UJIAN TENGAH SEMESTER

TEKNIK INFORMATIKA

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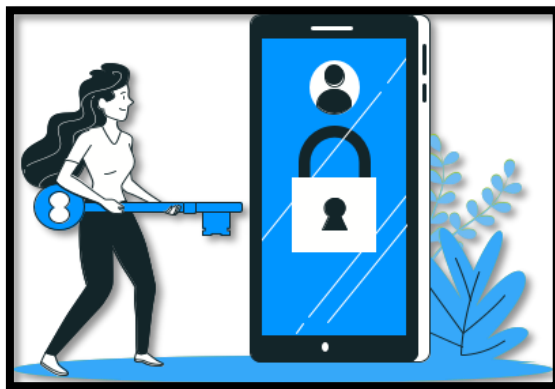
Mata Kuliah : Pemrograman Mobile 2

- **Langkah - Langkah pembuatan tampilan login page**

1. Mencari/membuat ilustrasi background dan welcome, kemudian letakkan gambar tersebut di dalam projek yang ingin kita buat dengan menambahkan folder assets.

Tampilan awal :   Tampilan background login :

2. Melakukan percodingan di *main.dart* yang bertujuan untuk membuat tampilan halaman awal pada suatu aplikasi. Berikut source codenya :

```
import 'dart:ui';

import 'package:flutter/material.dart';
import 'package:uts1/login.dart';
```

```dart
import 'package:uts1/signup.dart';

void main() {
  runApp(MaterialApp(
    debugShowCheckedModeBanner: false,
    home: HomePage(),
  ));
}

class HomePage extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      body: SafeArea(
        child: Container(
          // we will give media query height
          // double.infinity make it big as my parent allows
          // while MediaQuery make it big as per the screen

          width: double.infinity,
          height: MediaQuery.of(context).size.height,
          padding: EdgeInsets.symmetric(horizontal: 30, vertical: 50),
          child: Column(
            // even space distribution
            mainAxisAlignment: MainAxisAlignment.spaceBetween,
            crossAxisAlignment: CrossAxisAlignment.center,
            children: <Widget>[
              Column(
                children: <Widget>[
                  Text(
                    "Welcome",
                    style: TextStyle(
                      fontWeight: FontWeight.bold,
                      fontSize: 30,
                    ),
                  ),
                ),
```

```dart
      SizedBox(
        height: 20,
      ),
      Text(
        "Our home page is ready to use. Please login if you already have an account, or signup to create a
new account! ",
        textAlign: TextAlign.center,
        style: TextStyle(
          color: Colors.grey[700],
          fontSize: 15,
        ),
      )
    ],
  ),
  Container(
    height: MediaQuery.of(context).size.height / 3,
    decoration: BoxDecoration(
      image: DecorationImage(
        image: AssetImage("assets/welcome.png"))),
  ),
  Column(
    children: <Widget>[
      // the login button
      MaterialButton(
        minWidth: double.infinity,
        height: 60,
        onPressed: () {
          Navigator.push(context,
            MaterialPageRoute(builder: (context) => LoginPage()));
        },
        // defining the shape
        shape: RoundedRectangleBorder(
          side: BorderSide(color: Colors.black),
          borderRadius: BorderRadius.circular(50)),
        child: Text(
          "Login",
```

```dart
              style:
                  TextStyle(fontWeight: FontWeight.w600, fontSize: 18),
            ),
          ),
          // creating the signup button
          SizedBox(height: 20),
          MaterialButton(
            minWidth: double.infinity,
            height: 60,
            onPressed: () {
              Navigator.push(
                  context,
                  MaterialPageRoute(
                      builder: (context) => SignupPage()));
            },
            color: Color(0xff0095FF),
            shape: RoundedRectangleBorder(
                side: BorderSide(color: Colors.black),
                borderRadius: BorderRadius.circular(50)),
            child: Text(
              "Sign up",
              style: TextStyle(
                  color: Colors.white,
                  fontWeight: FontWeight.w600,
                  fontSize: 18),
            ),
          )
        ],
      )
    ],
  ),
),
);
}
}
```
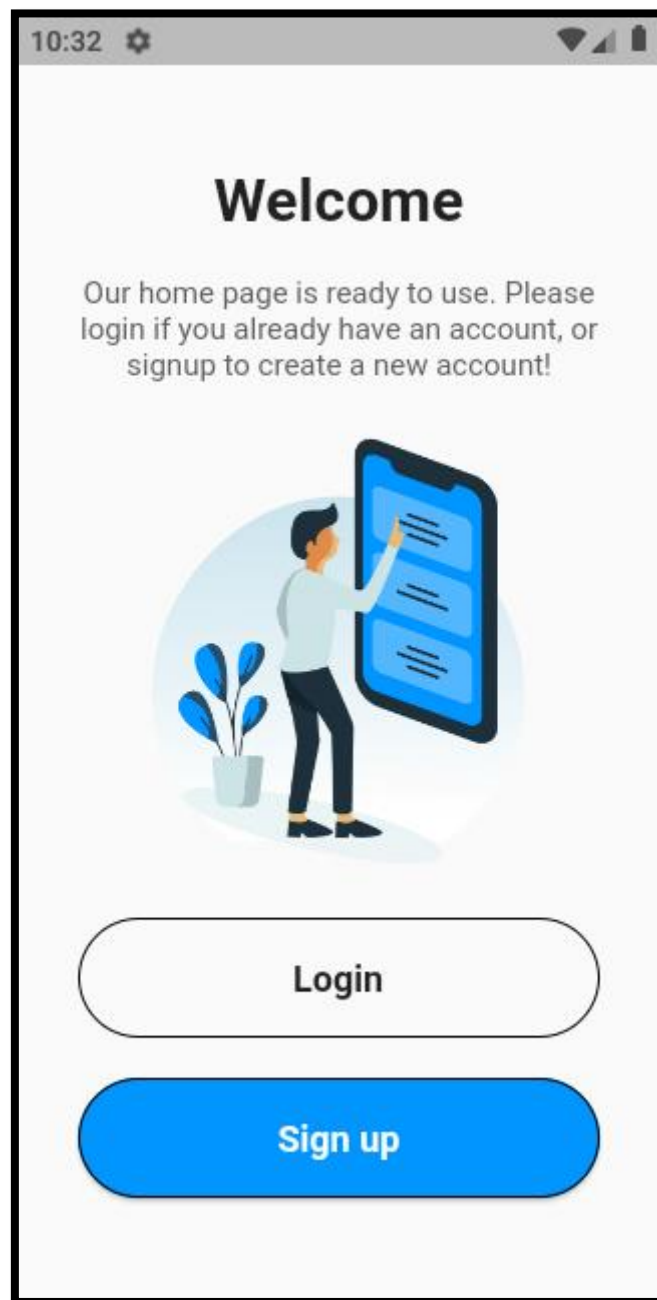
Hasil run pada aplikasi tampilan halaman awal :

