Instagram UI design:

Code:

MainActivity.kt-

```
package com.example.myapplication

import android.os.Bundle
import android.widget.Toast
import androidx.activity.ComponentActivity
import androidx.activity.compose.setContent
import androidx.compose.foundation.Image
import androidx.compose.foundation.background
import androidx.compose.foundation.layout.Arrangement
import androidx.compose.foundation.layout.Column
import androidx.compose.foundation.layout.Row
import androidx.compose.foundation.layout.fillMaxSize
import androidx.compose.foundation.layout.height
import androidx.compose.foundation.layout.padding
import androidx.compose.foundation.layout.width
import androidx.compose.foundation.lazy.LazyColumn
import androidx.compose.foundation.lazy.items
import androidx.compose.foundation.text.KeyboardOptions
import androidx.compose.material.icons.Icons
import androidx.compose.material3.Button
import androidx.compose.material3.ButtonDefaults
import androidx.compose.material3.ExperimentalMaterial3Api
```

```kotlin
import androidx.compose.material3.IconButton
import androidx.compose.material3.MaterialTheme
import androidx.compose.material3.Surface
import androidx.compose.material3.Text
import androidx.compose.material3.TextField
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.graphics.Color
import androidx.compose.ui.res.painterResource
import androidx.compose.ui.text.TextStyle
import androidx.compose.ui.text.input.KeyboardType
import androidx.compose.ui.text.input.PasswordVisualTransformation
import androidx.compose.ui.text.input.VisualTransformation
import androidx.compose.ui.tooling.preview.Preview
import androidx.compose.ui.unit.dp
import androidx.compose.ui.unit.sp
import com.example.myapplication.ui.theme.MyApplicationTheme

class MainActivity : ComponentActivity() {
    @OptIn(ExperimentalMaterial3Api::class)
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContent {
```

```
Column(verticalArrangement = Arrangement.Center, horizontalAlignment =
Alignment.CenterHorizontally, modifier = Modifier

    .fillMaxSize()

    .background(color = Color.White)) {

    Image(painterResource(R.drawable.aa),"content description",
Modifier.height(150.dp).width(175.dp))

    var abc by remember {

        mutableStateOf("")

    }

    TextField(value = abc, onValueChange =
{abc=it},Modifier.height(50.dp).width(350.dp),placeholder = {

        Text("Phone Number, Email or Username")

    })

    var def by remember {

        mutableStateOf("")

    }

    TextField(value = def, onValueChange = {def=it},
Modifier.padding(top=50.dp).height(50.dp).width(350.dp), placeholder = {

        Text("Password") }

    )

    Button(onClick = { /*TODO*/ },Modifier.padding(top=50.dp).height(50.dp).width(350.dp),
colors = ButtonDefaults.buttonColors(Color(0xFF0BA4E8))

    ) {

        Text(text = "Login")

    }

    Text(text = "Forgot your login details? Get help logging in.", Modifier.padding(top=25.dp) )

  }


    }

    }
```
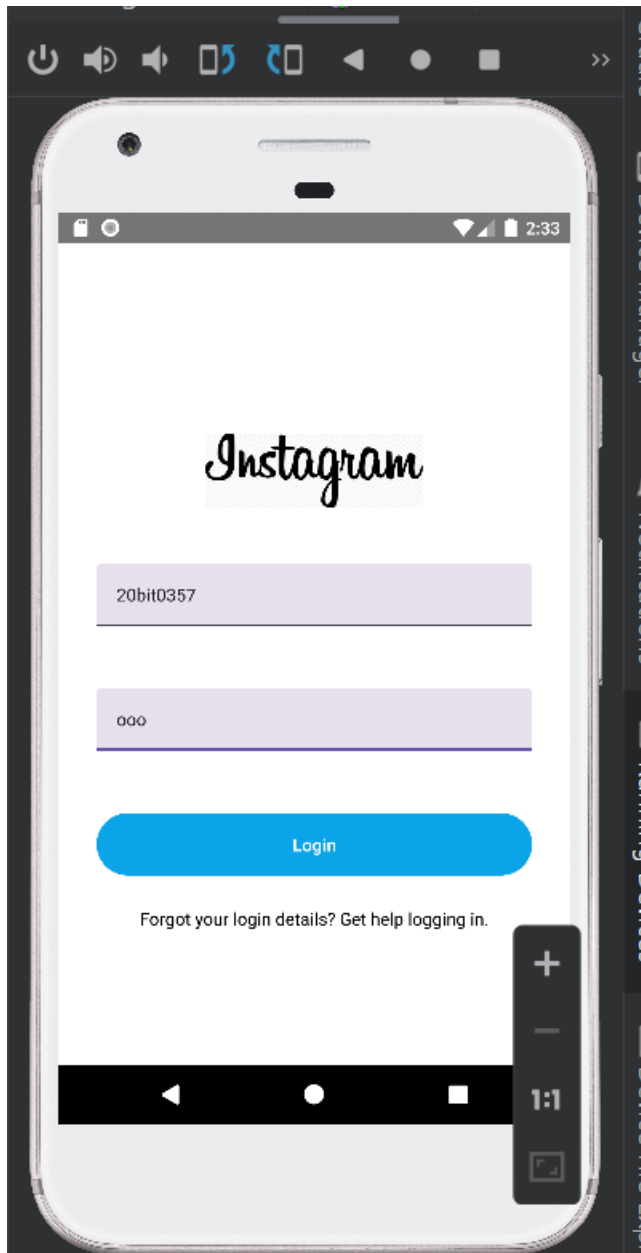
}

Output Screenshot:

Blood Bank app:

Code:

```
package com.example.myapplication

import android.os.Bundle
import android.widget.Toast
import androidx.activity.ComponentActivity
import androidx.activity.compose.setContent
import androidx.compose.foundation.Image
import androidx.compose.foundation.background
import androidx.compose.foundation.layout.Arrangement
import androidx.compose.foundation.layout.Column
import androidx.compose.foundation.layout.Row
import androidx.compose.foundation.layout.fillMaxSize
import androidx.compose.foundation.layout.height
import androidx.compose.foundation.layout.padding
import androidx.compose.foundation.layout.width
import androidx.compose.foundation.lazy.LazyColumn
import androidx.compose.foundation.lazy.items
import androidx.compose.foundation.text.KeyboardOptions
import androidx.compose.material.icons.Icons
import androidx.compose.material3.Button
import androidx.compose.material3.ButtonDefaults
import androidx.compose.material3.ExperimentalMaterial3Api
import androidx.compose.material3.IconButton
import androidx.compose.material3.MaterialTheme
import androidx.compose.material3.Surface
```

```kotlin
import androidx.compose.material3.Text

import androidx.compose.material3.TextField

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.graphics.Color

import androidx.compose.ui.res.painterResource

import androidx.compose.ui.text.TextStyle

import androidx.compose.ui.text.font.FontStyle

import androidx.compose.ui.text.input.KeyboardType

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

import androidx.compose.ui.text.input.VisualTransformation

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

import androidx.compose.ui.unit.dp

import androidx.compose.ui.unit.sp

import com.example.myapplication.ui.theme.MyApplicationTheme


class MainActivity : ComponentActivity() {

    @OptIn(ExperimentalMaterial3Api::class)

    override fun onCreate(savedInstanceState: Bundle?) {

        super.onCreate(savedInstanceState)

        setContent {

            Column(verticalArrangement = Arrangement.Center, horizontalAlignment =
Alignment.CenterHorizontally, modifier = Modifier

                .fillMaxSize()
```

```
        .background(color = Color.Red)) {
Text(text = "Blood Bank App", color = Color.Green, fontSize = 50.sp, fontStyle = FontStyle.Italic)
Image(painterResource(R.drawable.cc),"content description",
    Modifier
        .height(200.dp)
        .width(350.dp))
var abc by remember {
    mutableStateOf("")
}
TextField(value = abc, onValueChange = {abc=it},
    Modifier
        .height(75.dp)
        .width(350.dp)
        .padding(top = 10.dp),placeholder = {
    Text("UserID")
})
var def by remember {
    mutableStateOf("")
}
TextField(value = def, onValueChange = {def=it},
    Modifier
        .padding(top = 50.dp)
        .height(75.dp)
        .width(350.dp), placeholder = {
    Text("Password") }
)
Button(onClick = { /*TODO*/ },
    Modifier
        .padding(top = 50.dp)
```
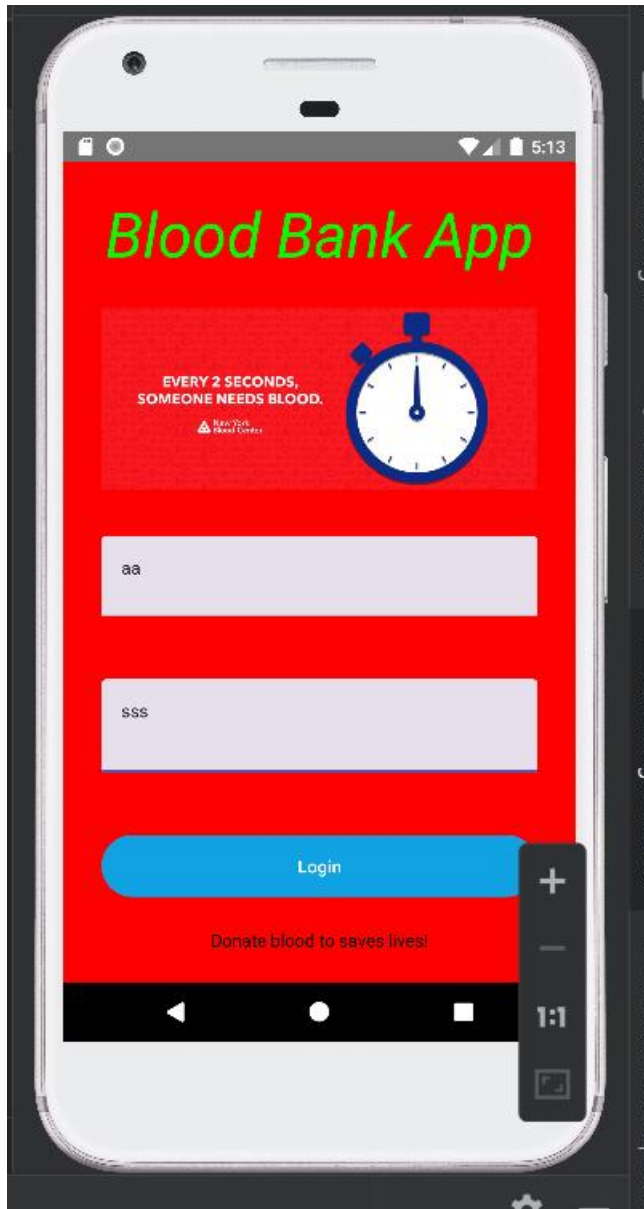
```
            .height(50.dp)

            .width(350.dp), colors = ButtonDefaults.buttonColors(Color(0xFA0BA5E8))

        ) {

           Text(text = "Login")

        }

       Text(text = "Donate blood to saves lives!", Modifier.padding(top=25.dp) )

      }


   }

      }

}
```

Screenshot:

Screen Recordings:

https://drive.google.com/drive/u/1/folders/1h4D7c2x6ZmCg8lTZppG3Xk0mxu3Qdosm