

LAPORAN PRAKTIKUM

PEMOGRAMAN MOBILE

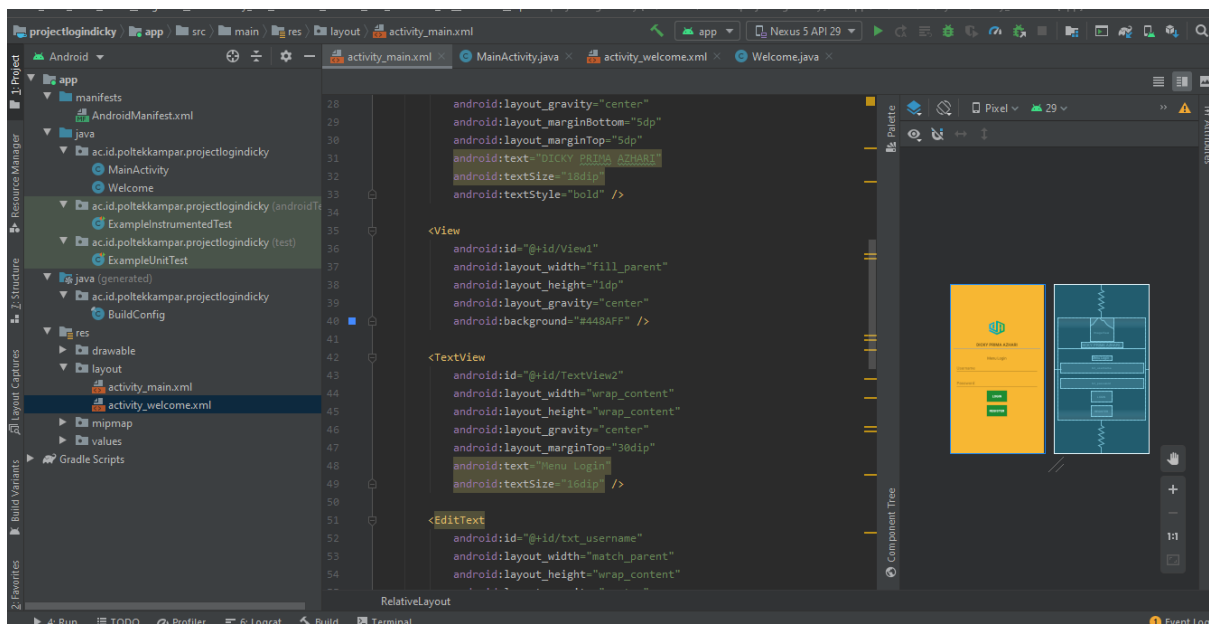
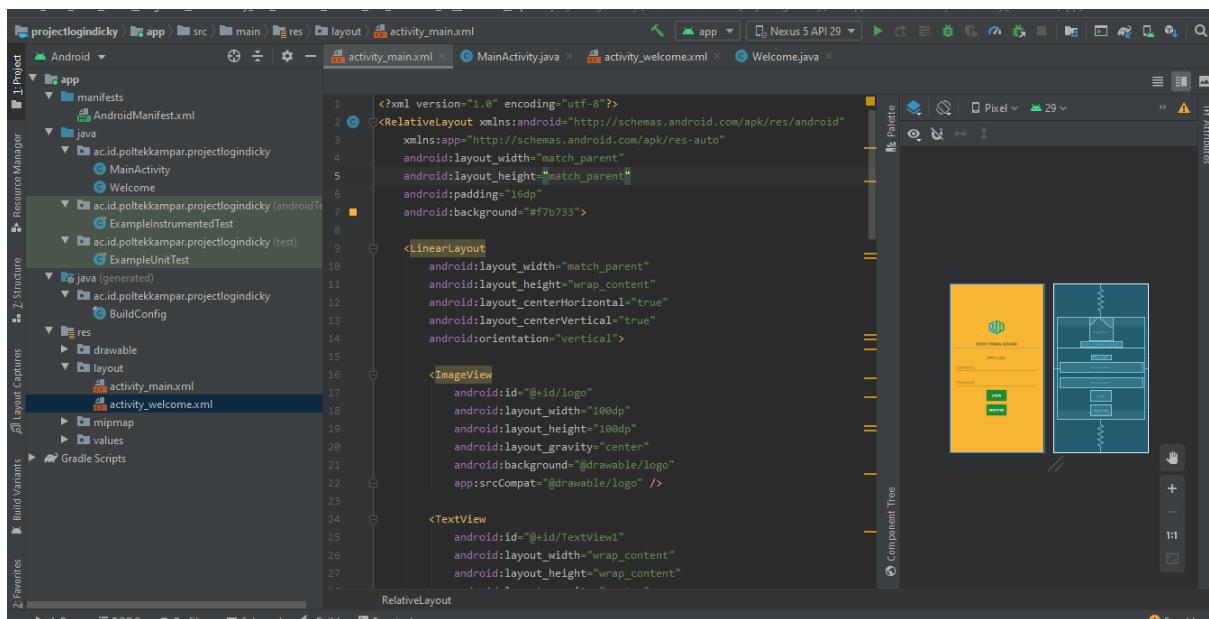


