# <u>ANDROID APP DEVELOPMENT – 1</u> LOGIN PAGE

# MainActivity.kt

```
package main.example.myassignment
3
       import android.os.Bundle
4
       import androidx.activity.ComponentActivity
       import androidx.activity.compose.setContent
       import androidx.compose.foundation.layout.Arrangement
6
       import androidx.compose.foundation.layout.Column
       import androidx.compose.foundation.layout.fillMaxSize
       import androidx.compose.foundation.layout.padding
9
10
       import androidx.compose.material3.Button
11
       import androidx.compose.material3.ExperimentalMaterial3Api
12
       import androidx.compose.material3.MaterialTheme
13
       import androidx.compose.material3.Surface
       import androidx.compose.material3.Text
14
15
       import androidx.compose.material3.TextField
       import androidx.compose.runtime.Composable
16
17
       import androidx.compose.runtime.getValue
       import androidx.compose.runtime.mutableStateOf
18
       import androidx.compose.runtime.remember
19
20
       import androidx.compose.ui.Alignment
       import androidx.compose.ui.Modifier
21
       import androidx.compose.ui.text.input.PasswordVisualTransformation
22
23
       import androidx.compose.ui.tooling.preview.Preview
       import androidx.compose.ui.unit.dp
24
       import main.example.myassignment.ui.theme.MyAssignmentTheme
25
```

```
27
       class MainActivity : ComponentActivity() {
28
           override fun onCreate(savedInstanceState: Bundle?) {
29
                super.onCreate(savedInstanceState)
30
               setContent {
31
                   LoginPage()
               }
32
33
           }
34
       }
35
36
       @OptIn(ExperimentalMaterial3Api::class)
37
       @Composable
       fun LoginPage() {
38
39
           Column(
40
               modifier = Modifier.fillMaxSize(),
41
               horizontalAlignment = Alignment.CenterHorizontally,
42
               verticalArrangement = Arrangement.Center
           ) {
43
44
               val usernameState = remember { mutableStateOf("") }
45
               val passwordState = remember { mutableStateOf("") }
46
47
               TextField(
48
                   value = usernameState.value,
49
                   onValueChange = { it -> usernameState.value = it },
50
                   label = { Text(text = "Username") },
51
                   modifier = Modifier.padding(16.dp)
52
               )
```

```
TextField(
54
55
                   value = passwordState.value,
56
                   onValueChange = { it -> passwordState.value = it },
                   label = { Text(text = "Password") },
57
                   visualTransformation = PasswordVisualTransformation(),
58
                   modifier = Modifier.padding(16.dp)
59
60
               )
61
62
               Button(
63
                   modifier = Modifier.padding(16.dp),
                   onClick = { /* TODO: Perform login action here */ }
64
65
               ) {
                   Text(text = "Login")
66
67
           }
68
       }
69
70
71
       @Preview
72
       @Composable
73
       fun LoginPagePreview() {
74
           LoginPage()
75
       }
```

## • Color.kt

```
1
       package main.example.myassignment.ui.theme
 2
 3
       import androidx.compose.ui.graphics.Color
4
       val Purple80 = Color(0xFFD0BCFF)
       val PurpleGrey80 = Color(0xFFCCC2DC)
6
       val Pink80 = Color(0xFFEFB8C8)
 7
9
       val Purple40 = Color(0xFF6650a4)
10
       val PurpleGrey40 = Color(0xFF625b71)
11
       val Pink40 = Color(0xFF7D5260)
```

#### • Theme.kt

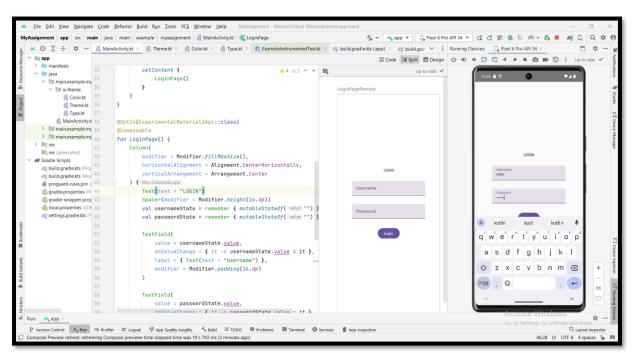
```
1
       package main.example.myassignment.ui.theme
 2
 3
       import android.app.Activity
 4
       import android.os.Build
 5
       import androidx.compose.foundation.isSystemInDarkTheme
 6
       import androidx.compose.material3.MaterialTheme
       import androidx.compose.material3.darkColorScheme
       import androidx.compose.material3.dynamicDarkColorScheme
 8
9
       import androidx.compose.material3.dynamicLightColorScheme
       import androidx.compose.material3.lightColorScheme
10
11
       import androidx.compose.runtime.Composable
12
       import androidx.compose.runtime.SideEffect
13
       import androidx.compose.ui.graphics.toArgb
14
       import androidx.compose.ui.platform.LocalContext
15
       import androidx.compose.ui.platform.LocalView
16
       import androidx.core.view.WindowCompat
17
18
       private val DarkColorScheme = darkColorScheme(
19
           primary = Purple80,
20
           secondary = PurpleGrey80,
21
           tertiary = Pink80
22
       )
23
24
       private val LightColorScheme = lightColorScheme(
           primary = Purple40,
25
           secondary = PurpleGrey40,
26
27
           tertiary = Pink40
```

```
40
       @Composable
41
       fun MyAssignmentTheme(
42
           darkTheme: Boolean = isSystemInDarkTheme(),
           // Dynamic color is available on Android 12+
43
44
           dynamicColor: Boolean = true,
           content: @Composable () -> Unit
45
46
47
           val colorScheme = when {
               dynamicColor && Build.VERSION.SDK_INT >= Build.VERSION_CODES.S -> {
48
                   val context = LocalContext.current
49
50
                   if (darkTheme) dynamicDarkColorScheme(context) else dynamicLightColorScheme(context)
51
52
               darkTheme -> DarkColorScheme
53
               else -> LightColorScheme
54
55
           }
           val view = LocalView.current
56
57
           if (!view.isInEditMode) {
               SideEffect {
58
59
                   val window = (view.context as Activity).window
60
                   window.statusBarColor = colorScheme.primary.toArgb()
                   WindowCompat.getInsetsController(window, view).isAppearanceLightStatusBars = darkTheme
62
               }
63
           }
64
           MaterialTheme(
66
               colorScheme = colorScheme,
67
               typography = Typography,
68
               content = content
70
```

## Type.kt

```
package main.example.myassignment.ui.theme
 1
 3
       import androidx.compose.material3.Typography
 4
       import androidx.compose.ui.text.TextStyle
 5
       import androidx.compose.ui.text.font.FontFamily
       import androidx.compose.ui.text.font.FontWeight
 6
       import androidx.compose.ui.unit.sp
 8
 9
       // Set of Material typography styles to start with
10
       val Typography = Typography(
11
           bodyLarge = TextStyle(
                fontFamily = FontFamily.Default,
12
13
                fontWeight = FontWeight.Normal,
               fontSize = 16.sp,
15
               lineHeight = 24.sp,
16
               letterSpacing = 0.5.sp
17
```

## Output



### **DONE BY:**

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