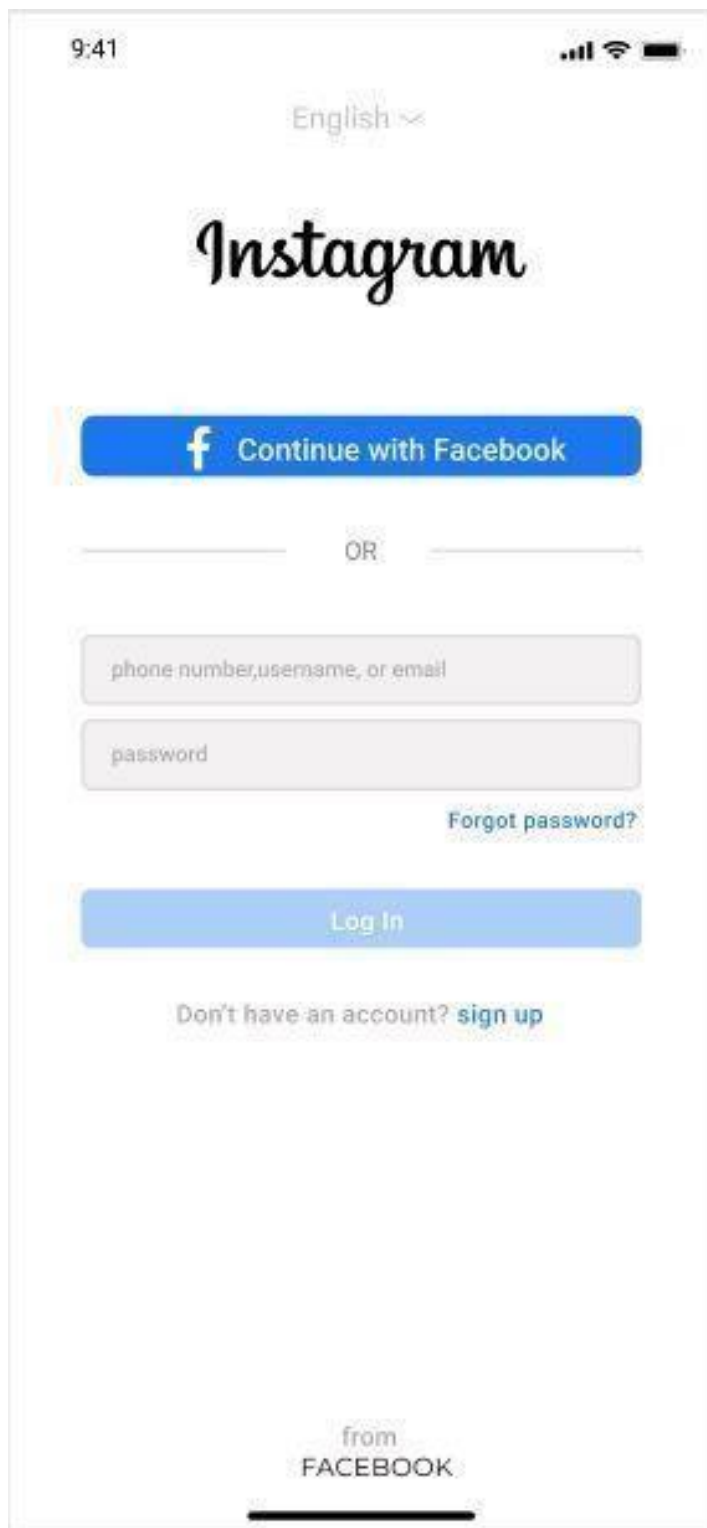


WEEK 1 ASSIGNMENT

INSTAGRAM LOGIN

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20BCR7082




The image shows the Instagram login interface on a mobile device. At the top, the status bar displays the time 9:41, signal strength, Wi-Fi, and battery icons. Below the status bar, the language is set to 'English'. The Instagram logo is prominently displayed in the center. A blue button with the Facebook 'f' logo and the text 'Continue with Facebook' is positioned below the logo. Underneath this button, the word 'OR' is centered between two horizontal lines. Below the 'OR' separator are two input fields: the first is labeled 'phone number, username, or email' and the second is labeled 'password'. To the right of the password field is a link that says 'Forgot password?'. Below the input fields is a blue 'Log In' button. At the bottom of the screen, there is a link that says 'Don't have an account? sign up'. At the very bottom, there is a small text 'from FACEBOOK' above a horizontal line.

