<u>Android App Development</u> <u>ASSIGNMENT - 1</u>

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Creating a Login Page

Github Link:

https://github.com/amxlns/Login-Page.git

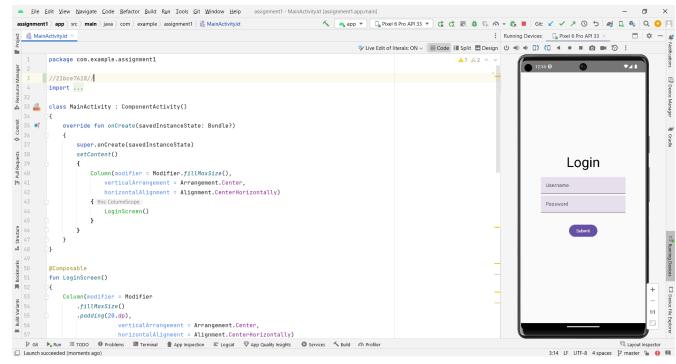
MainActivity.kt:

```
package com.example.assignment1
import android.os.Bundle
import androidx.activity.ComponentActivity
import androidx.activity.compose.setContent
import androidx.compose.*
import androidx.compose.foundation.layout.Arrangement
import androidx.compose.foundation.layout.Column
import androidx.compose.foundation.layout.Spacer
import androidx.compose.foundation.layout.fillMaxSize
import androidx.compose.foundation.layout.height
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.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.text.input.TextFieldValue
import androidx.compose.ui.unit.dp
class MainActivity : ComponentActivity()
  override fun onCreate(savedInstanceState: Bundle?)
```

```
{
       super.onCreate(savedInstanceState)
       setContent()
           Column(modifier = Modifier.fillMaxSize(),
               verticalArrangement = Arrangement.Center,
               horizontalAlignment = Alignment.CenterHorizontally)
           {
               LoginScreen()
       }
   }
}
@Composable
fun LoginScreen()
   Column(modifier = Modifier
       .fillMaxSize()
       .padding(20.dp),
                   verticalArrangement = Arrangement.Center,
                   horizontalAlignment = Alignment.CenterHorizontally)
   {
       Text (text="Login", style=MaterialTheme.typography.displayMedium)
       Spacer(modifier = Modifier.height(20.dp))
       simpleTextField1()
       Spacer(modifier = Modifier.height(6.dp))
       simpleTextField2()
       Spacer(modifier = Modifier.height(20.dp))
       simpleButton()
   }
}
@Composable
fun simpleButton()
  Button(modifier = Modifier.padding(16.dp),onClick={})
       Text(text="Submit")
   }
}
@OptIn(ExperimentalMaterial3Api::class)
@Composable
fun simpleTextField1()
```

```
var user by remember { mutableStateOf(TextFieldValue()) }
  TextField(value = user, onValueChange = {it -> user = it}, label =
{Text(text = "Username")})
}

@OptIn(ExperimentalMaterial3Api::class)
@Composable
fun simpleTextField2()
{
  var pass by remember { mutableStateOf(TextFieldValue()) }
  TextField(value = pass, onValueChange = {it -> pass = it}, label = {Text(text = "Password")})
}
```



```
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                   simpleTextField2()
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                   Spacer(modifier = Modifier.height(20.dp))
                   simpleButton()
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•
          @Composable
           fun simpleButton()
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              Button(modifier = Modifier.padding(16.dp),onClick={})
                                                                                                                                                                             Login
         Text(text="Submit")
  80
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          @OptIn(ExperimentalMaterial3Api::class)
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           fun simpleTextField1()
              var user by remember { mutableStateOf(TextFieldValue()) }
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              TextField(value = <u>user</u>, onValueChange = {it -> <u>user</u> = it}, label = {Text(text = "Username")})
          @OptIn(ExperimentalMaterial3Api::class)
                                                                                                                                                                                                            Device File Explore
           fun simpleTextField2()
              var pass by remember { mutableStateOf(TextFieldValue()) }
94 TextField(value = pass, onValueChange = {it -> pass = it}, label = {Text(text = "Password")})

p of ▶ Run = TODO ● Problems ■ Terminal ● App inspection ■ Logicat ● App Quality insights ● Services ♣ Build ∩ Profiler
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```