3. Selanjutnya ketika sudah melihat tampilan halaman awal, terdapat pilihan *login* dan *signup* pada suatu aplikasi, jika sudah mempunyai akun pilihlah tombol (*button*) *login*, apabila belum mempunyai akun maka pilih tombol (*button*) *signup*.

4. Ketika user melakukan pilihan login maka akan tampil halamannya, di tampilan *login* terdapat source code yang bertujun untuk menjalankan suatu tampilan dari halaman aplikasi tersebut, dan melakukan percodingan dengan menambahkan file *login.dart*, berikut merupakan source codenya :

```dart
import 'package:flutter/material.dart';

class LoginPage extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      resizeToAvoidBottomInset: false,
      backgroundColor: Colors.white,
      appBar: AppBar(
        elevation: 0,
        brightness: Brightness.light,
        backgroundColor: Colors.white,
        leading: IconButton(
          onPressed: () {
            Navigator.pop(context);
          },
          icon: Icon(
            Icons.arrow_back_ios,
            size: 20,
            color: Colors.black,
          ),
        ),
      ),
      body: Container(
        height: MediaQuery.of(context).size.height,
        width: double.infinity,
        child: Column(
          mainAxisAlignment: MainAxisAlignment.spaceBetween,
          children: <Widget>[
            Expanded(
              child: Column(
                mainAxisAlignment: MainAxisAlignment.spaceEvenly,
                children: <Widget>[
                  Column(
                    children: <Widget>[
                      Text(
```

```dart
      "Login",
      style:
          TextStyle(fontSize: 30, fontWeight: FontWeight.bold),
    ),
    SizedBox(
      height: 20,
    ),
    Text(
      "Log in to your account now",
      style: TextStyle(fontSize: 15, color: Colors.grey[700]),
    )
  ],
),
Padding(
  padding: EdgeInsets.symmetric(horizontal: 40),
  child: Column(
    children: <Widget>[
      inputFile(label: "Email"),
      inputFile(label: "Password", obscureText: true)
    ],
  ),
),
Padding(
  padding: EdgeInsets.symmetric(horizontal: 40),
  child: Container(
    padding: EdgeInsets.only(top: 1, left: 1),
    decoration: BoxDecoration(
      borderRadius: BorderRadius.circular(50),
      border: Border(
        bottom: BorderSide(color: Colors.black),
        top: BorderSide(color: Colors.black),
        left: BorderSide(color: Colors.black),
        right: BorderSide(color: Colors.black),
      )),
    child: MaterialButton(
      minWidth: double.infinity,
```

```
