

PEMOGRAMAN MOBILE 1

UTS

Disusun dalam rangka menyelesaikan UTS

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PROGRAM STUDI TEKNIK INFORMATIKA

UNIVERSITAS TEKNOLOGI BANDUNG

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Essay

1. Apa fungsi setOnClickListener?

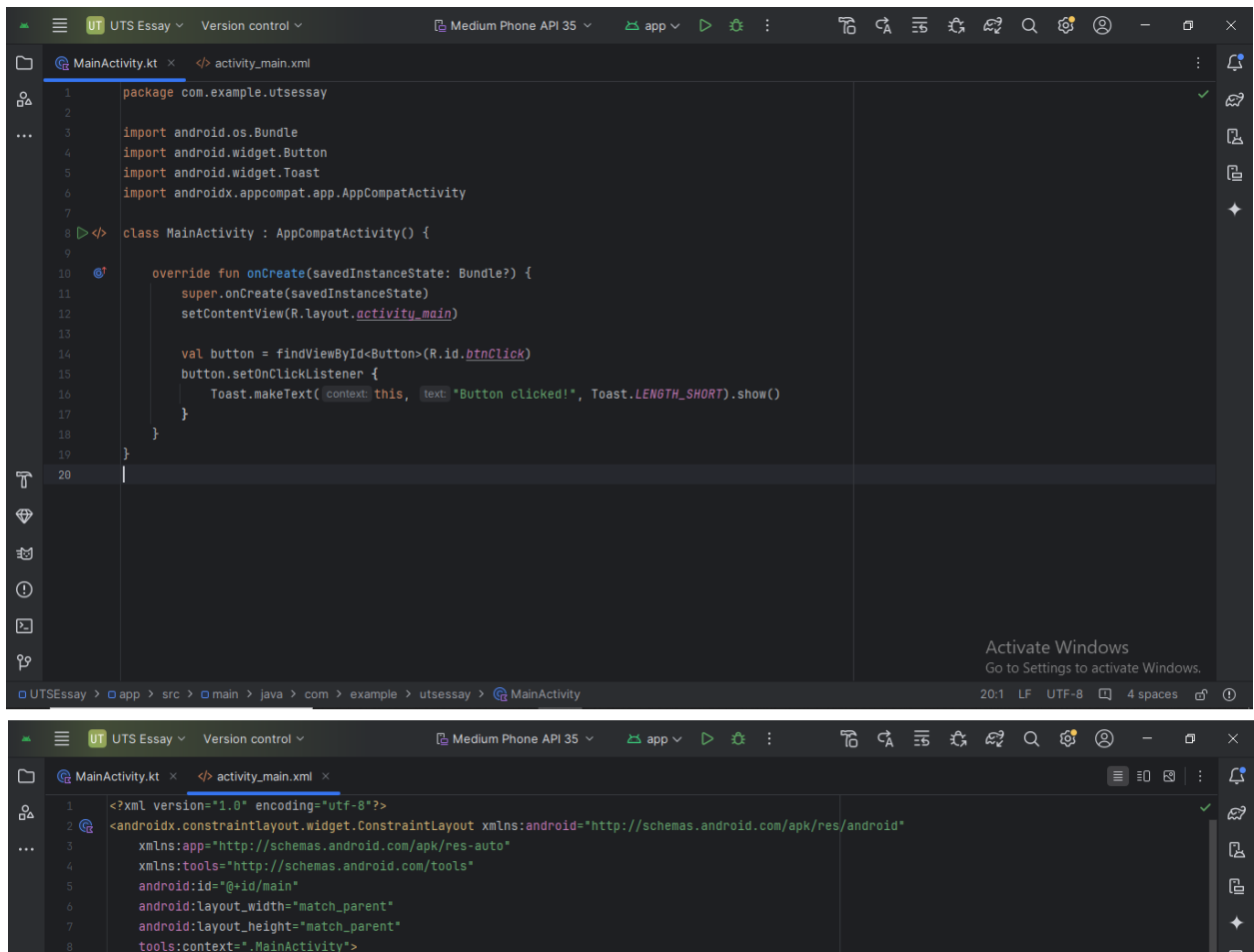
⇒ `setOnClickListener` digunakan di Android (Java/Kotlin) untuk mendaftarkan aksi atau perintah yang dijalankan ketika sebuah komponen UI diklik, seperti tombol (Button), gambar (ImageView), atau elemen lain yang bisa diklik. Dengan kata lain, `setOnClickListener` berfungsi mendeteksi event klik dan menjalankan kode di dalamnya.

2. Apa syarat pemanggilan method `setOnClickListener`? Buat contohnya dan screenshot source code nya!

⇒ Syarat:

- Komponen UI (misalnya Button) sudah dihubungkan dengan kode menggunakan `findViewById` atau view binding.
- Listener dipasang setelah view terinisialisasi, biasanya di dalam `onCreate()` pada Activity atau `onViewCreated()` pada Fragment.

⇒ Contoh source code:



```
package com.example.utsessay

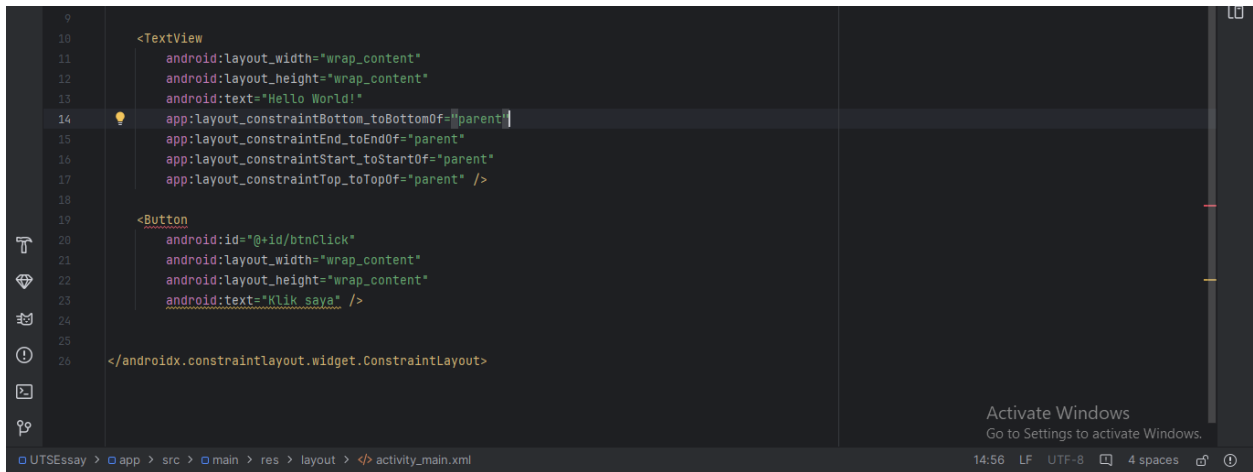
import android.os.Bundle
import android.widget.Button
import android.widget.Toast
import androidx.appcompat.app.AppCompatActivity

class MainActivity : AppCompatActivity() {

    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContentView(R.layout.activity_main)

        val button = findViewById<Button>(R.id.button)
        button.setOnClickListener {
            Toast.makeText(context, "Button clicked!", Toast.LENGTH_SHORT).show()
        }
    }
}
```

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:id="@+id/main"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity">
```



3. Error apa yang terjadi jika file kotlin salah menginisialisasi findViewById atau objek pada xml belum diinisialisasi? Screenshot logcat-nya!

⇒ Eror yang terjadi

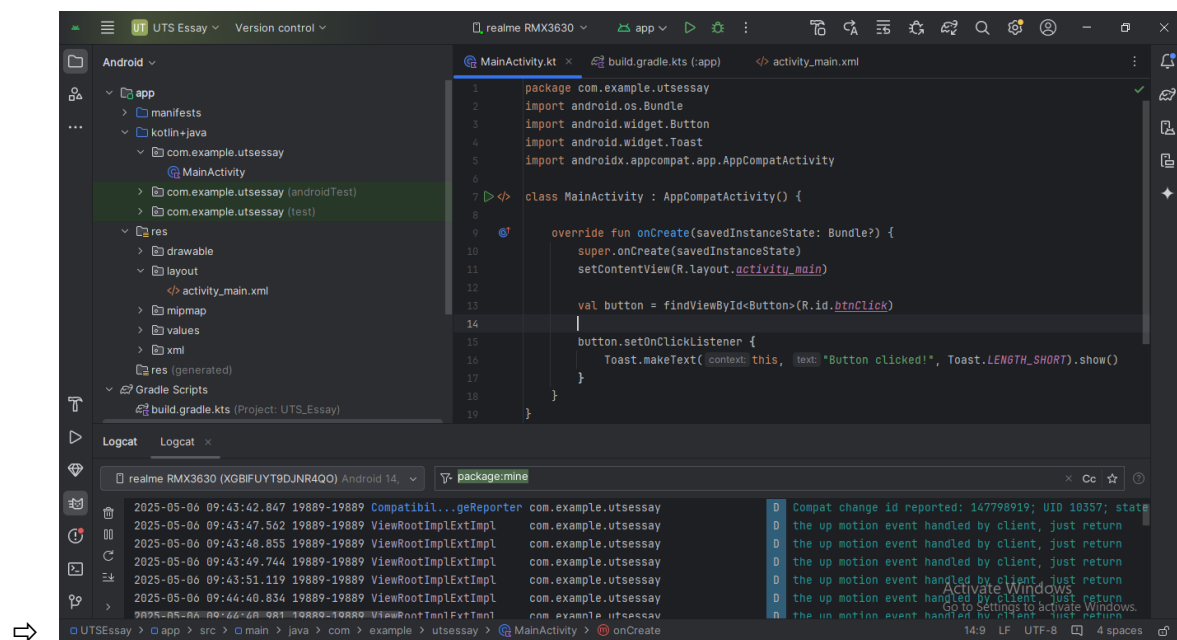
java.lang.NullPointerException: Attempt to invoke virtual method '...' on a null object reference

Di

Logcat

java.lang.NullPointerException: Attempt to invoke virtual method 'android.widget.TextView.setText(java.lang.CharSequence)' on a null object reference at com.example.myapp.MainActivity.onCreate(MainActivity.java:35)

4. Buat sebuah contoh program untuk menampilkan pesan error NullPointerException!



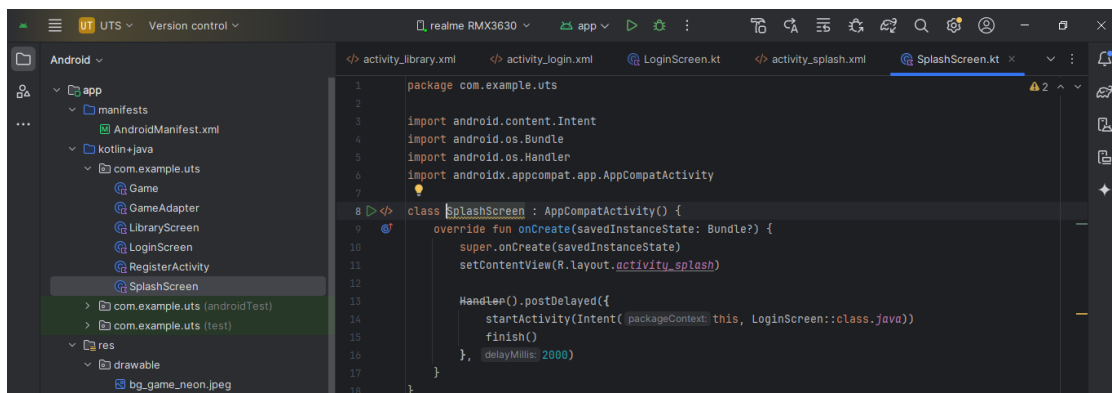
Studi Kasus

1. Buatlah sebuah program sederhana yang terdiri dari 4 Activity menggunakan Android Native (Java + XML) yang terdiri dari:
 - a SplashScreen Activity
 - b Login Activity
 - c Register Activity
 - d List Chating

⇒ Jawab

⇒ A. SplashScreen Activity

Screenshot **SplashScreen.kt** beserta penjelasan



- onCreate(savedInstanceState: Bundle?)

