

# Assignment 2(Blood Bank Login screen)

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## Codes:

```
package com.example.vit_20bce10370_assignment2

import android.os.Bundle
import android.view.RoundedCorner
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.shape.RoundedCornerShape
import androidx.compose.material3.Button
import androidx.compose.material3.ButtonDefaults
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.graphics.Color
import androidx.compose.ui.graphics.Outline
import androidx.compose.ui.graphics.Shape
import androidx.compose.ui.res.painterResource
import androidx.compose.ui.tooling.preview.Preview
import androidx.compose.ui.unit.Dp
import androidx.compose.ui.unit.dp
import androidx.compose.ui.unit.sp
import com.example.vit_20bce10370_assignment2.ui.theme.Vit_20bce10370_assignment2Theme
import androidx.compose.ui.graphics.Outline.Rounded as Rounded1

class ExperimentalMaterialApi {

}

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(
                    painter = painterResource(
```

```

        id
            = R.drawable.blood
    ),
    contentDescription = " "
)
Text(text = "", fontSize = 30.sp,)
Text(
    text = "Login", fontSize = 30.sp,
    color = Color.Black,
)
var text by remember {
    mutableStateOf("Username")
}
Text(text = "", fontSize = 20.sp)
TextField(
    value = text,
    onChange = { newText ->
        text = newText
    })
var xyz by remember {
    mutableStateOf("password")
}
Text(text = "", fontSize = 20.sp)
TextField(
    value = xyz,
    onChange = { newText ->
        text = newText
    })
Text(text = "", fontSize = 20.sp)
Row() {
    Button(onClick = {}, shape = RoundedCornerShape
        (30.dp), colors = ButtonDefaults.run { buttonColors(Color.Red)
}) {
        Text(text = "Submit", color = Color.White)
    }
    Button(
        onClick = {}, shape = RoundedCornerShape
        (30.dp), colors = ButtonDefaults.run {
buttonColors(Color.Red) }
    ) {
        Text(text = "Clear", color = Color.White)
    }
}
}
}
}
}

```