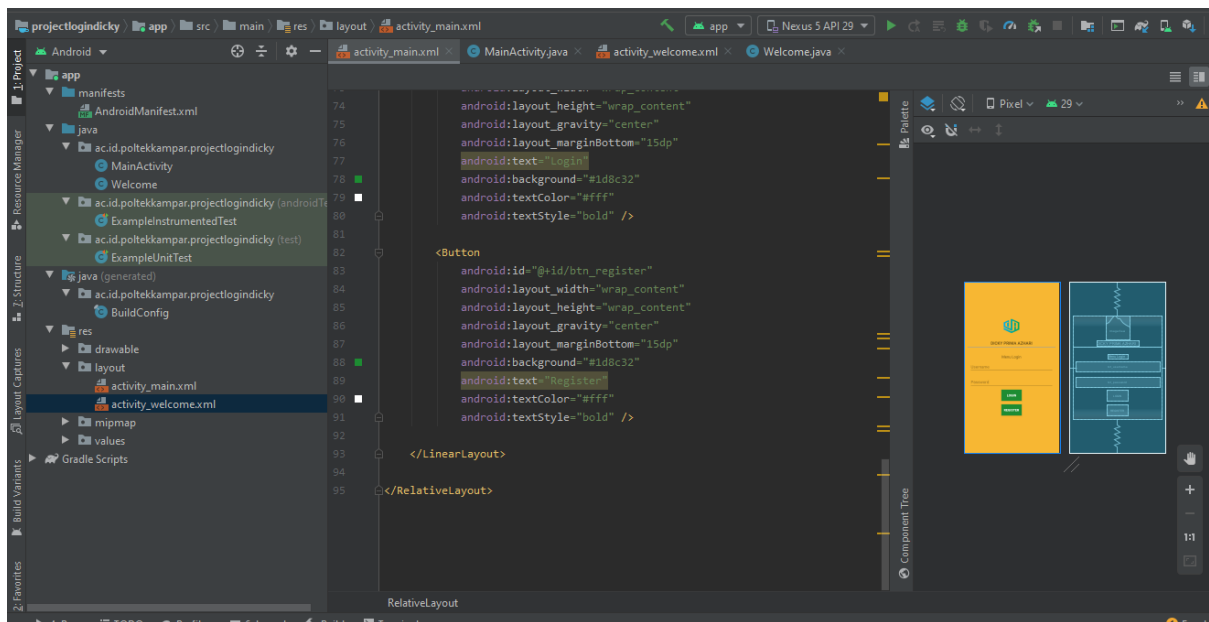
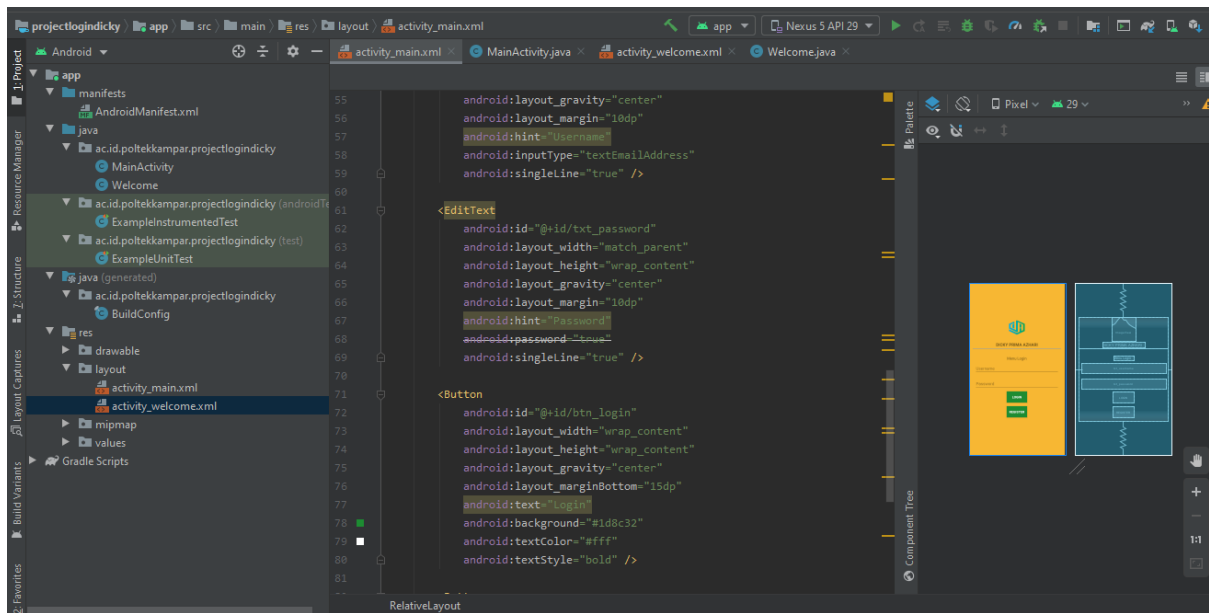
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201913017

