

Assignment Week -2

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Code:

Main

```
import androidx.activity.compose.setContent
import androidx.compose.foundation.layout.fillMaxSize
import androidx.compose.material3.MaterialTheme
import androidx.compose.material3.Surface
import androidx.compose.material3.Text
import androidx.compose.runtime.Composable
import androidx.compose.ui.Modifier
import androidx.compose.ui.tooling.preview.Preview
import androidx.navigation.NavHostController
import androidx.navigation.compose.rememberNavController
import com.example.vitap_20bcb7043.ui.theme.VITAP_20bcb7043Theme

class MainActivity : ComponentActivity() {
    lateinit var navController: NavHostController
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContent {
            VITAP_20bcb7043Theme {
                navController = rememberNavController()
                Setupnavgraph(navController = navController)
            }
        }
    }
}
```

Homepage

```
package com.example.vitap_20bcb7043

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.ExperimentalLayoutApi
import androidx.compose.foundation.layout.fillMaxSize
import androidx.compose.foundation.layout.fillMaxWidth
import androidx.compose.foundation.layout.padding
import androidx.compose.material3.Button
import androidx.compose.material3.ExperimentalMaterial3Api
```

```

import androidx.compose.material3.Text
import androidx.compose.material3.TextField
import androidx.compose.runtime.Composable
import androidx.compose.runtime.getValue
import androidx.compose.runtime.mutableStateListOf
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.res.painterResource
import androidx.compose.ui.unit.dp
import androidx.navigation.NavController
import com.example.vitap_20bcb7043.sharedview.viewModel.sharedview

```

```

@OptIn(ExperimentalLayoutApi::class, ExperimentalMaterial3Api::class)

```

```

@Composable

```

```

fun Home(
    navController: NavController, viewModel: sharedview

```

```

) {
    var laz by remember {
        mutableStateOf("")
    }
    var laz1 by remember {
        mutableStateOf("")
    }
    var laz2 by remember {
        mutableStateOf("")
    }
    var laz3 by remember {
        mutableStateOf("")
    }
    var dataList = remember {
        mutableStateListOf<String>("")
    }
}

```

```

Column(
    verticalArrangement = Arrangement.Top,
    horizontalAlignment = Alignment.CenterHorizontally,
    modifier = Modifier
        .padding(20.dp)

        .fillMaxSize()
        .background(Color.White)

) {

```

```

Image(
    painter = painterResource(id = R.drawable.oi),
    contentDescription = "",
    modifier = Modifier
        .padding(all = 20.dp)
)
Text(text = "Enter your Name", color = Color.Black)
TextField(
    value = laz, onValueChange = { laz = it }, modifier = Modifier
        .fillMaxWidth()
        .padding(10.dp)
)
Text(text = "Address", color = Color.Black)
TextField(
    value = laz1, onValueChange = { laz1 = it }, modifier = Modifier
        .fillMaxWidth()
        .padding(10.dp)
)
Text(text = "Age", color = Color.Black)
TextField(
    value = laz2, onValueChange = { laz2 = it }, modifier = Modifier
        .fillMaxWidth()
        .padding(10.dp)
)
Text(text = "Blood type", color = Color.Black)
TextField(
    value = laz3, onValueChange = { laz3 = it }, modifier = Modifier
        .fillMaxWidth()
        .padding(10.dp)
)

Button(
    onClick = {
        viewModel.setdata(laz)
        viewModel.setdata1(laz1)
        viewModel.setdata2(laz2)
        viewModel.setdata3(laz3)

        navController.navigate(route = Scn.Details.route)
    },
    modifier = Modifier
        .fillMaxWidth()
        .padding(12.dp)
) {
    Text(text = "Submit")
}

