LAPORAN PRAKTIKUM

Pertemuan Ke: 6

PEMROGRAMAN PERANGKAT BERGERAK



NAMA : Dimas Putra Ramadhan

NIM : 4312111019

KELAS : TRM 5A Malam

DOSEN KOORDINATOR : Ahmadi Irmansyah Lubis, S.Kom., M.Kom.

DOSEN PENGAMPU : Banu Failasuf, S.Tr.

PROGRAM STUDI TEKNIK REKAYASA MULTIMEDIA

JURUSAN TEKNIK INFORMATIKA

POLITEKNIK NEGERI BATAM 2023

Latihan Praktikum 6 Pemrograman Perangkat Bergerak Jurusan Teknik Informatika Politeknik Negeri Batam

1. Image Picker

Source Code:

```
import 'dart:io';
import 'package:flutter/material.dart';
import 'package:image_picker/image_picker.dart';
void main() => runApp(const MyApp());
class MyApp extends StatelessWidget {
 const MyApp({super.key});
 @override
 Widget build(BuildContext context) {
  return MaterialApp(
   title: 'Flutter Demo',
   theme: ThemeData(primarySwatch: Colors.blue),
   home: const AccessCameraPage(),
  );
}
class AccessCameraPage extends StatefulWidget {
 const AccessCameraPage({super.key});
 @override
 _AccessCameraPageState createState() => _AccessCameraPageState();
}
```

```
class _AccessCameraPageState extends State<AccessCameraPage> {
 File? _image;
 Future<void> openCamera() async {
  final pickedImage =
    await ImagePicker().pickImage(source: ImageSource.camera);
  setState(() {
   if (pickedImage != null) {
    _image = File(pickedImage.path);
   }
  });
 }
 @override
 Widget build(BuildContext context) {
  return Scaffold(
   appBar: AppBar(
    title: const Text("Access Camera"),
   body: Container(
    child: Center(
     child: _image == null ? const Text("No Image") : Image.file(_image!),
    ),
   ),
   floatingActionButton: FloatingActionButton(
    backgroundColor: Colors.green,
    onPressed: () {
     openCamera();
    child: const Icon(
     Icons.add_a_photo,
     color: Colors.white,
    ),
```

```
),
);
}
}
```

Hasilnya:



2. Video Player

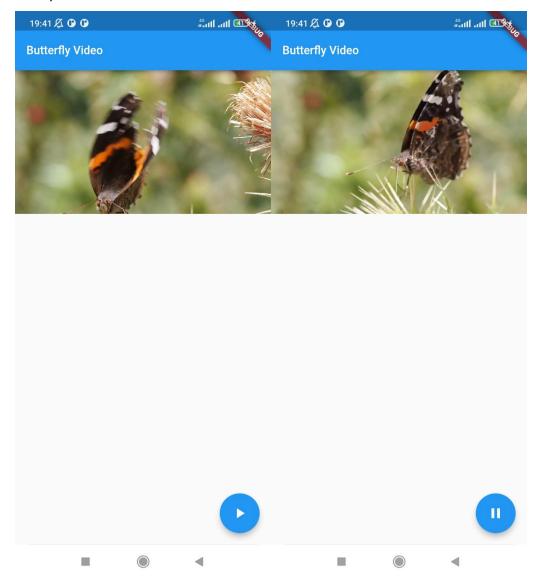
Source Code:

```
import 'dart:async';
import 'package:flutter/material.dart';
import 'package:video_player/video_player.dart';
void main() => runApp(const VideoPlayerApp());
class VideoPlayerApp extends StatelessWidget {
 const VideoPlayerApp({super.key});
 @override
 Widget build(BuildContext context) {
  return const MaterialApp(
   title: 'Video Player Demo',
   home: VideoPlayerScreen(),
  );
}
}
class VideoPlayerScreen extends StatefulWidget {
 const VideoPlayerScreen({super.key});
 @override
State<VideoPlayerScreen> createState() => _VideoPlayerScreenState();
class _VideoPlayerScreenState extends State<VideoPlayerScreen> {
late VideoPlayerController _controller;
late Future<void>_initializeVideoPlayerFuture;
 @override
 void initState() {
  super.initState();
  _controller = VideoPlayerController.network(
   'https://flutter.github.io/assets-for-api-docs/assets/videos/butterfly.mp4',
```

```
_initializeVideoPlayerFuture = _controller.initialize();
 _controller.setLooping(true);
}
@override
void dispose() {
 _controller.dispose();
 super.dispose();
}
@override
Widget build(BuildContext context) {
 return Scaffold(
  appBar: AppBar(
   title: const Text('Butterfly Video'),
  ),
  body: FutureBuilder(
   future: _initializeVideoPlayerFuture,
   builder: (context, snapshot) {
    if (snapshot.connectionState == ConnectionState.done) {
     return AspectRatio(
      aspectRatio: _controller.value.aspectRatio,
       child: VideoPlayer(_controller),
     );
    } else {
     return const Center(
      child: CircularProgressIndicator(),
     );
    }
   },
  ),
  floatingActionButton: FloatingActionButton(
   onPressed: () {
```

```
setState(() {
    if (_controller.value.isPlaying) {
        __controller.pause();
    } else {
        __controller.play();
    }
    });
    ,
    child: lcon(
        __controller.value.isPlaying ? lcons.pause : lcons.play_arrow,
        ),
     ),
    );
    }
}
```

Hasilnya:



Berikut ini link dari source code praktikum yang saya upload di github :

https://github.com/AhmadMegistus/4312111019 Dimas-Putra-Ramadhan.git