LAPORAN CODE LAB 6 PEMROGRAMAN MOBILE



Oleh:

ALBANI RAJATA MALIK

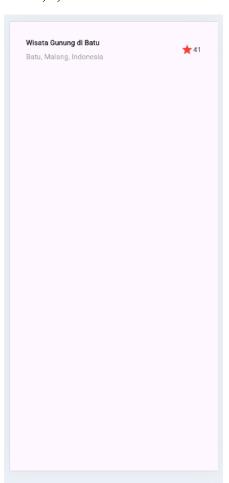
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SIB 3E

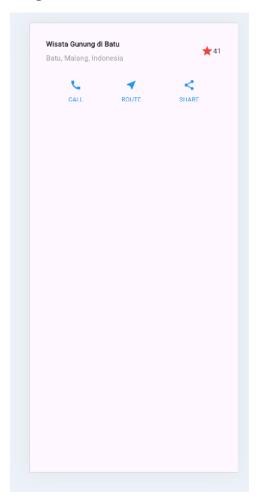
PROGAM STUDI D-IV SISTEM INFORMASI BISNIS JURUSAN TEKNOLOGI INFORMASI



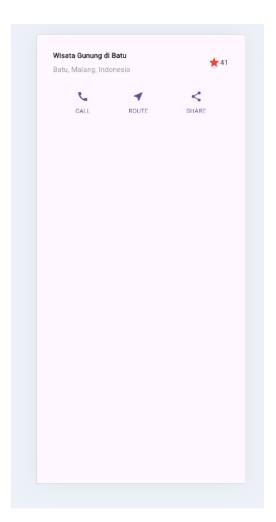
Soal 1, 2, 3



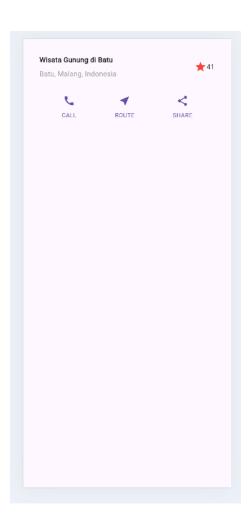
Langkah 1



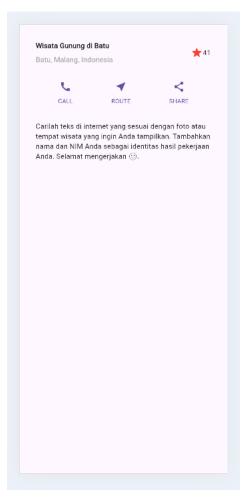
Langkah 2



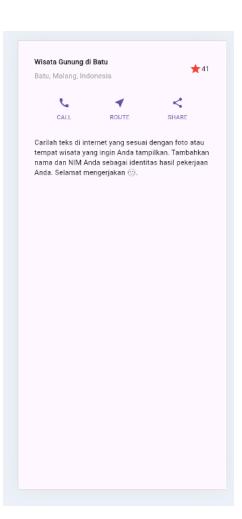
Langkah 3



Langkah 1



Langkah 2



Langkah 1 dan 2



Langkah 3

```
return MaterialApp(
debugShowCheckedModeBanner: fa
title: 'Flutter Layout Demo',
home: Scaffold(
body: ListView(
children: [
Image.asset(
'/image/skate.jpg',
), // Image.asset
```









TUGAS PRAKTIKUM