```

```
}
```

```
}
```

Detail page

```
package com.example.vitap_20bcb7043
```

```
import androidx.compose.foundation.Image
import androidx.compose.foundation.layout.Arrangement
import androidx.compose.foundation.layout.Column
import androidx.compose.foundation.layout.fillMaxSize
import androidx.compose.foundation.layout.fillMaxWidth
import androidx.compose.foundation.layout.padding
import androidx.compose.material3.Button
import androidx.compose.material3.Text
import androidx.compose.runtime.Composable
import androidx.compose.ui.Alignment
import androidx.compose.ui.Modifier
import androidx.compose.ui.graphics.Color
import androidx.compose.ui.res.painterResource
import androidx.compose.ui.text.font.FontWeight
import androidx.compose.ui.unit.dp
import androidx.navigation.NavController
import com.example.vitap_20bcb7043.sharedview.viewModel.sharedview
```

```
@Composable
```

```
fun details(navController: NavController, viewModel: sharedview)
```

```
{
```

```
    Column(verticalArrangement = Arrangement.Top,
        horizontalAlignment = Alignment.CenterHorizontally,
        modifier = Modifier
            .padding(20.dp)
```

```
        .fillMaxSize())
```

```
{
```

```
    Image(
        painter = painterResource(id = R.drawable.bb),
        contentDescription = "",
        modifier = Modifier
            .padding(all = 20.dp)
```

```
)
```

```
    Text(text="Your Details",modifier= Modifier.padding(20.dp),fontWeight =
FontWeight.Bold)
```

```
    Text(text = "Name", color = Color.Black,modifier=
Modifier.padding(20.dp),fontWeight = FontWeight.Bold)
```

```
    Text(text=viewModel.Res.value, color = Color.Black,modifier=
Modifier.padding(10.dp))
```

```

        Text(text = "Address", color = Color.Black,modifier=
Modifier.padding(20.dp),fontWeight = FontWeight.Bold)
        Text(text=viewModel.Res1.value, color = Color.Black,modifier=
Modifier.padding(10.dp))
        Text(text = "Age", color = Color.Black,modifier= Modifier.padding(20.dp),fontWeight
= FontWeight.Bold)
        Text(text=viewModel.Res2.value, color = Color.Black,modifier=
Modifier.padding(10.dp))
        Text(text = "Blood type", color = Color.Black,modifier=
Modifier.padding(20.dp),fontWeight = FontWeight.Bold)
        Text(text=viewModel.Res3.value, color = Color.Black,modifier=
Modifier.padding(10.dp))

```

```

        Button(onClick = { navController.navigate(route=Scn.Home.route)
{popUpTo(Scn.Home.route){ inclusive=true} } },
        modifier = Modifier
            .fillMaxWidth()
            .padding(20.dp)
    )
    {
        Text(text = "Back", fontWeight = FontWeight.Bold)
    }
}
}
}

```

Nav

```
package com.example.vitap_20bcb7043
```

```

import androidx.compose.runtime.Composable
import androidx.lifecycle.viewmodel.compose.viewModel
import androidx.navigation.NavHost
import androidx.navigation.NavHostController
import com.example.vitap_20bcb7043.sharedview.viewModel.sharedview
import androidx.navigation.compose.NavHost
import androidx.navigation.compose.composable

```

```

@Composable
fun Setupnavgraph(navController: NavHostController){
    val Viewmodel: sharedview = viewModel()
    NavHost(navController = navController, startDestination = Scn.Home.route
    ){
        composable(

```

```

        route=Scn.Home.route
    ){
        Home(navController, Viewmodel)
    }
    composable(
        route=Scn.Details.route,

        ){

            details(navController,Viewmodel)
        }
    }
}

```

Sharedview

```

class sharedview : ViewModel(){
    private val res: MutableState<String> = mutableStateOf(" ")
    val Res: State<String> =res
    private val res1: MutableState<String> = mutableStateOf(" ")
    val Res1: State<String> =res1
    private val res2: MutableState<String> = mutableStateOf(" ")
    val Res2: State<String> =res2
    private val res3: MutableState<String> = mutableStateOf(" ")
    val Res3: State<String> =res3

    fun setdata(data:String){
        res.value=data
    }
    fun setdata1(data:String){
        res1.value=data
    }
    fun setdata2(data:String){
        res2.value=data
    }
    fun setdata3(data:String){
        res3.value=data
    }
}