Merupakan method yang pertama kali dijalankan saat activity dibuat. Di dalamnya terdapat perintah `setContentView(R.layout.activity_splash)` yang digunakan untuk menampilkan layout `activity_splash.xml` sebagai tampilan splash screen.

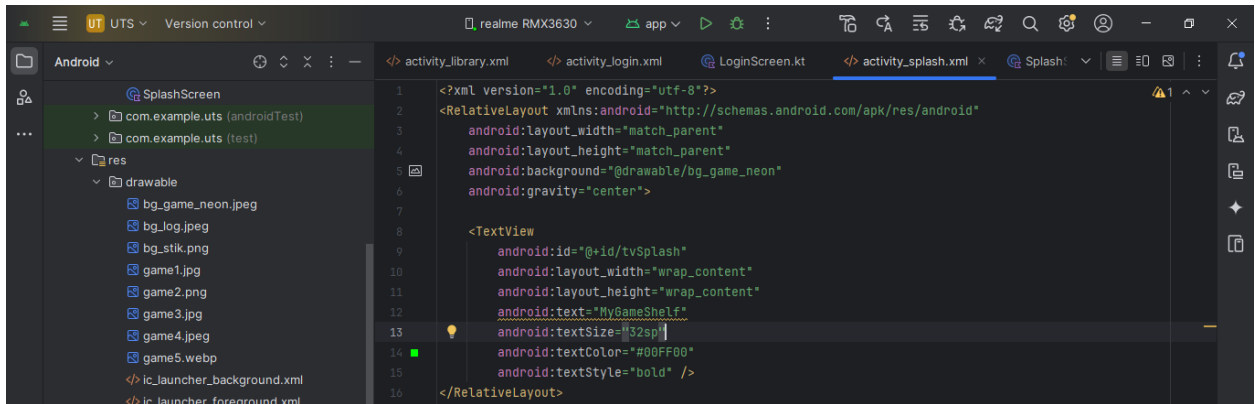
- `Handler().postDelayed({ ... }, 2000)`

Digunakan untuk menunda eksekusi selama 2000 milidetik (2 detik). Setelah waktu tersebut berlalu, aplikasi akan menjalankan perintah `startActivity(Intent(this, LoginActivity::class.java))` untuk berpindah ke activity berikutnya, yaitu `LoginScreen`. Setelah berpindah, activity splash akan ditutup dengan perintah `finish()` agar tidak bisa kembali ke splash screen dengan tombol "back".

Dengan kata lain codingan ini berguna untuk:

- Menampilkan tampilan pembuka (splash screen) selama 2 detik.
- Secara otomatis berpindah ke halaman login (`LoginScreen`).
- Menutup splash screen agar tidak bisa diakses kembali.

Screenshot `Activity_splash.xml` beserta penjelasan



- **<RelativeLayout>**

Merupakan layout utama yang digunakan untuk menempatkan elemen berdasarkan posisi relatif terhadap elemen lain atau parent-nya.

- `android:background="@drawable/bg_game_neon"`: memberikan background gambar dari file `bg_game_neon.jpeg` yang berada di folder `drawable`.
- `android:gravity="center"`: memusatkan konten yang ada di dalamnya.

- **<TextView>**

Komponen ini digunakan untuk menampilkan teks "MyGameShelf" di tengah layar.

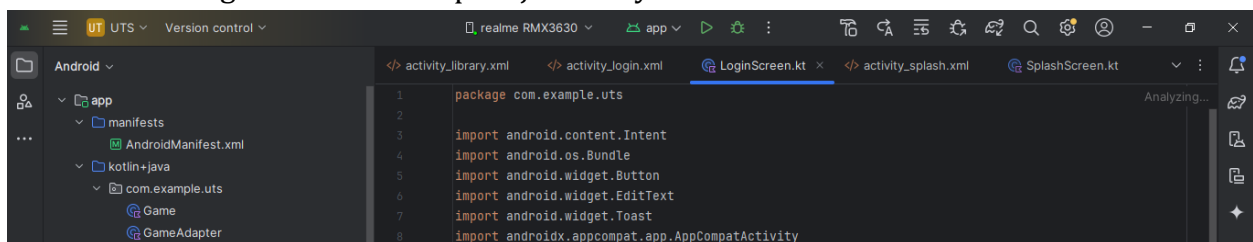
Penjelasan atributnya:

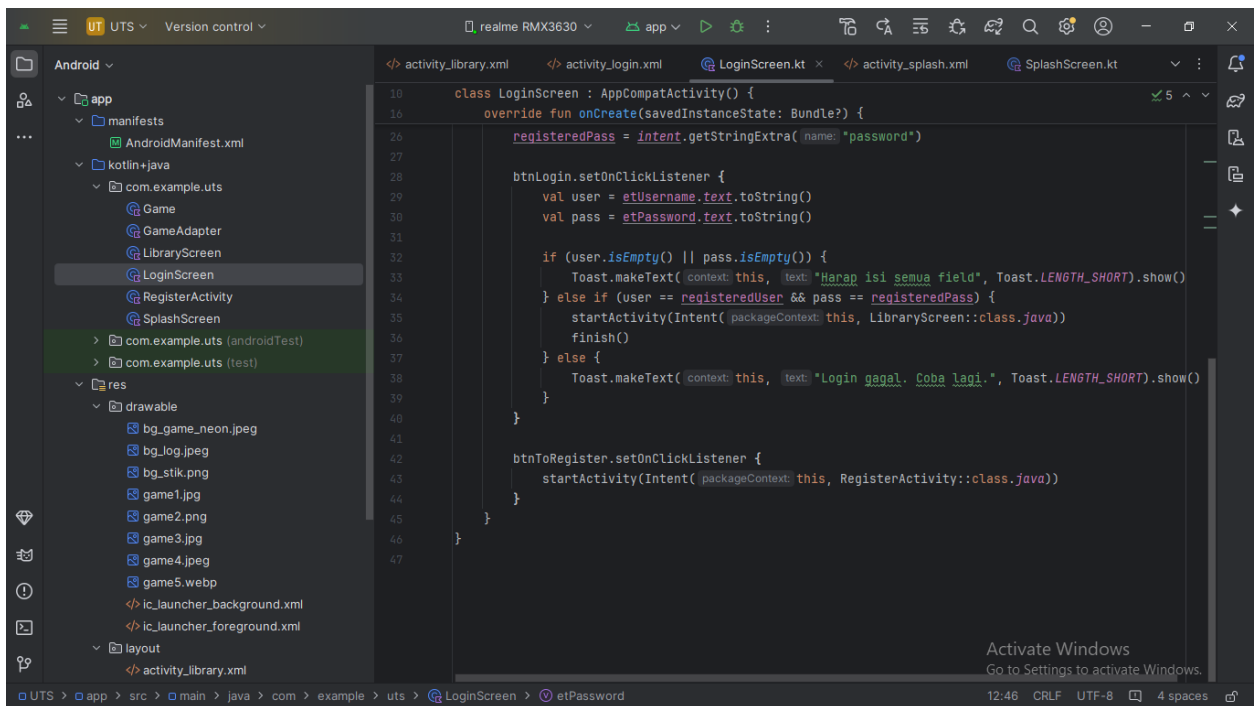
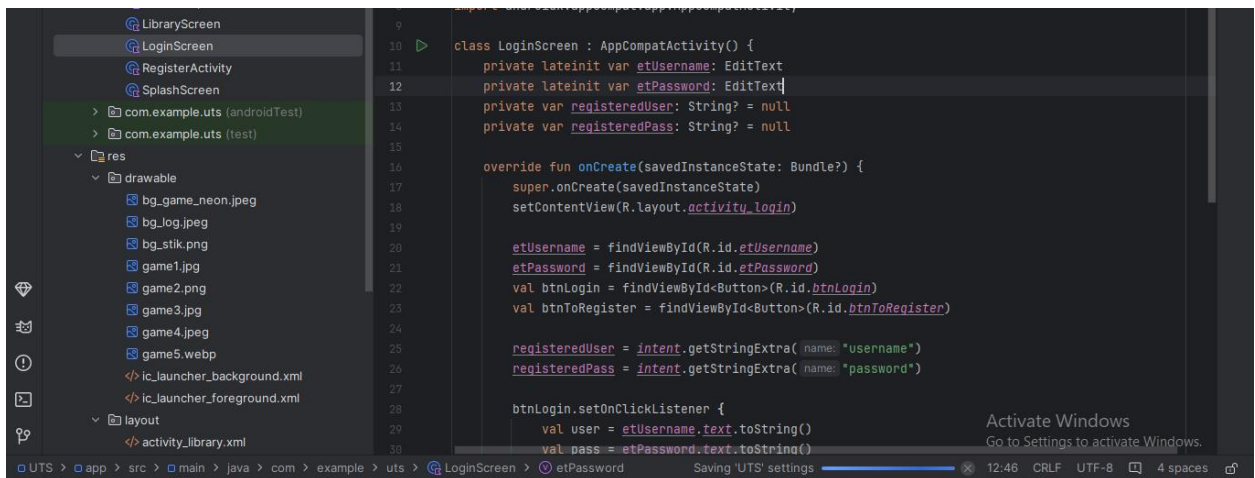
- `android:id="@+id/tvSplash"`: ID unik untuk komponen ini.
- `android:text="MyGameShelf"`: teks yang ditampilkan.
- `android:textSize="32sp"`: ukuran teks sebesar 32 scale-independent pixels.
- `android:textColor="#00FF00"`: warna teks hijau.
- `android:textStyle="bold"`: teks dicetak tebal.

Tampilan keseluruhan dari layout ini adalah background gambar neon dengan teks "MyGameShelf" berwarna hijau tebal yang ditampilkan di tengah layar.

⇒ B. Login Activity

Screenshot `LoginScreen.kt` dan penejelasanannya





- class LoginActivity : AppCompatActivity()
Activity untuk halaman login, turunan dari AppCompatActivity.
- Variabel etUsername, etPassword
Menampung input username dan password dari EditText.
- Variabel registeredUser, registeredPass
Menerima data username & password dari intent (dari halaman register).

onCreate

- setContentView(R.layout.activity_login)
Menampilkan layout login.

- findViewById

Menghubungkan variabel dengan komponen EditText & Button di layout.

- registeredUser = intent.getStringExtra("username")

Mengambil username dari intent.

- registeredPass = intent.getStringExtra("password")

Mengambil password dari intent.