9:41

English

Instagram

 Continue with Facebook

OR

phone number, username, or email

password

[Forgot password?](#)

Log In

Don't have an account? [sign up](#)

from
FACEBOOK

WEERK 2 ASSIGNMENT

DONATE BLOOD BANK APPLICATION

Mainactivity code:

```
package com.example.bloodbankapplication
import android.content.Intent import android.os.Bundle
import android.provider.ContactsContract import
android.view.MenuItem import
androidx.activity.ComponentActivity import
androidx.activity.compose.setContent import
androidx.compose.foundation.BorderStroke import
androidx.compose.foundation.Image import
androidx.compose.foundation.background import
androidx.compose.foundation.layout.Arrangement import
androidx.compose.foundation.layout.Box import
androidx.compose.foundation.layout.Column import
androidx.compose.foundation.layout.ColumnScope import
androidx.compose.foundation.layout.Row import
androidx.compose.foundation.layout.Spacer import
androidx.compose.foundation.layout.fillMaxSize import
androidx.compose.foundation.layout.fillMaxWidth import
androidx.compose.foundation.layout.height import
androidx.compose.foundation.layout.padding import
androidx.compose.foundation.layout.size import
androidx.compose.foundation.layout.width import
androidx.compose.foundation.lazy.LazyColumn import
androidx.compose.foundation.shape.CircleShape import
androidx.compose.foundation.shape.RoundedCornerShape
import androidx.compose.foundation.text.KeyboardOptions
import androidx.compose.material.icons.Icons import
androidx.compose.material.icons.filled.Home import
androidx.compose.material.icons.filled.Info import
androidx.compose.material.icons.filled.Person import
androidx.compose.material.icons.filled.Settings import
androidx.compose.material.icons.outlined.Email import
androidx.compose.material.icons.outlined.Warning import
androidx.compose.material3.AlertDialogDefaults.shape
import androidx.compose.material3.Button import
androidx.compose.material3.ButtonDefaults import
androidx.compose.material3.Card
import androidx.compose.material3.ExperimentalMaterial3Api
import androidx.compose.material3.ExtendedFloatingActionButton
import androidx.compose.material3.Icon import
androidx.compose.material3.MaterialTheme import
androidx.compose.material3.OutlinedTextField import
androidx.compose.material3.Scaffold import
androidx.compose.material3.Surface import
androidx.compose.material3.Text import
androidx.compose.material3.TextFieldDefaults import
androidx.compose.runtime.Composable import
androidx.compose.runtime.getValue import
androidx.compose.runtime.mutableStateOf import
androidx.compose.runtime.remember import
androidx.compose.runtime.rememberCoroutineScope import
androidx.compose.runtime.setValue import
androidx.compose.ui.Alignment import
androidx.compose.ui.Modifier import
```

```

androidx.compose.ui.draw.clip import
androidx.compose.ui.draw.paint import
androidx.compose.ui.graphics.Brush import
androidx.compose.ui.graphics.Color
import androidx.compose.ui.graphics.Color.Companion.Black import
androidx.compose.ui.graphics.Shadow import
androidx.compose.ui.graphics.Shape import
androidx.compose.ui.graphics.painter.Painter import
androidx.compose.ui.layout.ContentScale import
androidx.compose.ui.platform.LocalContext import
androidx.compose.ui.res.painterResource import
androidx.compose.ui.text.TextStyle import
androidx.compose.ui.text.font.FontFamily import
androidx.compose.ui.text.font.FontWeight import
androidx.compose.ui.text.input.KeyboardType import
androidx.compose.ui.text.style.TextAlign 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.bloodbankapplication.ui.theme.BloodbankApplicationTheme import
kotlinx.coroutines.launch

class MainActivity : ComponentActivity() { override fun
onCreate(savedInstanceState: Bundle?) {
super.onCreate(savedInstanceState) setContent {
    Column(modifier = Modifier
        .fillMaxSize()
        .paint( painter = painterResource(id =
            R.drawable.donateimg), contentScale =
            ContentScale.Fit
        ),
        verticalArrangement = Arrangement.Center,
        horizontalAlignment = Alignment.CenterHorizontally) {

        Box(modifier = Modifier.padding(40.dp)) {
            Column() {
                Image(painter = painterResource(id =
R.drawable.blood),
                    contentDescription = "Blood Logo", modifier
                    = Modifier
                        .width(80.dp)
                        .height(80.dp),
                    alignment = Alignment.Center)

            }
        }

        Box() {
            Textfield1()
        }
        Box() {
            Textfield2()
        }

        Row(modifier = Modifier.padding(20.dp)) {
            Column() {

```

```

        ButtonSignUp()
    }
    Column() {
        ButtonSignIn()
    }
}

Text(text = "or SignIn with...", fontSize = 15.sp, style =
TextStyle(color = Black, fontWeight = FontWeight.Black,
fontFamily = FontFamily.SansSerif,
background = Color.White, shadow =
Shadow(color = Color.Gray),
textAlign = TextAlign.Center))
Row(modifier = Modifier.padding(10.dp)) {
    Column() {
        CircleImageView(painter = painterResource(id =
R.mipmap.google))
    }
    Column() {
        CircleImageView(painter = painterResource(id =
R.mipmap.facebook))
    }
}
}

}

}

@OptIn(ExperimentalMaterial3Api::class)
@Composable fun
TextField1() {
    Column(horizontalAlignment = Alignment.CenterHorizontally) { var
        textInput by remember { mutableStateOf("") }
        OutlinedTextField(value = textInput, onValueChange = {textInput =
it},
            label = { Text("Email") },
            keyboardOptions = KeyboardOptions(keyboardType =
KeyboardType.Email), leadingIcon = { Icon(Icons.Outlined.Email,
contentDescription =
null) }, colors = TextFieldDefaults.run {
            outlinedTextFieldColors( focusedBorderColor =
Color.Red, unfocusedBorderColor = Color.Gray ,
            focusedLabelColor = Color.Red,
            unfocusedLabelColor = Color.Gray)
        }
    }
}
}
}

```

```

@OptIn(ExperimentalMaterial3Api::class)
@Composable fun
TextField2() {
    Column(horizontalAlignment = Alignment.CenterHorizontally) { var
        textInput2 by remember { mutableStateOf("") }
        OutlinedTextField(value = textInput2, onValueChange = {textInput2 =
it},
            label = { Text("Password")},
            keyboardOptions = KeyboardOptions(keyboardType =
KeyboardType.Password), leadingIcon = {Icon(Icons.Outlined.Warning,
contentDescription
= null)}, colors = TextFieldDefaults.outlinedTextFieldColors(
            focusedBorderColor = Color.Red,
            unfocusedBorderColor = Color.Gray,
            focusedLabelColor = Color.Red, unfocusedLabelColor
            = Color.Gray
        )
    }
}

```

```

@Composable fun ButtonSignIn() { val
mContext = LocalContext.current
    Button( onClick = { mContext.startActivity(Intent(mContext,
homepage::class.java))
    },
    colors = ButtonDefaults.buttonColors(Color.Red),
    shape = RoundedCornerShape(20.dp), modifier =
Modifier
        .padding(5.dp)
        .width(150.dp)
        .height(40.dp)
    ) {
        Text(text = "Sign In", color = Color.White) }
}

```

```

@Composable fun
ButtonSignUp() {
    Button( onClick
        = {
            //your onclick code
        }, border = BorderStroke(1.dp,
Color.Red),
    colors = ButtonDefaults.outlinedButtonColors(contentColor =
Color.Red), shape
        =
        RoundedCornerShape(20.dp),
    modifier = Modifier
        .padding(5.dp)
        .width(150.dp)
        .height(40.dp)
    ) {
        Text(text = "Sign Up", color = Color.Red) }
}

```

```

@Composable

```

```

fun CircleImageView(painter: Painter)
{
    Image(
        painter = painter,
        contentDescription = "Circle Image",
        contentScale = ContentScale.Crop,
        modifier = Modifier
            .size(60.dp)
            .clip(CircleShape)
            .padding(10.dp) // clip to the circle shape
    )
}
@Preview(showBackground = true)
@Composable fun
DefaultPreview() {
    Textfield1()
}

```

Homepage code

```

package com.example.bloodbankapplication

import android.annotation.SuppressLint
import androidx.compose.material3.ExperimentalMaterial3Api
import android.content.Intent
import android.content.LocusId
import android.os.Bundle
import android.provider.ContactsContract
import android.widget.Toast
import androidx.activity.ComponentActivity
import androidx.activity.compose.setContent
import androidx.compose.foundation.Image
import androidx.compose.foundation.background
import androidx.compose.foundation.layout.*
import androidx.compose.foundation.lazy.LazyColumn
import androidx.compose.foundation.shape.RoundedCornerShape
import androidx.compose.material.*
import androidx.compose.material.icons.Icons
import androidx.compose.material.icons.filled.Email
import androidx.compose.material.icons.filled.Home
import androidx.compose.material.icons.filled.Info
import androidx.compose.material.icons.filled.Person
import androidx.compose.material.icons.filled.Settings
import androidx.compose.material.icons.rounded.AddCircle
import androidx.compose.material.icons.rounded.Home
import androidx.compose.material.icons.rounded.Settings
import androidx.compose.material3.ButtonDefaults
import androidx.compose.material3.Card
import androidx.compose.material3.CardDefaults
import androidx.compose.material3.DropdownMenu
import androidx.compose.material3.DropdownMenuItem
import androidx.compose.material3.ExtendedFloatingActionButton
import androidx.compose.material3.Icon
import androidx.compose.material3.IconButton
import androidx.compose.material3.Scaffold
import androidx.compose.material3.Text
import androidx.compose.runtime.Composable
import androidx.compose.runtime.getValue
import androidx.compose.runtime.mutableStateOf
import androidx.compose.runtime.remember
import

```

```

androidx.compose.runtime.rememberCoroutineScope      import
androidx.compose.runtime.setValue                   import
androidx.compose.ui.Alignment                       import
androidx.compose.ui.Modifier                        import
androidx.compose.ui.graphics.Brush                  import
androidx.compose.ui.graphics.Color                  import
androidx.compose.ui.graphics.Shadow                  import
androidx.compose.ui.graphics.painter.Painter
import androidx.compose.ui.graphics.vector.ImageVector
import androidx.compose.ui.layout.ContentScale import
androidx.compose.ui.platform.LocalContext            import
androidx.compose.ui.res.painterResource              import
androidx.compose.ui.text.TextStyle                  import
androidx.compose.ui.text.font.FontFamily            import
androidx.compose.ui.text.font.FontWeight            import
androidx.compose.ui.text.style.TextAlign            import
androidx.compose.ui.tooling.preview.Preview          import
androidx.compose.ui.unit.dp                          import
androidx.compose.ui.unit.sp
import com.example.bloodbankapplication.ui.theme.BloodBankApplicationTheme
import com.example.bloodbankapplication.ui.theme.DrawerBody import
com.example.bloodbankapplication.ui.theme.DrawerHeader import
kotlinx.coroutines.launch import org.jetbrains.annotations.Contract
class homepage : ComponentActivity() {
    @SuppressWarnings("UnusedMaterial3ScaffoldPaddingParameter")
    @OptIn(ExperimentalMaterial3Api::class) override
    fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState) setContent {
            Scaffold ( topBar
                = {
                    Demo_DropDownMenu()

                },

            floatingActionButton = { fab()
            }
        ){

            LazyColumn(modifier = Modifier
                .fillMaxSize()
                .padding(10.dp)){          for
                (index in 0 until 10) { item
                {
                    ImageCard(painter = painterResource(id =
R.drawable.news1), contentDescription = "Around 5,000 students in colleges
across the state of lucknow are expected to donate blood at voluntary blood
donation camps on April 25 organized by the state higher education", title
= "")

                    Spacer(modifier = Modifier.padding(vertical =
10.dp))

                    ImageCard(painter = painterResource(id =
R.drawable.news2), contentDescription = "As many as 36 women donated blood
on the occasion of international Women's Day.There could not have been any
bigger way to celebrate the international Women's Day except for donating
blood for saving people lives ", title = "")
                    Spacer(modifier = Modifier.padding(vertical =
10.dp))

                    ImageCard(painter = painterResource(id =