        height: 60,

        onPressed: () {},

        color: Color(0xff0095FF),

        elevation: 0,

        shape: RoundedRectangleBorder(

          borderRadius: BorderRadius.circular(50),

        ),

        child: Text(

          "Login",

          style: TextStyle(

            fontWeight: FontWeight.w600,

            fontSize: 18,

            color: Colors.white,

          ),

        ),

      ),

    ),

  ),

Row(

  mainAxisAlignment: MainAxisAlignment.center,

  children: <Widget>[

    Text("Don't have an account?"),

    Text(

      " Sign up",

      style: TextStyle(

        fontWeight: FontWeight.w600,

        fontSize: 15,

      ),

    )

  ],

),

Container(

  padding: EdgeInsets.only(top: 100),

  height: 200,

  decoration: BoxDecoration(

    image: DecorationImage(
```

```dart
                    image: AssetImage("assets/background.png"),
                    fit: BoxFit.fitHeight),
              ),
            )
          ],
        ))
      ],
    ),
  ),
);
}
}


// we will be creating a widget for text field
Widget inputFile({label, obscureText = false}) {
  return Column(
    crossAxisAlignment: CrossAxisAlignment.start,
    children: <Widget>[
      Text(
        label,
        style: TextStyle(
            fontSize: 15, fontWeight: FontWeight.w400, color: Colors.black87),
      ),
      SizedBox(
        height: 5,
      ),
      TextField(
        obscureText: obscureText,
        decoration: InputDecoration(
            contentPadding: EdgeInsets.symmetric(vertical: 0, horizontal: 10),
            enabledBorder: OutlineInputBorder(
              borderSide: BorderSide(color: Color.fromARGB(255, 235, 231, 231)),
            ),
            border: OutlineInputBorder(
                borderSide:
                    BorderSide(color: Color.fromARGB(255, 235, 231, 231)))),
```
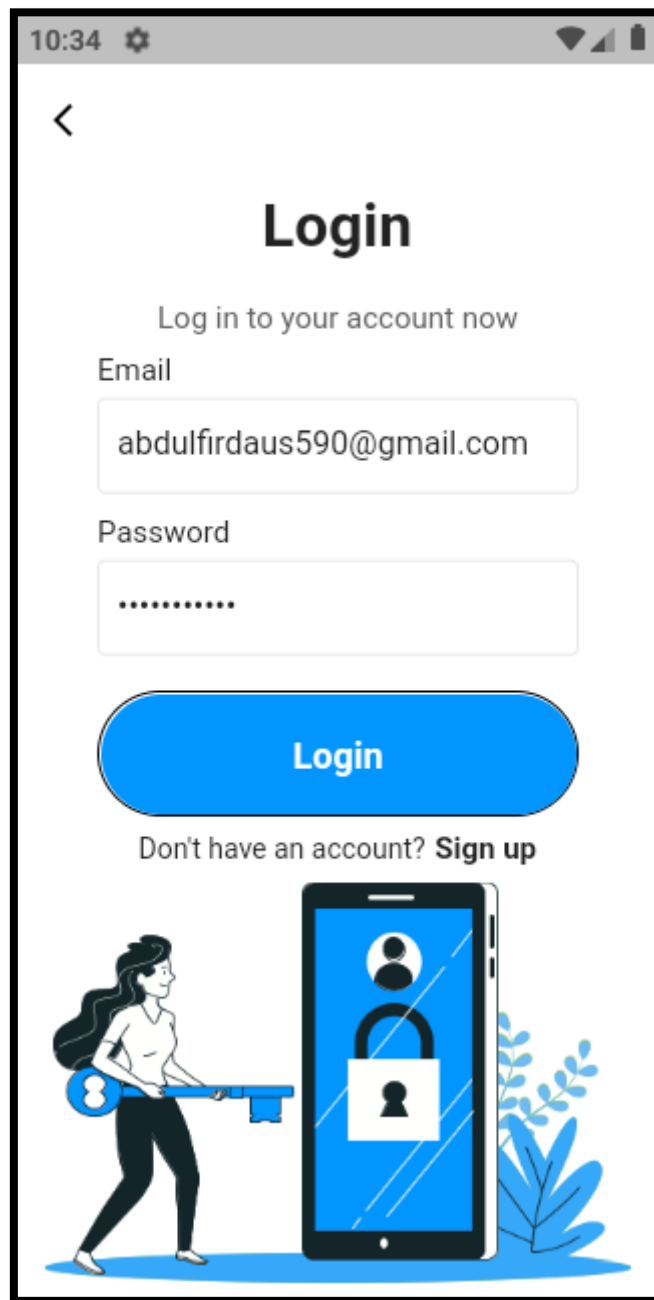
```
      ),
    SizedBox(
      height: 10,
    )
  ],
);
}
```

Hasil run pada aplikasi tampilan halaman login :

5. Sebelumnya apabila jika tampilan ilustrasi welcome dan background yang digunakan muncul pada aplikasinya, menambahkan beberapa validasi pada bagian file codingan di *pubspec.yaml* berikan source code di barisnya, contohnya seperti berikut :

assets:

   - assets/background.png

   - assets/welcome.png

6. Kemudian apabila user memilih *button signup* maka akan muncul tampilan *signup*, dimana untuk tampilan ini yang biasanya digunakan ketika user tidak mempunyai akun ketika masuk di halaman loginnya, daftar akun tersebut dengan benar.

7. Lalu lakukan percodingan dengan menambahkan file *signup.dart* di projeknya, source code ini bertujuan untuk menampilkan halaman *signup*, berikut merupakan source codenya :

```
import 'package:flutter/material.dart';

class SignupPage extends StatelessWidget {
 @override
 Widget build(BuildContext context) {
  return Scaffold(
   resizeToAvoidBottomInset: true,
   backgroundColor: Colors.white,
   appBar: AppBar(
    elevation: 0,
    brightness: Brightness.light,
    backgroundColor: Colors.white,
    leading: IconButton(
     onPressed: () {
      Navigator.pop(context);
     },
     icon: Icon(
      Icons.arrow_back_ios,
      size: 20,
      color: Colors.black,
     ),
    ),
   ),
```

```dart
body: SingleChildScrollView(
  child: Container(
    padding: EdgeInsets.symmetric(horizontal: 40),
    height: MediaQuery.of(context).size.height - 50,
    width: double.infinity,
    child: Column(
      mainAxisAlignment: MainAxisAlignment.spaceEvenly,
      children: <Widget>[
        Column(
          children: <Widget>[
            Text(
              "Sign up",
              style: TextStyle(
                fontSize: 30,
                fontWeight: FontWeight.bold,
              ),
            ),
            SizedBox(
              height: 20,
            ),
            Text(
              "Create an account, It's free ",
              style: TextStyle(fontSize: 15, color: Colors.grey[700]),
            )
          ],
        ),
        Column(
          children: <Widget>[
            inputFile(label: "Username"),
            inputFile(label: "Email"),
            inputFile(label: "Password", obscureText: true),
            inputFile(label: "Confirm Password ", obscureText: true),
          ],
        ),
        Container(
          padding: EdgeInsets.only(top: 1, left: 1),
```

```
      decoration: BoxDecoration(
        borderRadius: BorderRadius.circular(50),
        border: Border(
          bottom: BorderSide(color: Colors.black),
          top: BorderSide(color: Colors.black),
          left: BorderSide(color: Colors.black),
          right: BorderSide(color: Colors.black),
        )),
  child: MaterialButton(
    minWidth: double.infinity,
    height: 60,
    onPressed: () {},
    color: Color(0xff0095FF),
    elevation: 0,
    shape: RoundedRectangleBorder(
      borderRadius: BorderRadius.circular(50),
    ),
    child: Text(
      "Sign up",
      style: TextStyle(
        fontWeight: FontWeight.w600,
        fontSize: 18,
        color: Colors.white,
      ),
    ),
  ),
),
Row(
  mainAxisAlignment: MainAxisAlignment.center,
  children: <Widget>[
    Text("Already have an account?"),
    Text(
      " Login",
      style: TextStyle(fontWeight: FontWeight.w600, fontSize: 18),
    )
  ],
```

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


// we will be creating a widget for text field
Widget inputFile({label, obscureText = false}) {
 return Column(
  crossAxisAlignment: CrossAxisAlignment.start,
  children: <Widget>[
   Text(
    label,
    style: TextStyle(
       fontSize: 15, fontWeight: FontWeight.w400, color: Colors.black87),
   ),
   SizedBox(
    height: 5,
   ),
   TextField(
    obscureText: obscureText,
    decoration: InputDecoration(
      contentPadding: EdgeInsets.symmetric(vertical: 0, horizontal: 10),
      enabledBorder: OutlineInputBorder(
       borderSide: BorderSide(color: Color.fromARGB(255, 235, 231, 231)),
      ),
      border: OutlineInputBorder(
        borderSide:
          BorderSide(color: Color.fromARGB(255, 235, 231, 231)))),
   ),
   SizedBox(
    height: 10,
   )
```

```
    ],
  );
}
```

Hasil run pada aplikasi tampilan signup :

8. Setelah sudah membuat beberapa projek *login page*, kemudian jalankan aplikasi tersebut dengan berurutan dan sudah bisa melakukan validasi prototype/alur jalannya pada sebuah aplikasi dan ketikan yang bisa menampilkan suatu huruf dan yang lainnya. contohnya seperti yang pada gambar di atas. Aplikasi Berhasil digunakan! Terima Kasih.