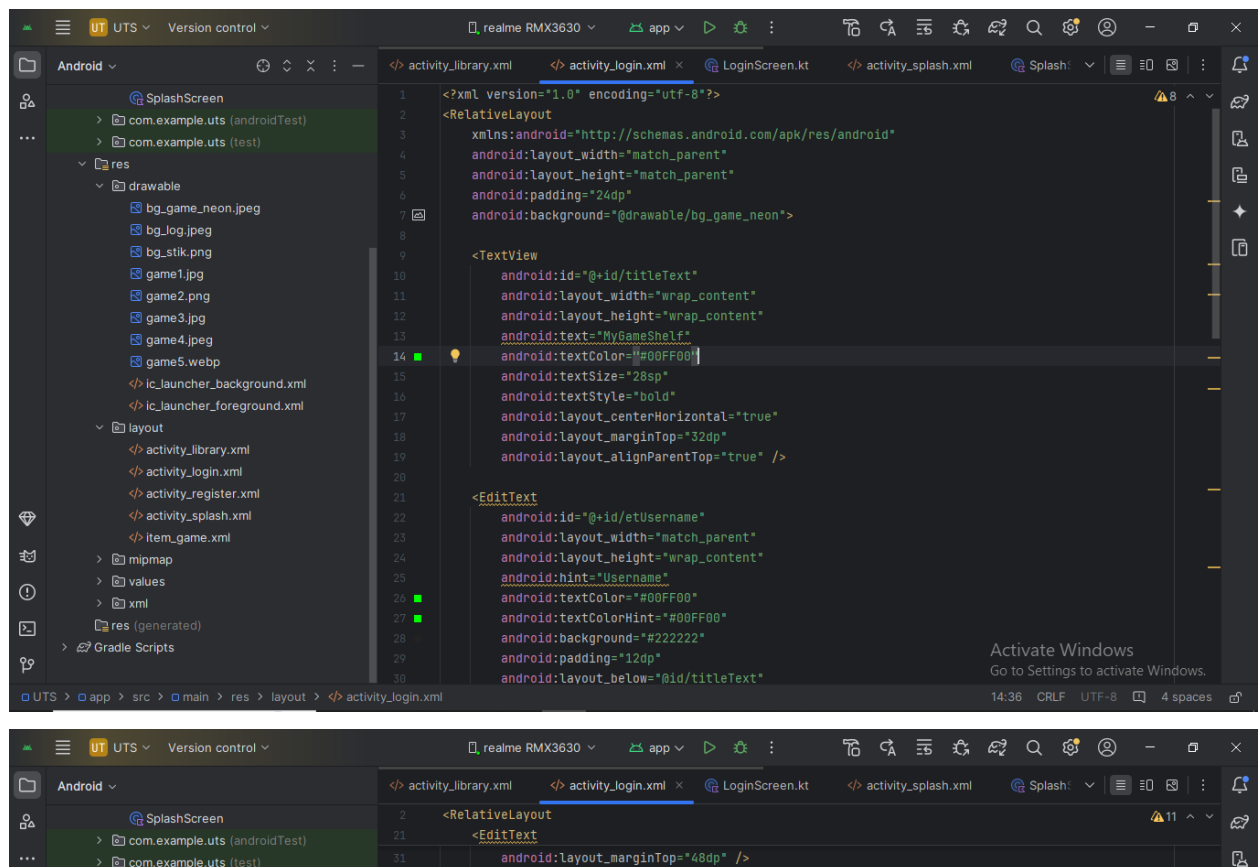
btnLogin.setOnClickListener

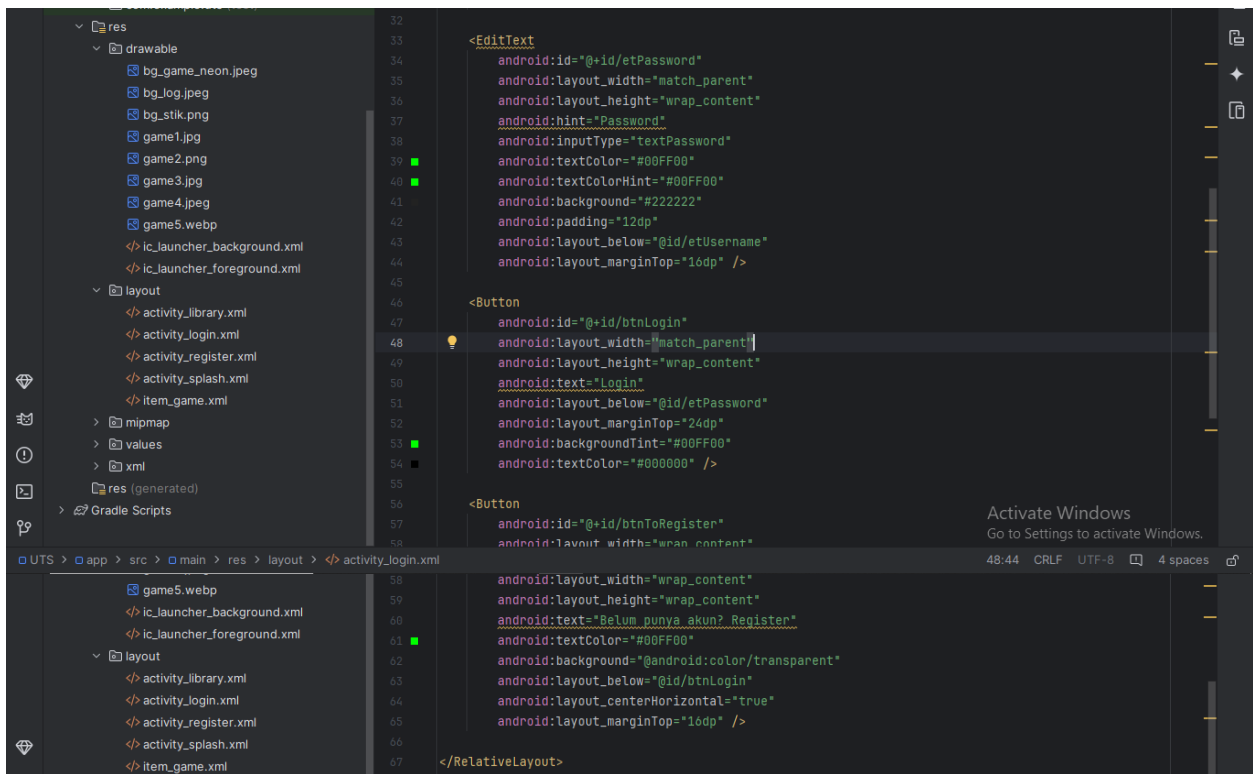
- Ambil input user & pass.
- Jika kosong → tampilkan Toast “Harap isi semua field”.
- Jika cocok dengan registered → pindah ke LibraryScreen.
- Jika salah → tampilkan Toast “Login gagal”.

btnToRegister.setOnClickListener

- Pindah ke RegisterActivity.

Screenshot Activity_Login.xml dan penjelasannya





- **<RelativeLayout>**

Layout utama yang mengatur posisi elemen saling relatif; diberi padding 24dp dan background gambar bg_game_neon.

- **<TextView id=titleText>**

Menampilkan teks “MyGameShelf” di atas, tengah layar.

Atribut: warna teks hijau #00FF00, ukuran 28sp, tebal, margin atas 32dp.

- **<EditText id=etUsername>**

Input untuk username.

Atribut: hint “Username”, warna teks & hint hijau, background gelap #222222, padding 12dp, posisi di bawah title.

- **<EditText id=etPassword>**

Input untuk password.

Atribut: hint “Password”, input bertipe password, desain mirip username, di bawah etUsername.

- **<Button id=btnLogin>**

Tombol login.

Atribut: lebar penuh, teks “Login”, warna latar hijau #00FF00, teks hitam, di bawah etPassword.

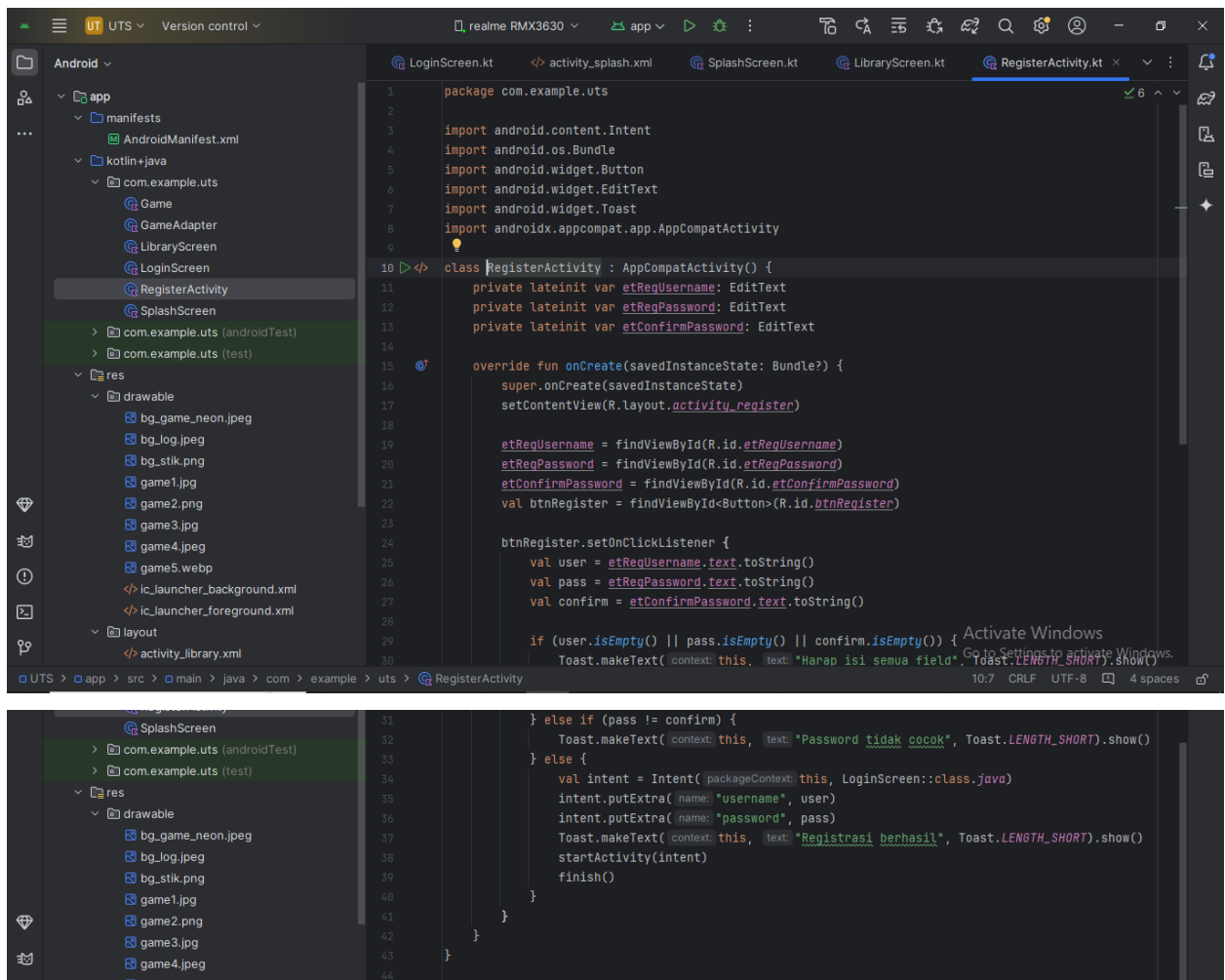
- **<Button id=btnToRegister>**

Tombol untuk pindah ke register.

Atribut: teks “Belum punya akun? Register”, warna teks hijau, latar transparan, di bawah btnLogin.

⇒ **C. Register Activity**

Screenshot RegisterActivity.kt dan penjelasannya



- **class RegisterActivity : AppCompatActivity()**

Activity untuk halaman registrasi (daftar akun), turunan dari AppCompatActivity.

- **Variabel etRegUsername, etRegPassword, etConfirmPassword**

Menampung input username, password, dan konfirmasi password dari EditText.

onCreate

- setContentView(R.layout.activity_register)

Menetapkan layout activity_register.xml sebagai tampilan.

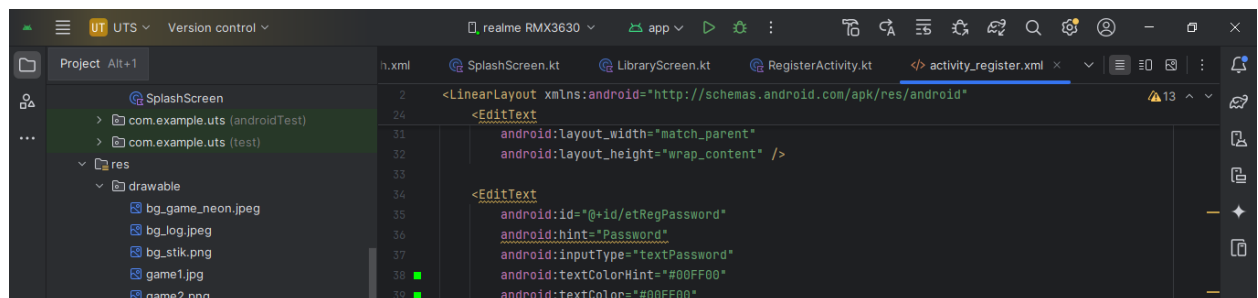
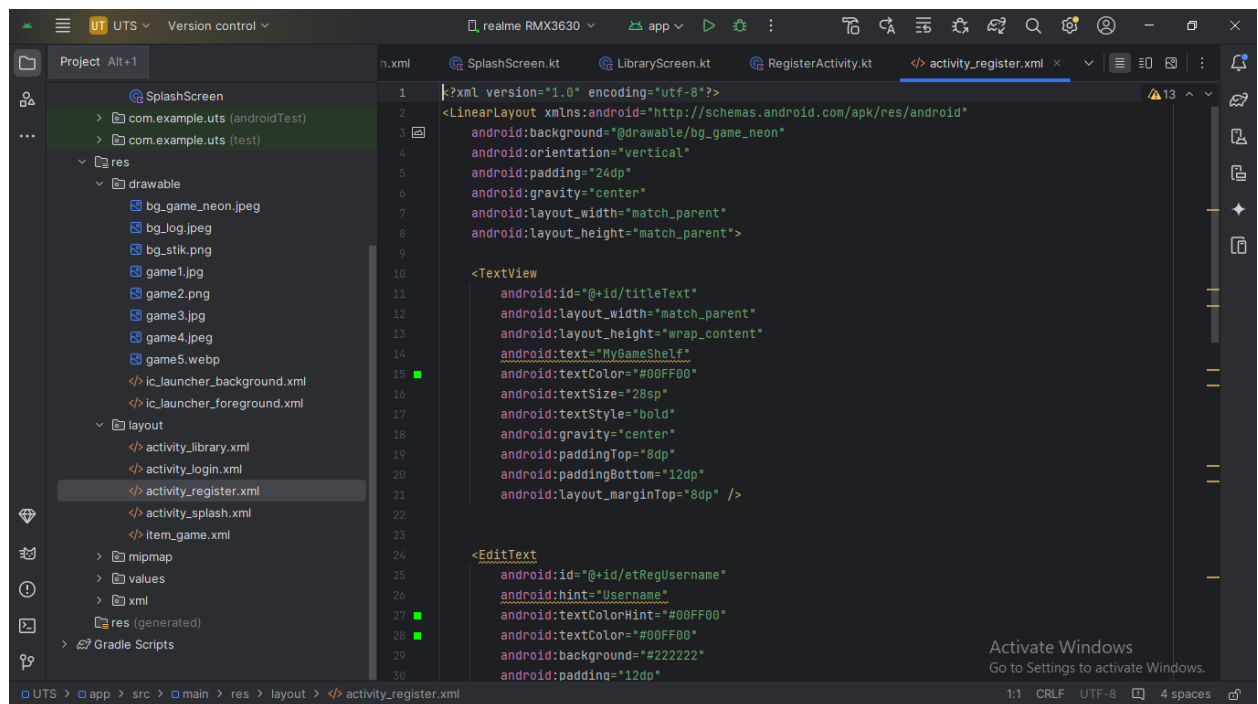
- findViewById

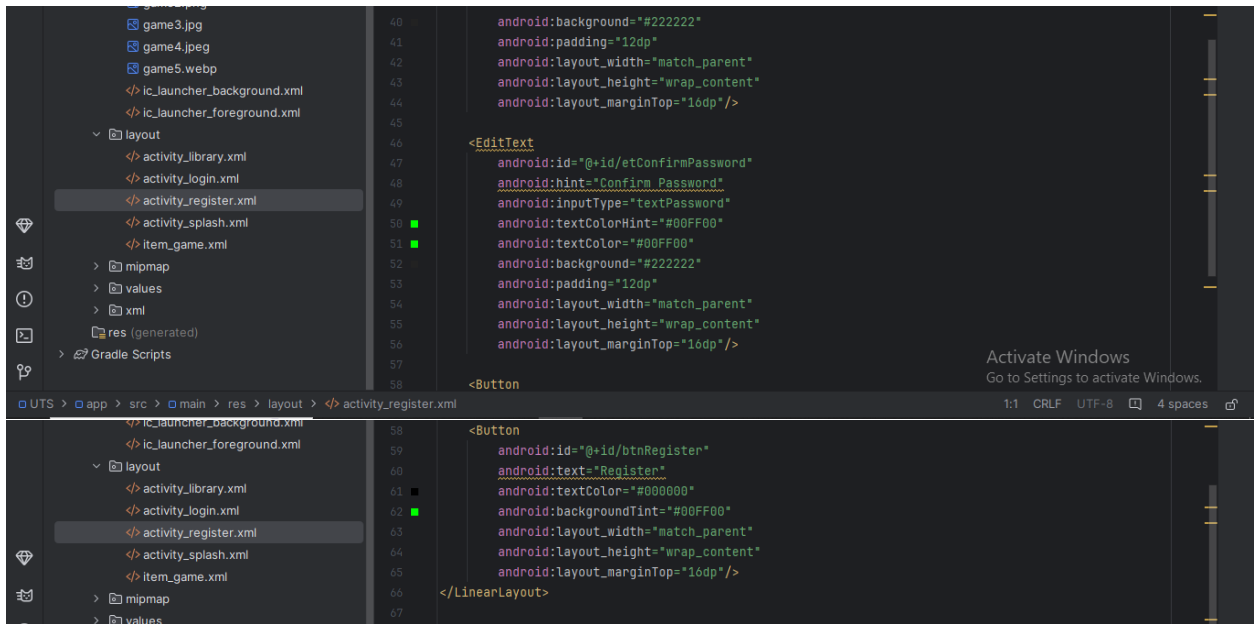
Menghubungkan variabel dengan EditText & Button di layout.

btnRegister.setOnClickListener

- Ambil input user, pass, confirm.
- Jika ada yang kosong → tampilkan Toast “Harap isi semua field”.
- Jika password ≠ konfirmasi → tampilkan Toast “Password tidak cocok”.
- Jika semua valid → buat Intent ke LoginScreen, kirim username & password lewat intent, tampilkan Toast “Registrasi berhasil”, lalu pindah ke LoginScreen dan tutup halaman register.

Screenshot Activity_Register.xml dan penjelasannya





- **<LinearLayout>**

Layout utama dengan orientasi vertikal, padding 24dp, background bg_game_neon, dan isi di tengah layar.

- **<TextView id=titleText>**

Menampilkan judul “MyGameShelf” di atas.

Atribut: teks hijau #00FF00, ukuran 28sp, tebal, rata tengah.

- **<EditText id=etRegUsername>**

Input untuk username.

Atribut: hint “Username”, warna teks & hint hijau, background gelap #222222, padding 12dp.

- **<EditText id=etRegPassword>**

Input untuk password.

Atribut: hint “Password”, input bertipe password, desain mirip username, jarak atas 16dp.

- **<EditText id=etConfirmPassword>**

Input konfirmasi password.

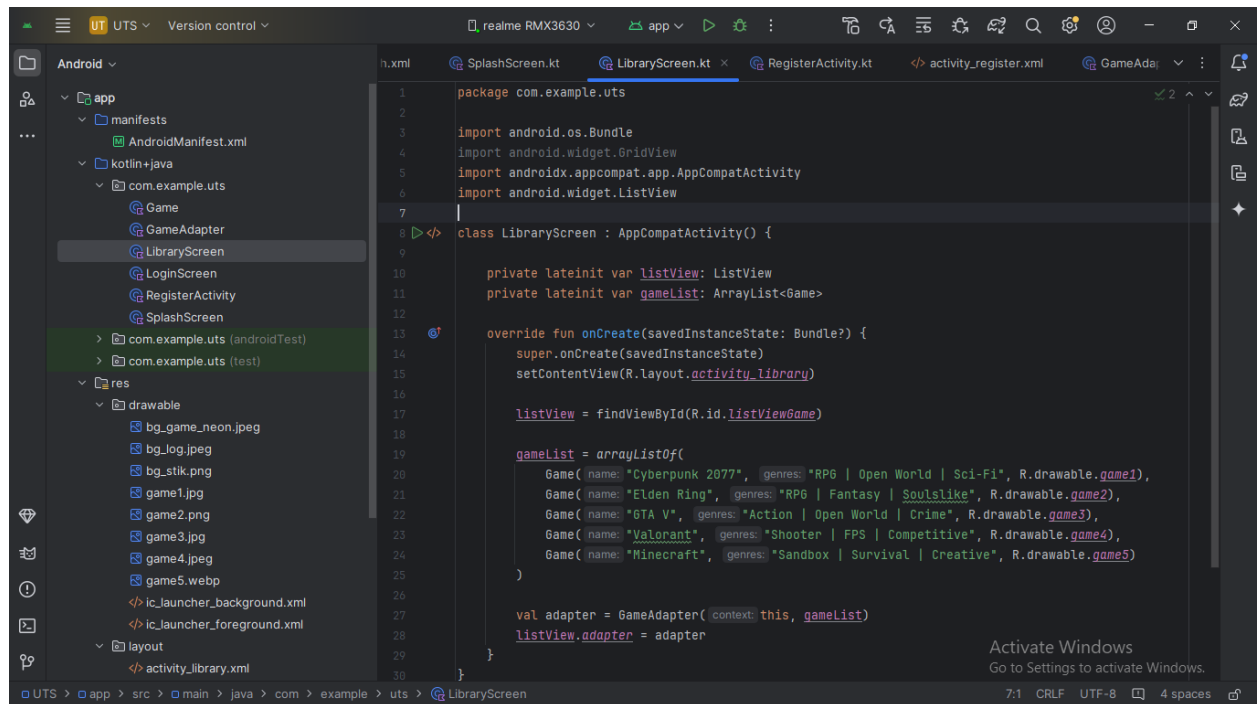
Atribut: hint “Confirm Password”, input password, desain mirip password, jarak atas 16dp.

