## Android app development

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## Main activity CODE:

```
package main.healthcare.sampletraining
import android.os.Bundle
import androidx.activity.ComponentActivity
import androidx.activity.compose.setContent
import androidx.compose.foundation.layout.Arrangement
import androidx.compose.foundation.layout.Column
import androidx.compose.foundation.layout.fillMaxSize
import androidx.compose.foundation.layout.padding
import androidx.compose.material3.Button
import androidx.compose.material3.ExperimentalMaterial3Api
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.modifier.modifierLocalConsumer
import androidx.compose.ui.text.TextStyle
import androidx.compose.ui.tooling.preview.Preview
import androidx.compose.ui.unit.dp
import main.healthcare.sampletraining.ui.theme.SampleTrainingTheme
class MainActivity : ComponentActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContent {
            Column (modifier = Modifier.fillMaxSize(), verticalArrangement =
Arrangement.Center, horizontalAlignment = Alignment.CenterHorizontally) {
                simpleText()
                simpleTextField()
                simpleTextFieldtwo()
                simpleButton()
@Composable
fun simpleText() {
```

```
Text(text = "LogIn Page", modifier = Modifier.padding(16.dp),
      style = TextStyle.Default
@OptIn(ExperimentalMaterial3Api::class)
@Composable
fun simpleTextField(){
    var text by remember { mutableStateOf("") }
   TextField(value = text , onValueChange = {it -> text = it }, label = {
Text(text = "User Name") })
@OptIn(ExperimentalMaterial3Api::class)
@Composable
fun simpleTextFieldtwo(){
   var text by remember { mutableStateOf("") }
   TextField(value = text, onValueChange = {it -> text = it}, label = {
Text(text = "Password") })
@Composable
fun simpleButton(){
    Button (modifier = Modifier. padding(16.dp) , onClick = { /*TODO*/ }) {
        Text(text = "LOG IN")
   }
@Preview
@Composable
fun simpleTextPreview(){
   Column (modifier = Modifier.fillMaxSize(), verticalArrangement =
Arrangement.Center, horizontalAlignment = Alignment.CenterHorizontally) {
        simpleText()
        simpleTextField()
        simpleTextFieldtwo()
        Column(modifier = Modifier.fillMaxSize(1f), verticalArrangement =
Arrangement.Bottom, horizontalAlignment = Alignment.CenterHorizontally) {
           simpleButton()
        }
   }
```

## color code:

```
package main.healthcare.sampletraining.ui.theme
import androidx.compose.ui.graphics.Color

val Purple80 = Color(0xFFD0BCFF)
val PurpleGrey80 = Color(0xFFCCC2DC)
val Pink80 = Color(0xFFEFB8C8)

val Purple40 = Color(0xFF6650a4)
val PurpleGrey40 = Color(0xFF625b71)
val Pink40 = Color(0xFF7D5260)
```

## Output:



