PEMROGRAMAN MOBILE

"Laporan Quiz2"



Di susun oleh:

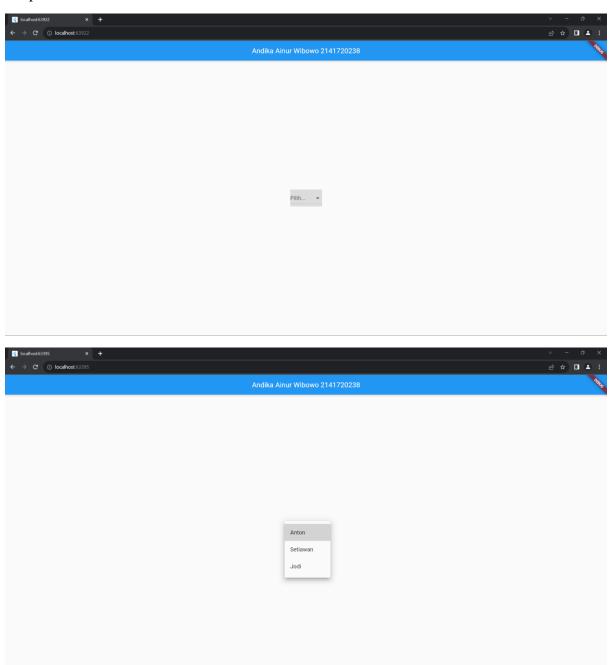
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PROGRAM STUDI D-IV TEKNIK INFORMATIKA JURUSAN TEKNOLOGI INFORMASI POLITEKNIK NEGERI MALANG

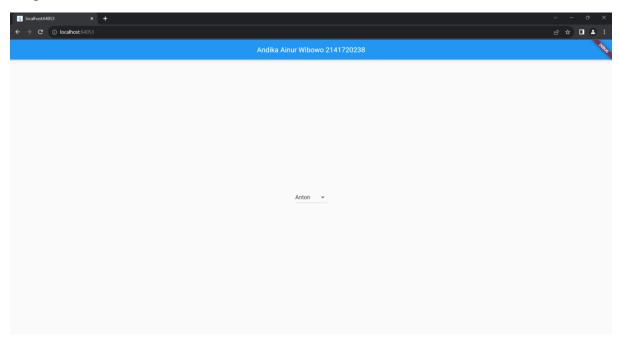
Menu dropdown sebelum bisa memilih value

```
import 'package:flutter/material.dart';
  runApp(MyApp());
class MyApp extends StatelessWidget {
 Widget build(BuildContext context) {
   return MaterialApp(
    home: HomePage(),
class HomePage extends StatelessWidget {
final List<String> data = [
 Widget build(BuildContext context) {
   return Scaffold(
       appBar: AppBar(
        title: Text("Andika Ainur Wibowo 2141720238"),
         child: DropdownButton(
             onChanged: (value) {
                   (e) => DropdownMenuItem(
```



Menu dropdown setelah bisa memilih value

```
7 class MyApp extends StatelessWidget {
                                                                   home: HomePage(),
      16 class HomePage extends StatefulWidget {
 18    _HomePageState createState() => _HomePageState();
19 }
19 }
20
21 class HomePageState extends State<HomePage> {
22   String selectedValue = 'Anton'; // Use the late keyword to indicate that it will be initialized later
23
24   final List<String> data = [
25     "Anton",
26     "Setiawan",
27     "Jodi",
28   ];
29
30  @override
31  Widget bui
32  return 8
33  appBar
34  title
35  cente
36  ),
37  body: 0
38  child
39  hir
40  val
41  ont
42  s
43
44  ),
45  f,
46  },
47  ite
48
49
50
51
52
53
54
55  ),
56  ),
57  );
58  }
59 }
                                          @override
Widget build(BuildContext context) {
                                                              appBar: AppBar(
title: Text("Andika Ainur Wibowo 2141720238"),
centerTitle: true,
                                                                   cody: Center(
  child: DropdownButton(
   hint: Text("Pilih..."),
   value: selectedValue,
   onChanged: (value) {
    setState(() {
        selectedValue,
        selectedValue,
```



Konversi Suhu tidak bisa memilih dropdown

```
// This widget is the root of your application.
@override
Widget build(BuildContext context) {
    return MaterialApp(
    theme: ThemeData(
    prians/Swatch: Colors.deepOrange,
    visualDensity: VisualDensity.adaptivePlatformDensity,
                                  // padding: EdgeInsets.all(
items: [
    DropdownMenuItem(
    child: Text('Reamur'),
    value: 'Reamur',
   Tantrenheit'),

I,

onChanged: (value) {},

),

Text('Hosil'),

Text('365'),

Row(

children: {

Expanded(

child: ElevatedButton(

onPressed: () {}, child: Text('Konversi Suhu'),

),

},

],

},

},

},

},

},
                                    value: REIVIN',
),
DropdownMenuItem(
child: Text('Fahrenheit'),
value: 'Fahtrenheit',
),
],
onChanged: (value) {},
             Jodl:

];

@override

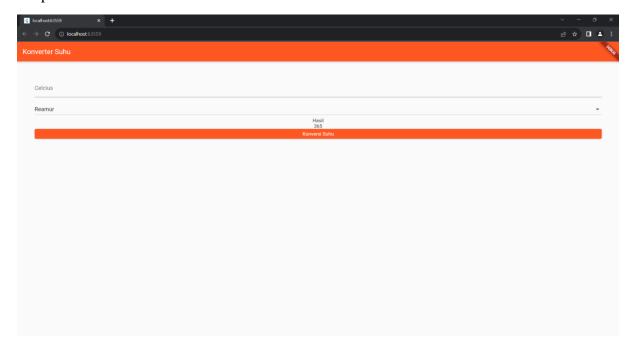
Widget build(BuildContext context) {

return Scaffold(

return Scaffold(

appBar: AppBar(

title: Text("Andika Ainur Wibowo 2141728238"),
```



Konversi Suhu bisa memilih dropdown

```
Boverride
Midget build(BuildContext context) {
   return MaterialApp(
   theme: ThemeData(
        primarySwatch: Colors.deepOrange,
        visualDensity: VisualDensity.adaptivePlatformDensity,
                   ),
home: Scaffold(
appBar: AppBar(
title: Text("Konverter Suhu"),
    title: Text("Konverte"),
body: KonverterSuhu(),
);
}
}
             height.
),
DropdownButton(
isSxpanded: true,
value: selectedUnit,
items: data.map((unit) {
   return OropdownMenuItem(
   value: unit,
   child: Text(unit),
  );
                            child: Text(unit),
);
)).toList(),
onChanged: (value) {
    setState() {
        selectedUnit = value.toString();
        print(selectedUnit);
},
},
                            },
],
Text('Hasil'),
Text('365'),
Row(
children: [
Expanded(
child: ElevatedButton(
onPressed: ) {
// Derigne 'Due temp
```