- **<Button id=btnRegister>**

Tombol register. Atribut: teks “Register”, warna latar hijau #00FF00, teks hitam, lebar penuh, jarak atas 16dp.

⇒ D. List Chatting

Screenshot LibraryScreen.kt dan penjelasannya

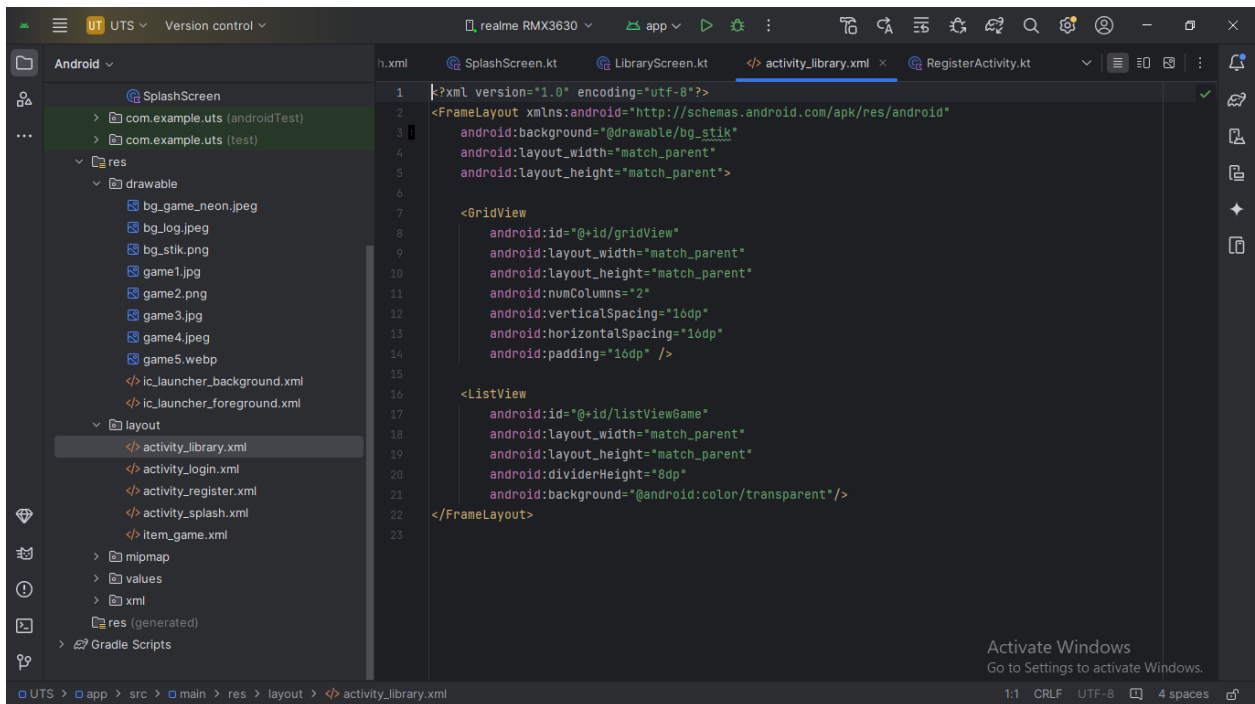


- class LibraryScreen : AppCompatActivity()
Activity untuk menampilkan daftar game.
- Variabel listView & gameList
listView → komponen ListView di layout.
gameList → daftar game dalam bentuk ArrayList berisi objek Game.

onCreate

- setContentView(R.layout.activity_library)
Menetapkan layout activity_library.xml.
- findViewById(R.id.listViewGame)
Menghubungkan listView dengan ListView di layout.
- Inisialisasi gameList
Mengisi daftar game dengan nama, genre, dan gambar.
- Buat adapter dan hubungkan ke listView
Menggunakan GameAdapter untuk menampilkan data di ListView

Screenshot **Activity_Library.xml** dan penjelasannya



- **<FrameLayout>**

Layout utama sebagai wadah, latar belakang gambar bg_stik, ukuran penuh.

- **<GridView id=gridView>**

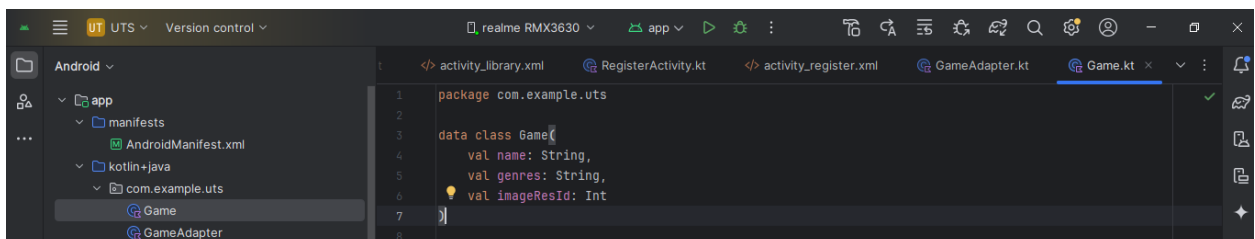
Menyiapkan tampilan grid (2 kolom), jarak antar item 16dp, padding 16dp. (Saat ini tidak dipakai di kode, tapi siap kalau mau pakai GridView nanti.)

- **<ListView id=listViewGame>**

Menampilkan daftar game.

Atribut: lebar & tinggi penuh, jarak antar item 8dp, latar transparan.

⇒ Screenshot **Game.kt** dan penjelasannya



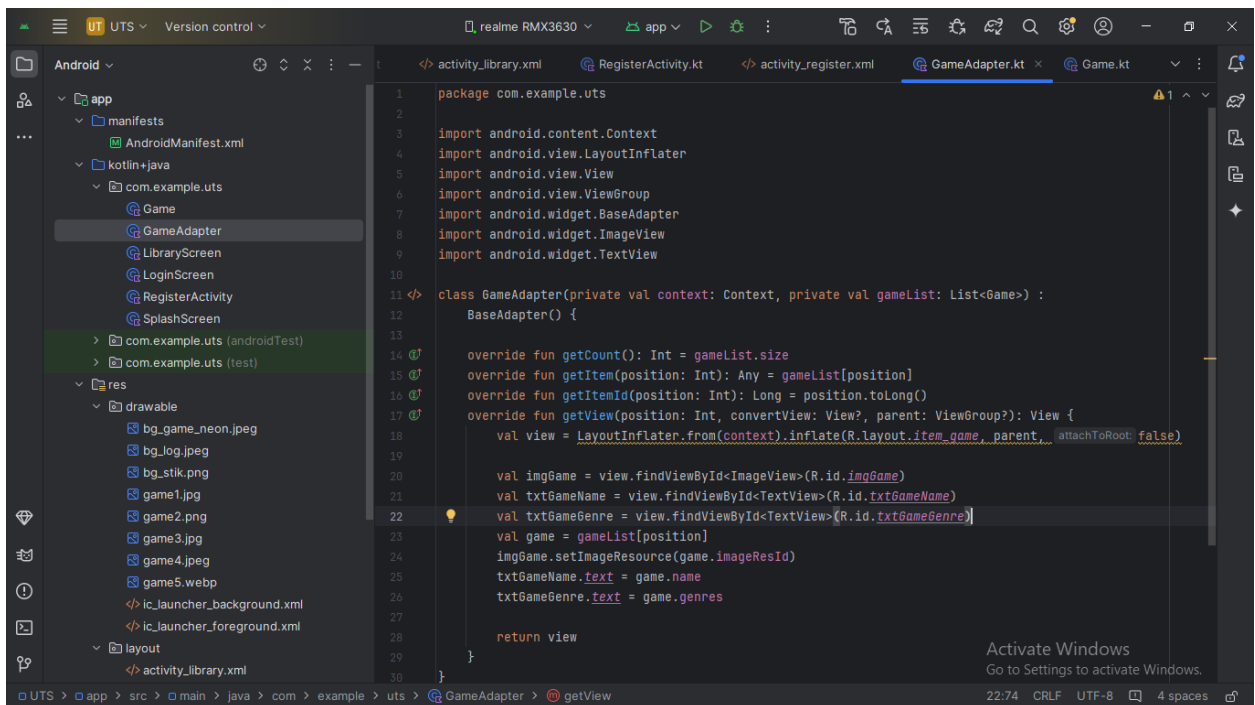
- **data class Game**

Mendefinisikan class sederhana bernama Game untuk menyimpan data game.

- **Properti di dalam Game:**

1. name: String → nama game.
2. genres: String → genre atau kategori game.
3. imageResId: Int → ID resource gambar (misalnya dari drawable).

⇒ Screenshot **GameAdapter.kt** dan penjelasannya



- **class GameAdapter**

Adapter khusus yang menghubungkan data game (List<Game>) ke tampilan di ListView.

- **Penjelasan fungsi utamanya:**

getCount() → jumlah item.

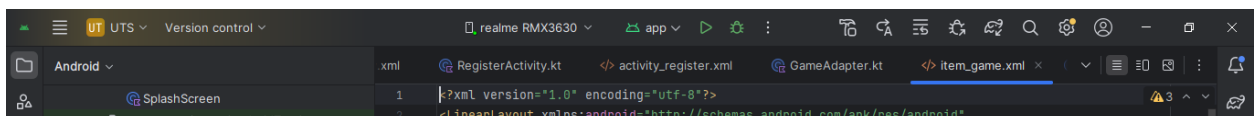
getItem() → ambil item sesuai posisi.

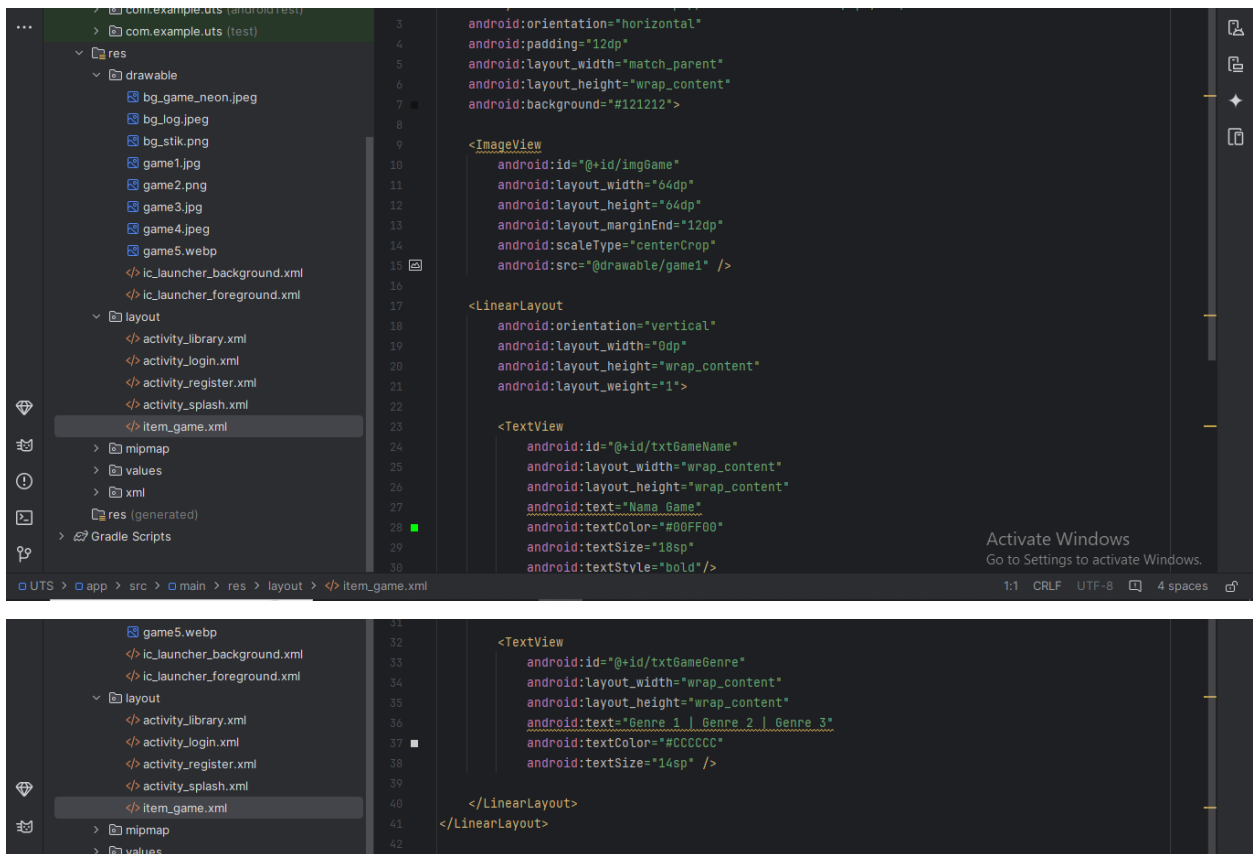
getItemId() → ambil ID item (pakai posisi).

