ANDROID ASSIGNMENT – 4

FOOD APPLICATION

- *MainScreen.kt*

```kotlin
1    package com.sdk.foddy.ui
2
3    import androidx.compose.foundation.layout.Column
4    import androidx.compose.foundation.layout.padding
5    import androidx.compose.material.Scaffold
6    import androidx.compose.runtime.Composable
7    import androidx.compose.ui.Modifier
8    import androidx.compose.ui.graphics.Color
9    import androidx.navigation.compose.rememberNavController
10   import com.sdk.foddy.ui.component.BottomBar
11   import com.sdk.foddy.ui.screen.MainNavGraph
12
13   @Composable
14   fun MainScreen() {
15       val navHostController = rememberNavController()
16       Scaffold(
17           bottomBar = {
18               BottomBar(navController = navHostController)
19           }
20       ) { paddingValues ->
21           Column(modifier = Modifier.padding(paddingValues)) {
22               MainNavGraph(navHostController = navHostController)
23           }
24       }
25   }
```

- *MainActivity.kt*

```kotlin
1    package com.sdk.foddy
2
3    import android.os.Bundle
4    import androidx.activity.ComponentActivity
5    import androidx.activity.compose.setContent
6    import androidx.compose.foundation.isSystemInDarkTheme
7    import androidx.compose.foundation.layout.fillMaxSize
8    import androidx.compose.material3.Surface
9    import androidx.compose.material3.MaterialTheme
10   import androidx.compose.runtime.collectAsState
11   import androidx.compose.ui.Modifier
12   import androidx.hilt.navigation.compose.hiltViewModel