```

```
R.drawable.news3), contentDescription = "Nowadays, a large number of people are suffering from diabetes. Due to our lifestyle and stress, the sugar levels in the blood increase. But can a diabetic patient donate blood? Well, let's find out. According to the Healthline report, a diabetic patient can also donate blood.", title = "")
        Spacer(modifier = Modifier.padding(vertical = 10.dp))
        ImageCard(painter = painterResource(id = R.drawable.news3), contentDescription = "Nowadays, a large number of people are suffering from diabetes. Due to our lifestyle and stress, the sugar levels in the blood increase. But can a diabetic patient donate blood? Well, let's find out. According to the Healthline report, a diabetic patient can also donate blood.", title = "")
        Spacer(modifier = Modifier.padding(vertical = 10.dp))
    }
}
}

}

@Composable
fun Demo_DropDownMenu() { val context
= LocalContext.current
var abc by remember { mutableStateOf(false)
} Box( modifier = Modifier
.fillMaxWidth()
.wrapContentSize(Alignment.TopEnd)
) {
IconButton(onClick = { abc = !abc }) { Icon(
imageVector = Icons.Default.Settings,
contentDescription = "More"
)
}

DropDownMenu( expanded
= abc,
onDismissRequest = { abc = false }
) {
DropDownMenuItem( text = {
Text("Login") }, onClick
= {
Toast.makeText(context, "Login",
Toast.LENGTH_SHORT).show()
}
)
DropDownMenuItem( text = {
Text("Sign up") },
```



```

        onClick = { Toast.makeText(context, "Sign up",
Toast.LENGTH_SHORT).show() }
    )
    DropdownMenuItem( text = {
        Text("My Account") },
        onClick = { Toast.makeText(context, "My Account",
Toast.LENGTH_SHORT).show() }
    )
    DropdownMenuItem(
        text = { Text("Logout") },
        onClick = { Toast.makeText(context, "Logout",
Toast.LENGTH_SHORT).show() } )
    DropdownMenuItem( text = {
        Text("Save") },
        onClick = { Toast.makeText(context, "Save",
Toast.LENGTH_SHORT).show() }
    )
    }
}
} @Composable fun ImageCard(
    painter: Painter,
    contentDescription: String,
    title: String,
    modifier: Modifier = Modifier
){
    Card(
        modifier =
        Modifier.fillMaxWidth(), shape =
        RoundedCornerShape(18.dp),
    ){
        Box(modifier = Modifier.height(200.dp)) { Image(painter =
        painter, contentDescription = contentDescription,
        contentScale = ContentScale.FillWidth, modifier =
        Modifier.fillMaxSize()
        )
        Box(modifier = Modifier
        .fillMaxSize()
        .background(
            brush =
            Brush.verticalGradient(
                colors
                = listOf(
                    Color.Transparent,
                    Color.Black
                ),
                startY = 300f
            )
        )
        ){
            Box(modifier = Modifier
            .fillMaxSize()
            .padding(12.dp),
            contentAlignment = Alignment.BottomStart ){
                Text(title, style = TextStyle(color = Color.White, fontSize = 16.sp))
                Text(contentDescription, style = TextStyle(color =
                Color.White, fontSize = 16.sp))
            }
        }
    }
}
}
}

```

```
}
```

```
@Composable
fun fab() { val context =
    LocalContext.current
    ExtendedFloatingActionButton(
        text = {
            Text(text = "Donate Ur Blood", color = Color.White)
        }, icon = { Icon( painter =
            painterResource(id =
R.drawable.ic_baseline_egg_24), contentDescription =
                "Navigate FAB", tint = Color.White,
            )
        }, onClick = {
            context.startActivity(Intent(context, Info::class.java))
        },

    )
}
```

```
class profile {

}
```

```
@Preview(showBackground = true)
@Composable
fun DefaultPreview2() {

}
```

https://drive.google.com/drive/folders/1EL97C0cO8N_YaKo_wPnRSVLi35pPA2qa?usp=drive_link