getView() → atur tampilan tiap item:

1. Inflate layout item_game.xml.
2. Isi ImageView dan TextView dengan data game (gambar, nama, genre).

⇒ Screenshot item_game.xml dan penjelasannya

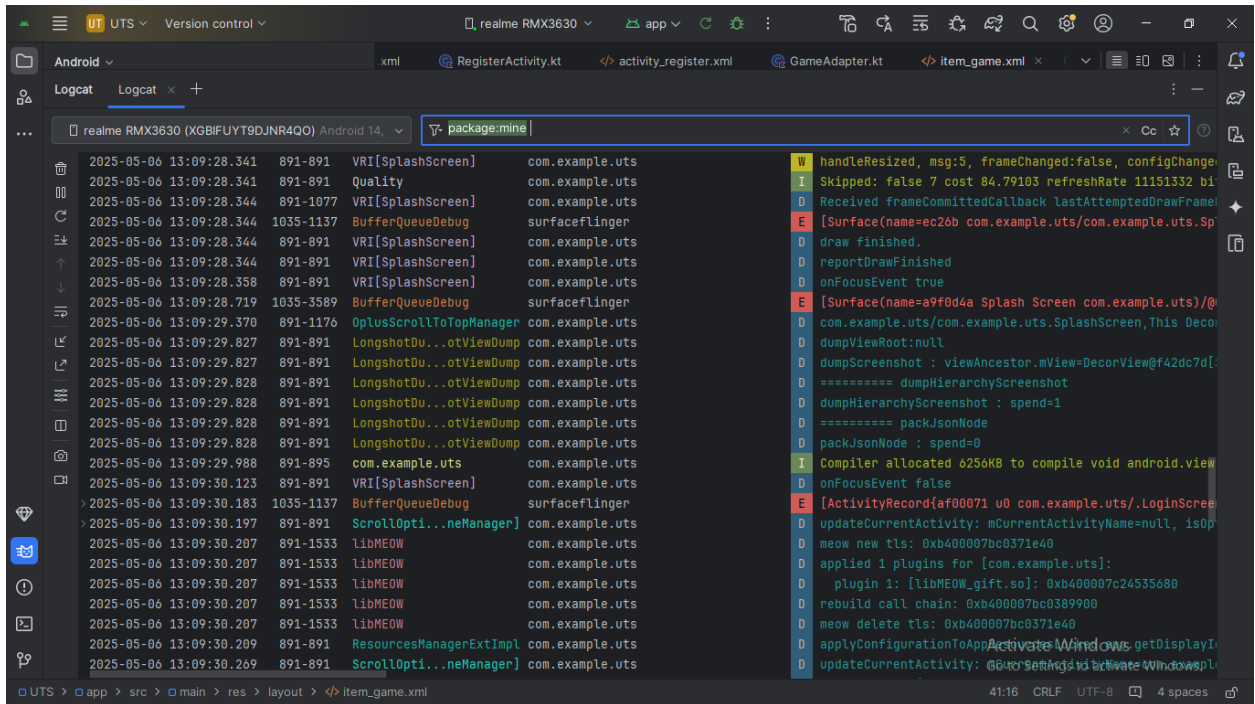




- <LinearLayout horizontal>
wadah utama, posisi gambar dan teks sejajar ke samping.
- <ImageView id=imgGame>
untuk menampilkan gambar game (64x64 dp, crop).
- <LinearLayout vertical>
wadah teks (nama & genre), supaya tampil bertumpuk.
- <TextView id=txtGameName>
untuk nama game, hijau (#00FF00), tebal, 18sp.
- <TextView id=txtGameGenre>
untuk genre game, abu-abu (#CCCCCC), 14sp.

⇒ Screenshot event log, toast, tampilan aplikasi, dan toast pada saat button di klik

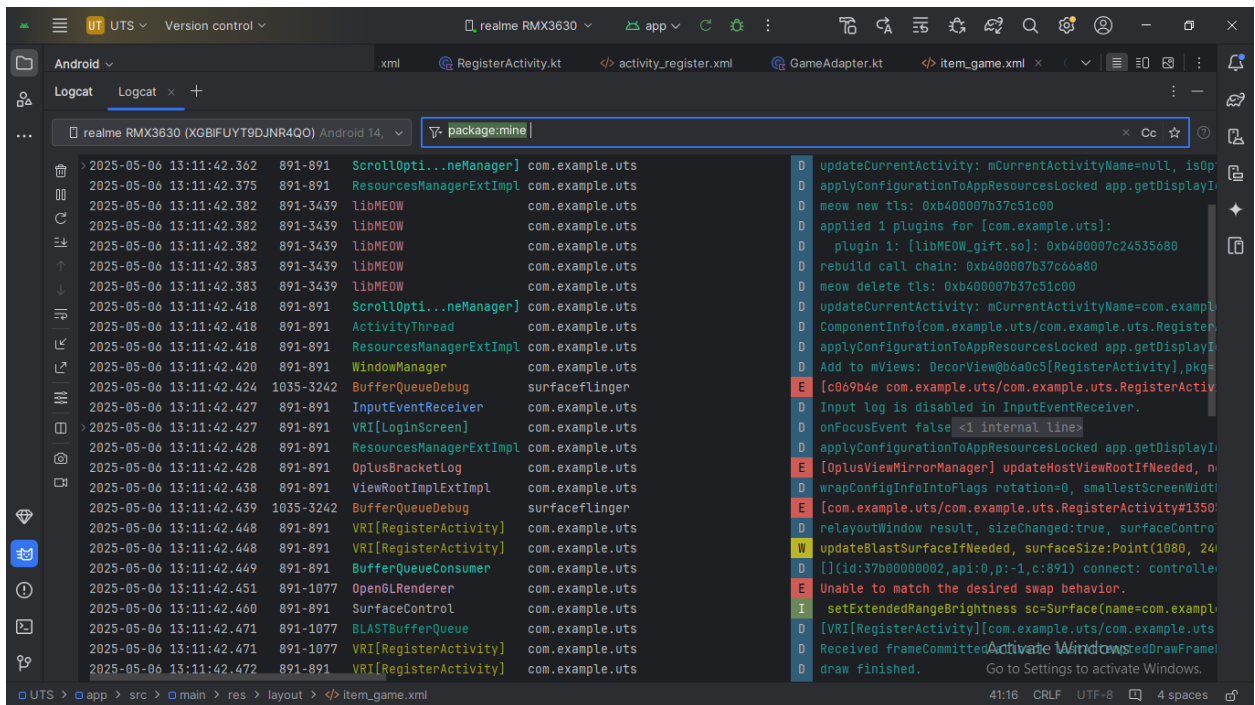
Logcat dari splashscreen ke halaman login



The screenshot shows the Android Studio interface with the Logcat window open. The filter is set to 'package:mine'. The logs show the transition from the splash screen to the login screen. Key log entries include:

- 2025-05-06 13:09:28.341 891-891 VRI[SplashScreen] com.example.uts W handleResized, msg:5, frameChanged:false, configChange...
- 2025-05-06 13:09:28.344 891-1077 VRI[SplashScreen] com.example.uts I Skipped: false 7 cost 84.79103 refreshRate 11151332 bi...
- 2025-05-06 13:09:28.344 1035-1137 BufferQueueDebug surfaceflinger D Received frameCommittedCallback lastAttemptedDrawFrame...
- 2025-05-06 13:09:28.344 891-891 VRI[SplashScreen] com.example.uts E [Surface(name=ec26b com.example.uts/com.example.uts.Sp...
- 2025-05-06 13:09:28.358 891-891 VRI[SplashScreen] com.example.uts D draw finished.
- 2025-05-06 13:09:28.358 1035-3589 BufferQueueDebug surfaceflinger D reportDrawFinished
- 2025-05-06 13:09:29.370 891-1176 OplusScrollToTopManager com.example.uts D onFocusEvent true
- 2025-05-06 13:09:29.827 891-891 LongshotDu...otViewDump com.example.uts E [Surface(name=a9f0d4a Splash Screen com.example.uts)/@...
- 2025-05-06 13:09:29.827 891-891 LongshotDu...otViewDump com.example.uts D dumpViewRoot:null
- 2025-05-06 13:09:29.828 891-891 LongshotDu...otViewDump com.example.uts D dumpScreenshot : viewAncestor.mView=DecorView@f42dc7d[...
- 2025-05-06 13:09:29.828 891-891 LongshotDu...otViewDump com.example.uts D ===== dumpHierarchyScreenshot
- 2025-05-06 13:09:29.828 891-891 LongshotDu...otViewDump com.example.uts D dumpHierarchyScreenshot : spend=1
- 2025-05-06 13:09:29.828 891-891 LongshotDu...otViewDump com.example.uts D ===== packJsonNode
- 2025-05-06 13:09:29.828 891-891 LongshotDu...otViewDump com.example.uts D packJsonNode : spend=0
- 2025-05-06 13:09:29.828 891-891 LongshotDu...otViewDump com.example.uts I Compiler allocated 6256KB to compile void android.view...
- 2025-05-06 13:09:30.123 891-891 VRI[SplashScreen] com.example.uts D onFocusEvent false
- 2025-05-06 13:09:30.183 1035-1137 BufferQueueDebug surfaceflinger E [ActivityRecord{af00071 u0 com.example.uts/.LoginScre...
- 2025-05-06 13:09:30.197 891-891 ScrollOpti...neManager] com.example.uts D updateCurrentActivity: mCurrentActivityName=null, isOp...
- 2025-05-06 13:09:30.207 891-1533 LibMEOW com.example.uts D meow new tls: 0xb400007bc0371e40
- 2025-05-06 13:09:30.207 891-1533 LibMEOW com.example.uts D applied 1 plugins for [com.example.uts]:
- 2025-05-06 13:09:30.207 891-1533 LibMEOW com.example.uts D plugin 1: [libMEOW_gift.so]: 0xb400007c24535680
- 2025-05-06 13:09:30.207 891-1533 LibMEOW com.example.uts D rebuild call chain: 0xb400007bc0389900
- 2025-05-06 13:09:30.207 891-1533 LibMEOW com.example.uts D meow delete tls: 0xb400007bc0371e40
- 2025-05-06 13:09:30.209 891-891 ResourcesManagerExtImpl com.example.uts D applyConfigurationToAppResourcesLocked app.getDisplayI...