13   import androidx.navigation.compose.rememberNavController
14   import com.sdk.foddy.ui.bottom.settings.SettingsViewModel
15   import com.sdk.foddy.ui.screen.RootNavigation
16   import com.sdk.foddy.ui.theme.FooddyTheme
17   import dagger.hilt.android.AndroidEntryPoint
18
```

```
19    @AndroidEntryPoint
20    class MainActivity : ComponentActivity() {
21        override fun onCreate(savedInstanceState: Bundle?) {
22            super.onCreate(savedInstanceState)
23            setContent {
24                val viewModel: SettingsViewModel = hiltViewModel()
25                val theme = when (viewModel.themeState.collectAsState().value) {
26                    1 -> false
27                    2 -> true
28                    else -> isSystemInDarkTheme()
29                }
30                FooddyTheme(
31                    darkTheme = theme
32                ) {
33                    Surface(
34                        modifier = Modifier.fillMaxSize(),
35                        color = MaterialTheme.colorScheme.background
36                    ) {
37                        RootNavigation(navHostController = rememberNavController())
38                    }
39                }
40            }
41        }
42    }
```
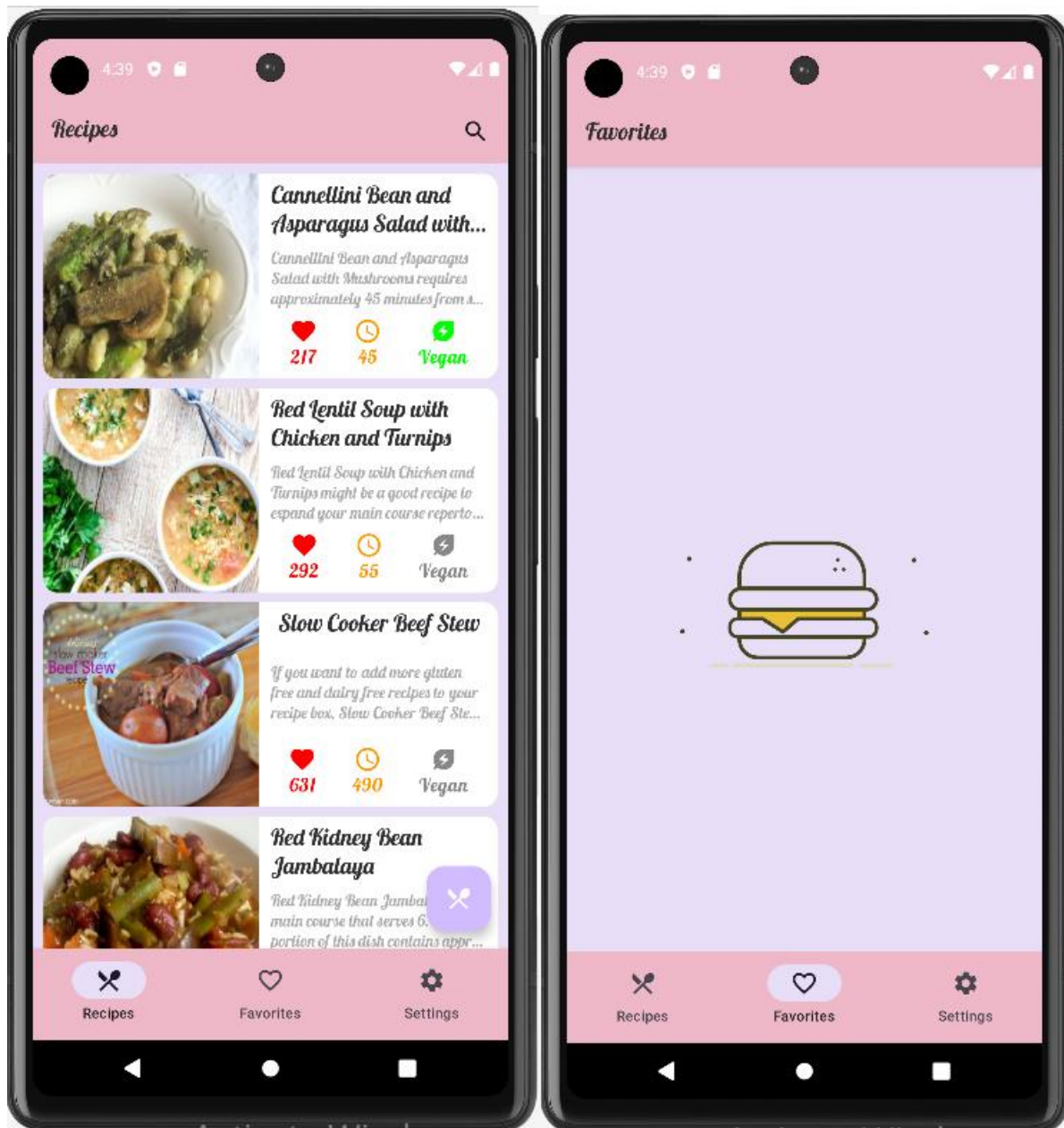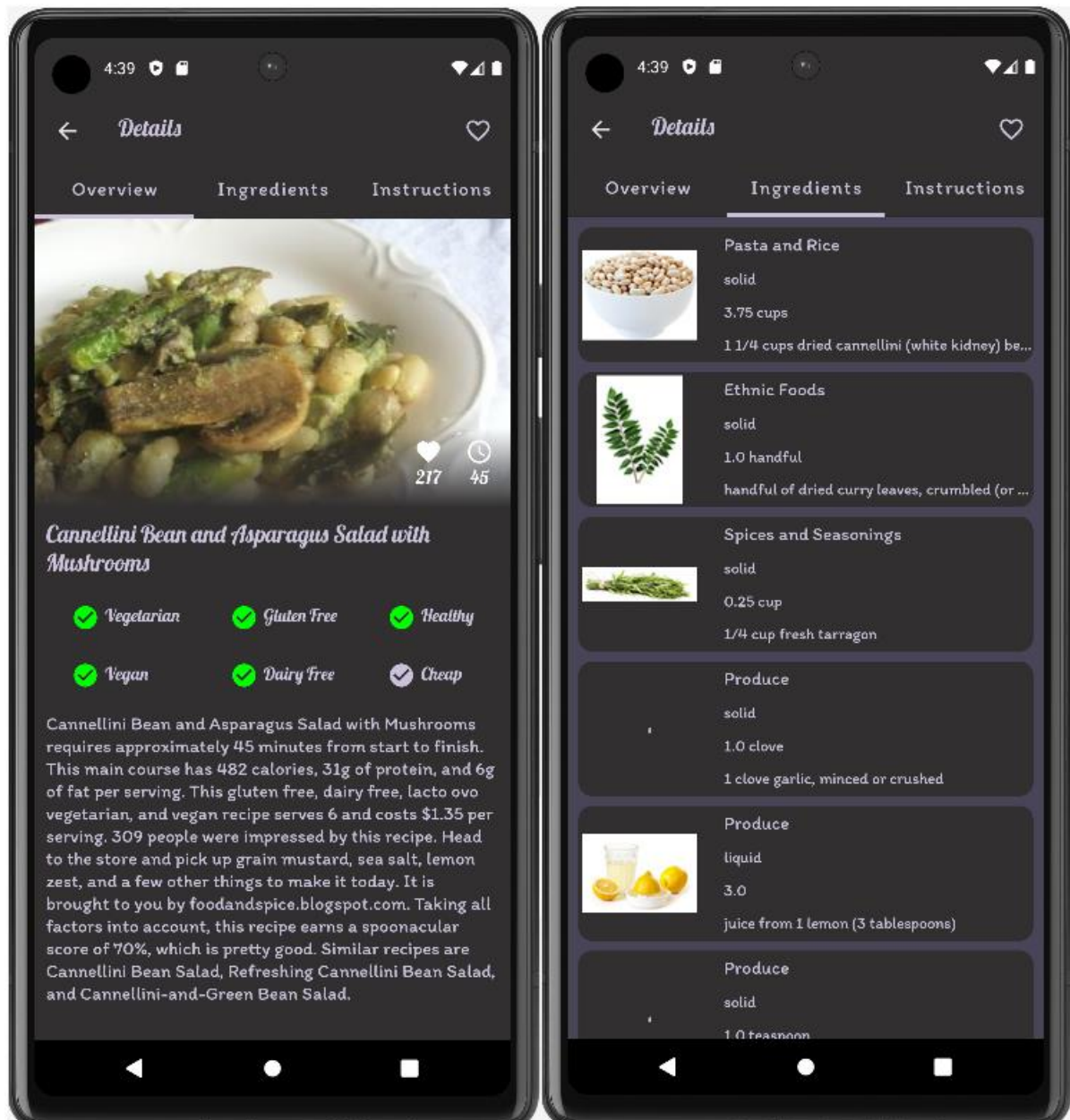
- *Application.kt*

```
1    package com.sdk.foddy
2
3    import android.app.Application
4    import dagger.hilt.android.HiltAndroidApp
5
6    @HiltAndroidApp
7    class PalovApp : Application()
```

DONE BY:

NARASIMHAN H (21BCE1617)

DATE: 23.09.2023