**Requirements**

1. **Login Screen:**
   * Fields for the user to provide a username and password.
   * Password element should obscure the text.
   * Button for the user to submit their username and password.
   * Button for the user to create a new login if it's their first time using the application.
2. **Data Display Screen:**
   * A grid for displaying data.
   * Logical labels and headers for the data.
   * Button for adding data to the grid.
   * Button on each row for deleting that row of data.
   * Fields needed to add data to the grid.
3. **SMS Notifications:**
   * Request permission to communicate with SMS.
   * Check for the SMS permission before sending a message.
   * Trigger a permissions request if permission is not granted.
   * Handle permission grant or denial appropriately.
4. **Visual Hierarchy:**
   * The layout should follow an intuitive visual flow.
   * Consistent theme and creative yet easy-to-understand design.
   * Focus order, grouping, and transitions should be logical.

with everthing done and in addition, does its meet this requirement?

Directions

Open the Android Studio Layout Editor to begin creating the UI for your app. Use the Install Android Studio and the Create Your First Android App resources to get started with the software. Both resources are linked in the Supporting Materials section. Throughout this project, continue to reference the app development proposal you completed in Project One and pay attention to the section on UI design. Use the Android design and quality guides to guide your decisions. These resources are provided in the Design and Plan resource linked in the Supporting Materials section.

Your completed UI should include all the screens needed for your app to operate. But the UI will not be functional yet. You will only create the UI components for this project. The supporting code will be completed in Project Three.

Create UI with appropriate design elements to support a user logging in (one screen).

Your UI must include a login screen that contains the following features:

Fields for the user to provide a username and password

Note that the password element should be configured to obscure any text that is typed into the field. The text must be visually converted into dots.

A button for the user to submit their username and password

A button for the user to create a new login if it is their first time using the application

Note that you can use the same login screen to simplify the account creation process. Create a button that will add the username and password to the database if they do not already exist.

Any other fields or elements that are necessary to make your application visually appealing, intuitive, and usable

Create UI with appropriate design elements to display database information as a grid (one screen).

Your UI must include a data display screen that contains the following features:

A grid for displaying data

Logical labels and headers for the data that will be displayed

A button for adding data to the grid

A button on each row for deleting that row of data from the grid

inventory or the date of an event)

Any fields needed to add data to your grid

This element can be on a new screen if you think the layout is better for your app

Create UI with SMS notifications and appropriate design elements to prompt a user for permission to communicate with the SMS text messaging app and display information based on user response (one screen).

Your application will require permission to communicate with SMS messaging, which requires a few things to be implemented correctly:

The application manifest must perform the following actions:

State the need to use the telephony feature

State the permission requirement for SEND\_SMS

Your UI must check for the SMS permission before sending a message.

If you do not have permission, you will need to trigger a permissions request from the user.

A user who grants permission will receive automated system notifications based on which option you chose in Project One. These notifications include low inventory, an upcoming event, or reaching a goal weight. If the user denies access to the permissions needed for the app to interact with SMS, your app should continue to function overall but should not provide any notifications.

Develop visual hierarchy of UI elements that use focus order, grouping, and transitions.

The layout for each screen should follow an intuitive visual flow, have a consistent theme, and be creative but still easy to understand.

To determine if your visual hierarchy is successful, ask yourself the following questions:

Does my focus order match the steps a user would follow when completing a task?

Does the way my grouping organizes content make sense for the user?

Are my transitions consistent between screens and tasks?