- 2025-05-06 13:09:30.269 891-891 ScrollOpti...neManager] com.example.uts D updateCurrentActivity: @0x0 SetActivityName=WindowsPl...

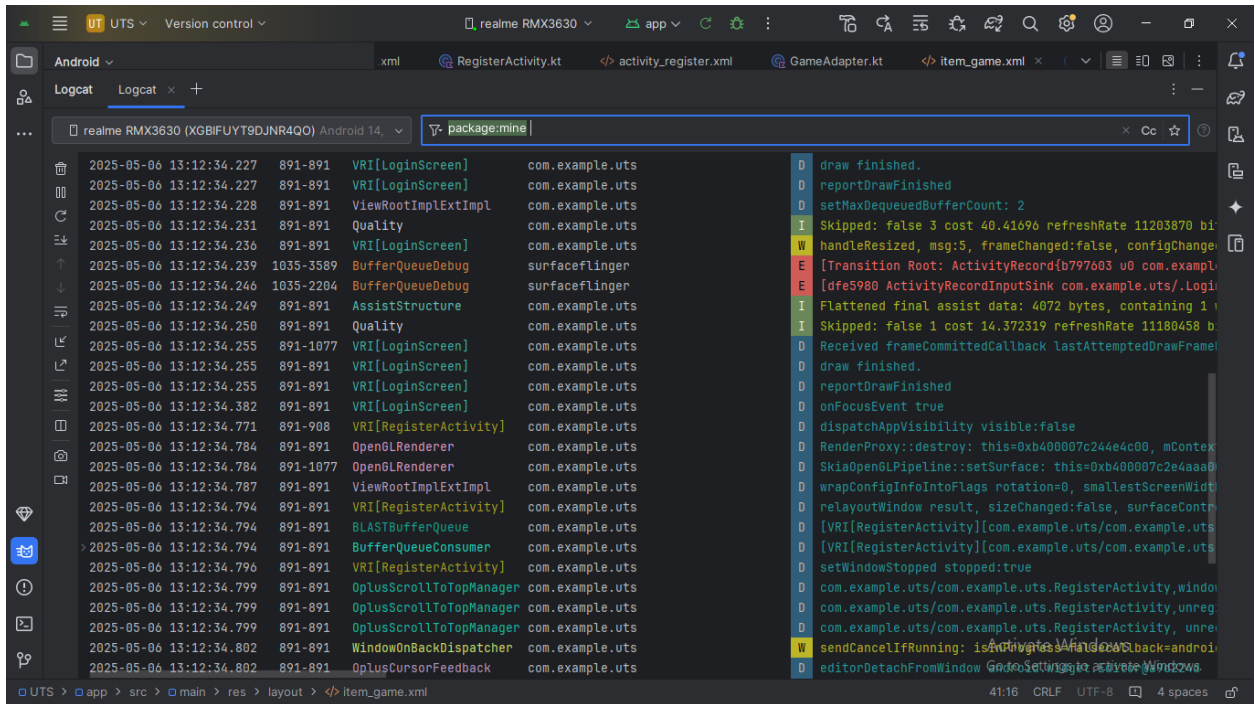
Logcat saat masuk ke halaman register



The screenshot shows the Android Studio interface with the Logcat window open. The filter is set to 'package:mine'. The logs show the transition from the register screen to the login screen. Key log entries include:

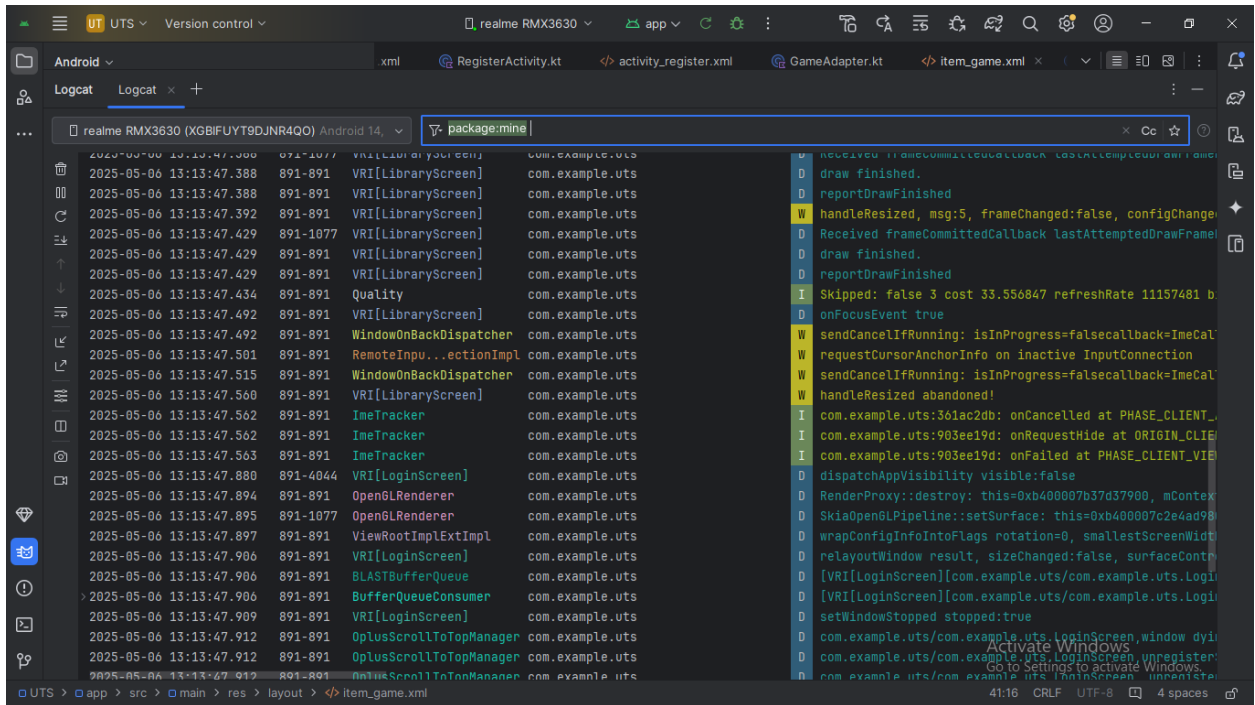
- 2025-05-06 13:11:42.362 891-891 ScrollOpti...neManager] com.example.uts D updateCurrentActivity: mCurrentActivityName=null, isOp...
- 2025-05-06 13:11:42.375 891-891 ResourcesManagerExtImpl com.example.uts D applyConfigurationToAppResourcesLocked app.getDisplayI...
- 2025-05-06 13:11:42.382 891-3439 LibMEOW com.example.uts D meow new tls: 0xb400007b37c51c00
- 2025-05-06 13:11:42.382 891-3439 LibMEOW com.example.uts D applied 1 plugins for [com.example.uts]:
- 2025-05-06 13:11:42.382 891-3439 LibMEOW com.example.uts D plugin 1: [libMEOW_gift.so]: 0xb400007c24535680
- 2025-05-06 13:11:42.383 891-3439 LibMEOW com.example.uts D rebuild call chain: 0xb400007b37c66a80
- 2025-05-06 13:11:42.383 891-3439 LibMEOW com.example.uts D meow delete tls: 0xb400007b37c51c00
- 2025-05-06 13:11:42.418 891-891 ScrollOpti...neManager] com.example.uts D updateCurrentActivity: mCurrentActivityName=com.examp...
- 2025-05-06 13:11:42.418 891-891 ActivityThread com.example.uts D ComponentInfo[com.example.uts/com.example.uts.Register...
- 2025-05-06 13:11:42.418 891-891 ResourcesManagerExtImpl com.example.uts D applyConfigurationToAppResourcesLocked app.getDisplayI...
- 2025-05-06 13:11:42.420 891-891 WindowManager com.example.uts D Add to mViews: DecorView@b6a0c5[RegisterActivity],pkg=...
- 2025-05-06 13:11:42.424 1035-3242 BufferQueueDebug surfaceflinger E [c069b4e com.example.uts/com.example.uts.RegisterActiv...
- 2025-05-06 13:11:42.427 891-891 InputEventReceiver com.example.uts D Input log is disabled in InputEventReceiver.
- 2025-05-06 13:11:42.427 891-891 VRI[LoginScreen] com.example.uts D onFocusEvent false <1 internal line>
- 2025-05-06 13:11:42.428 891-891 ResourcesManagerExtImpl com.example.uts D applyConfigurationToAppResourcesLocked app.getDisplayI...
- 2025-05-06 13:11:42.428 891-891 OplusBracketLog com.example.uts E [OplusViewMirrorManager] updateHostViewRootIfNeeded, m...
- 2025-05-06 13:11:42.438 891-891 ViewRootImplExtImpl com.example.uts D wrapConfigInfoIntoFlags rotation=0, smallestScreenWidt...
- 2025-05-06 13:11:42.439 1035-3242 BufferQueueDebug surfaceflinger E [com.example.uts/com.example.uts.RegisterActivity#1350...
- 2025-05-06 13:11:42.448 891-891 VRI[RegisterActivity] com.example.uts D relayWindow result, sizeChanged:true, surfaceContro...
- 2025-05-06 13:11:42.448 891-891 VRI[RegisterActivity] com.example.uts W updateLastSurfaceIfNeeded, surfaceSize:Point(1080, 24...
- 2025-05-06 13:11:42.449 891-891 BufferQueueConsumer com.example.uts D [id:37b00000002,api:0,p:1,c:891] connect: controller...
- 2025-05-06 13:11:42.451 891-1077 OpenGLRenderer com.example.uts E Unable to match the desired swap behavior.
- 2025-05-06 13:11:42.460 891-891 SurfaceControl com.example.uts I setExtendedRangeBrightness sc=Surface(name=com.examp...
- 2025-05-06 13:11:42.471 891-1077 BLASTBufferQueue com.example.uts D [VRI[RegisterActivity][com.example.uts/com.example.uts...
- 2025-05-06 13:11:42.471 891-1077 VRI[RegisterActivity] com.example.uts D Received frameCommittedCallback lastAttemptedDrawFrame...
- 2025-05-06 13:11:42.472 891-891 VRI[RegisterActivity] com.example.uts D draw finished. Go to Settings to activate Windows.

Logcat saat klik tombol register dan otomatis kembali ke halaman login



```
2025-05-06 13:12:34.227 891-891 VRI[LoginScreen] com.example.uts D draw finished.
2025-05-06 13:12:34.227 891-891 VRI[LoginScreen] com.example.uts D reportDrawFinished
2025-05-06 13:12:34.228 891-891 ViewRootImplExtImpl com.example.uts D setMaxDequeuedBufferCount: 2
2025-05-06 13:12:34.231 891-891 Quality com.example.uts I Skipped: false 3 cost 40.41696 refreshRate 11203870 bi
2025-05-06 13:12:34.236 891-891 VRI[LoginScreen] com.example.uts W handleResized, msg:5, frameChanged:false, configChange
2025-05-06 13:12:34.239 1035-3589 BufferQueueDebug surfaceflinger E [Transition Root: ActivityRecord{b797603 u0 com.examp
2025-05-06 13:12:34.246 1035-2204 BufferQueueDebug surfaceflinger E [dfe5980 ActivityRecordInputSink com.example.uts/.Logi
2025-05-06 13:12:34.249 891-891 AssistStructure com.example.uts I Flattened final assist data: 4072 bytes, containing 1
2025-05-06 13:12:34.250 891-891 Quality com.example.uts I Skipped: false 1 cost 14.372319 refreshRate 11180458 b
2025-05-06 13:12:34.255 891-1077 VRI[LoginScreen] com.example.uts D Received frameCommittedCallback lastAttemptedDrawFrame
2025-05-06 13:12:34.255 891-891 VRI[LoginScreen] com.example.uts D draw finished.