```

Screen

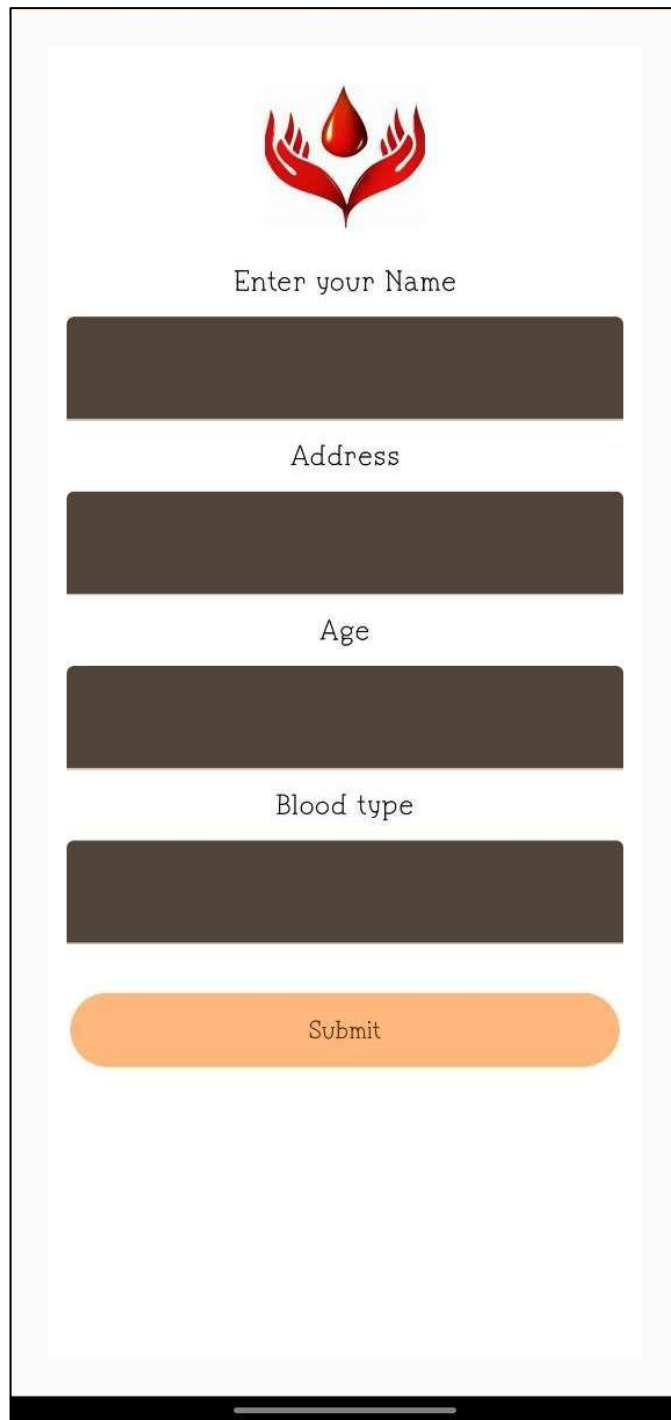
```

sealed class Scn(val route: String){
    object Home:Scn(route="home_Screen")

```

```
object Details:Scn(route="Details_Screen")  
}
```

Output



The image displays a mobile application interface for a registration screen. At the top center is a red logo featuring two hands holding a blood drop. Below the logo, the text "Enter your Name" is followed by a dark brown rectangular input field. This is followed by the label "Address" and another dark brown input field. Next is the label "Age" with a third dark brown input field. Below that is the label "Blood type" and a fourth dark brown input field. At the bottom of the form is an orange rounded rectangular button labeled "Submit". The entire form is set against a light gray background within a white container, which is itself within a black mobile frame.



Your Details

Name

Address

Age

Blood type

Back