOOR AZARUDEEN

THANK YOU