2025-05-06 13:12:34.255 891-891 VRI[LoginScreen] com.example.uts D reportDrawFinished
2025-05-06 13:12:34.382 891-891 VRI[LoginScreen] com.example.uts D onFocusEvent true
2025-05-06 13:12:34.771 891-908 VRI[RegisterActivity] com.example.uts D dispatchAppVisibility visible:false
2025-05-06 13:12:34.784 891-891 OpenGLRenderer com.example.uts D RenderProxy::destroy: this=0xb400007c244e4c00, mContex
2025-05-06 13:12:34.784 891-1077 OpenGLRenderer com.example.uts D SkiaOpenGLPipeline::setSurface: this=0xb400007c2e4aa0
2025-05-06 13:12:34.787 891-891 ViewRootImplExtImpl com.example.uts D wrapConfigInfoIntoFlags rotation=0, smallestScreenWidt
2025-05-06 13:12:34.794 891-891 VRI[RegisterActivity] com.example.uts D relayWindow result, sizeChanged:false, surfaceContr
2025-05-06 13:12:34.794 891-891 BLASTBufferQueue com.example.uts D [VRI[RegisterActivity][com.example.uts/com.example.uts
2025-05-06 13:12:34.794 891-891 BufferQueueConsumer com.example.uts D [VRI[RegisterActivity][com.example.uts/com.example.uts
2025-05-06 13:12:34.796 891-891 VRI[RegisterActivity] com.example.uts D setWindowStopped stopped:true
2025-05-06 13:12:34.799 891-891 OplusScrollToTopManager com.example.uts D com.example.uts/com.example.uts.RegisterActivity_window
2025-05-06 13:12:34.799 891-891 OplusScrollToTopManager com.example.uts D com.example.uts/com.example.uts.RegisterActivity_unregi
2025-05-06 13:12:34.799 891-891 OplusScrollToTopManager com.example.uts D com.example.uts/com.example.uts.RegisterActivity_unregi
2025-05-06 13:12:34.802 891-891 WindowOnBackDispatcher com.example.uts W sendCancelIfRunning: isActivatingAndBack=androi
2025-05-06 13:12:34.802 891-891 OplusCursorFeedback com.example.uts D editorDetachFromWindow GodeSettings to activate Windows
```

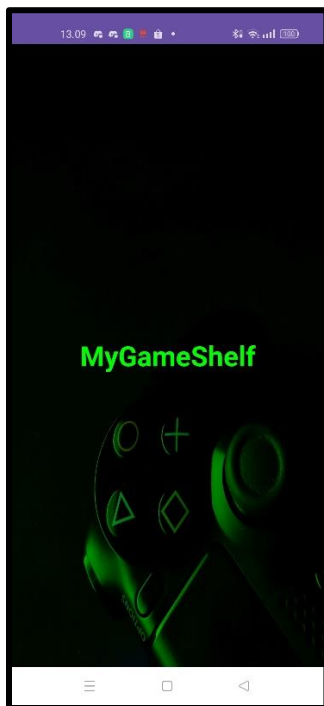
Logcat saat masuk dari halaman login ke tampilan library atau list chatting



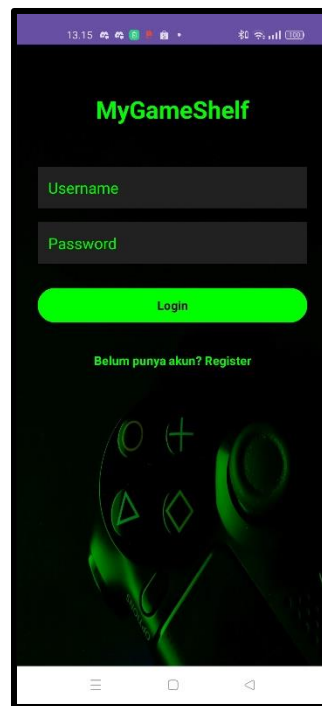
```
2025-05-06 13:13:47.388 891-1077 VRI[LibraryScreen] com.example.uts D received frameCommittedCallback lastAttemptedDrawFrame
2025-05-06 13:13:47.388 891-891 VRI[LibraryScreen] com.example.uts D draw finished.
2025-05-06 13:13:47.388 891-891 VRI[LibraryScreen] com.example.uts D reportDrawFinished
2025-05-06 13:13:47.392 891-891 VRI[LibraryScreen] com.example.uts W handleResized, msg:5, frameChanged:false, configChange
2025-05-06 13:13:47.429 891-1077 VRI[LibraryScreen] com.example.uts D Received frameCommittedCallback lastAttemptedDrawFrame
2025-05-06 13:13:47.429 891-891 VRI[LibraryScreen] com.example.uts D draw finished.
2025-05-06 13:13:47.429 891-891 VRI[LibraryScreen] com.example.uts D reportDrawFinished
2025-05-06 13:13:47.434 891-891 Quality com.example.uts I Skipped: false 3 cost 33.556847 refreshRate 11157481 b
2025-05-06 13:13:47.492 891-891 VRI[LibraryScreen] com.example.uts D onFocusEvent true
2025-05-06 13:13:47.492 891-891 WindowOnBackDispatcher com.example.uts W sendCancelIfRunning: isInProgress=falsecallback=ImeCal
2025-05-06 13:13:47.501 891-891 RemoteInput...ctionImpl com.example.uts W requestCursorAnchorInfo on inactive InputConnection
2025-05-06 13:13:47.515 891-891 WindowOnBackDispatcher com.example.uts W sendCancelIfRunning: isInProgress=falsecallback=ImeCal
2025-05-06 13:13:47.560 891-891 VRI[LibraryScreen] com.example.uts W handleResized abandoned!
2025-05-06 13:13:47.562 891-891 ImeTracker com.example.uts I com.example.uts:361ac2db: onCancelled at PHASE_CLIENT_
2025-05-06 13:13:47.562 891-891 ImeTracker com.example.uts I com.example.uts:903ee19d: onRequestHide at ORIGIN_CLIENT
2025-05-06 13:13:47.563 891-891 ImeTracker com.example.uts I com.example.uts:903ee19d: onFailed at PHASE_CLIENT_VIB
2025-05-06 13:13:47.880 891-4044 VRI[LoginScreen] com.example.uts D dispatchAppVisibility visible:false
2025-05-06 13:13:47.894 891-891 OpenGLRenderer com.example.uts D RenderProxy::destroy: this=0xb400007b37d37900, mContex
2025-05-06 13:13:47.895 891-1077 OpenGLRenderer com.example.uts D SkiaOpenGLPipeline::setSurface: this=0xb400007c2e4ad98
2025-05-06 13:13:47.897 891-891 ViewRootImplExtImpl com.example.uts D wrapConfigInfoIntoFlags rotation=0, smallestScreenWidt
2025-05-06 13:13:47.906 891-891 VRI[LoginScreen] com.example.uts D relayWindow result, sizeChanged:false, surfaceContr
2025-05-06 13:13:47.906 891-891 BLASTBufferQueue com.example.uts D [VRI[LoginScreen][com.example.uts/com.example.uts.Logi
2025-05-06 13:13:47.906 891-891 BufferQueueConsumer com.example.uts D [VRI[LoginScreen][com.example.uts/com.example.uts.Logi
2025-05-06 13:13:47.909 891-891 VRI[LoginScreen] com.example.uts D setWindowStopped stopped:true
2025-05-06 13:13:47.912 891-891 OplusScrollToTopManager com.example.uts D com.example.uts/com.example.uts.LoginScreen_window dyi
2025-05-06 13:13:47.912 891-891 OplusScrollToTopManager com.example.uts D com.example.uts/com.example.uts.LoginScreen_unregister
2025-05-06 13:13:47.912 891-891 OplusScrollToTopManager com.example.uts D com.example.uts/com.example.uts.LoginScreen_unregister
```

Link Github: <https://github.com/Adchrise/UTS-PM1>

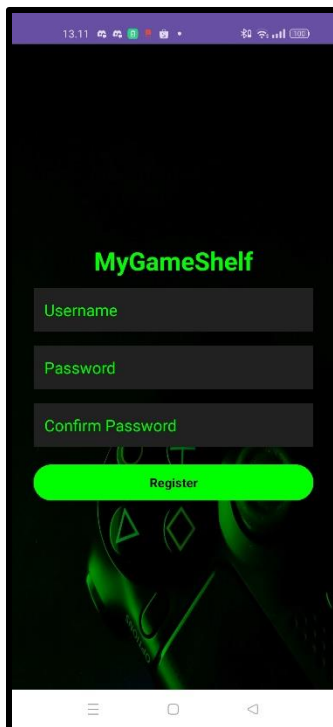
Screenshot tampilan splashscreen



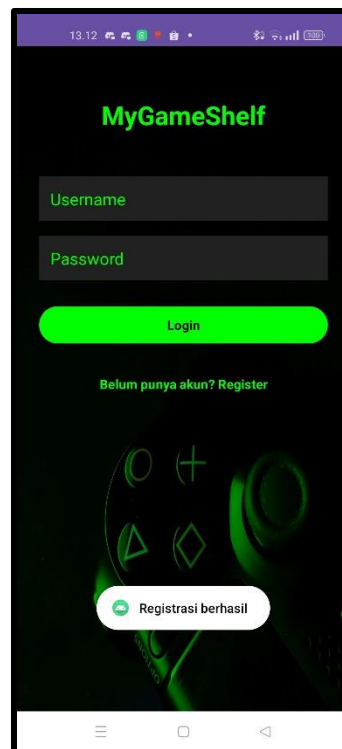
Screenshot tampilan login



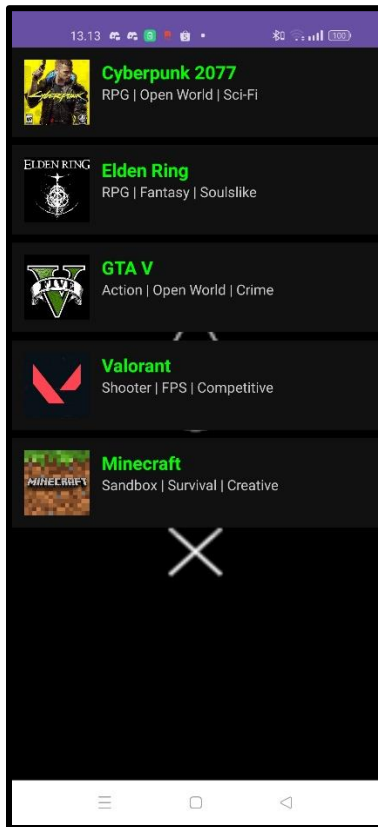
Screenshot tampilan register



Screenshot toast button register saat di klik



Screenshot tampilan Lisview/Library/List Chatting



Link Github : <https://github.com/Adchrisa/UTS-PM1>