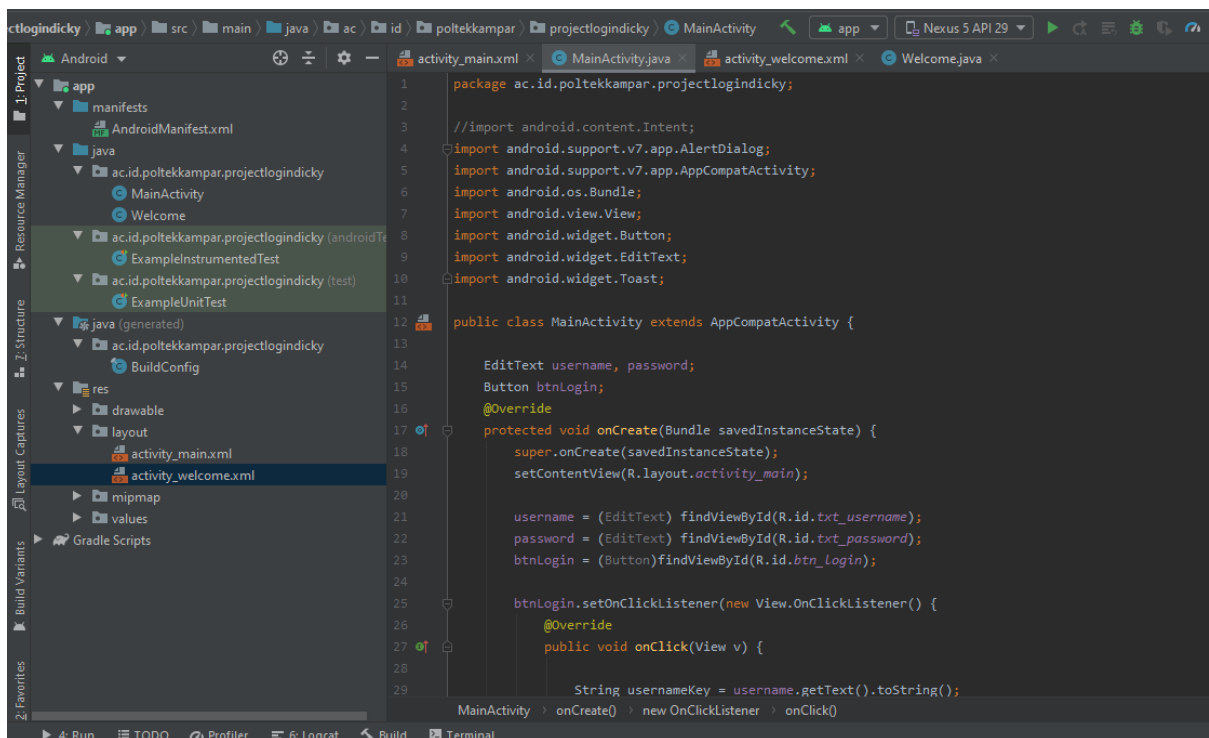
PROGRAM STUDI TEKNIK INFORMATIKA
POLITEKNIK KAMPAR
2020

1.Activity_main.xml



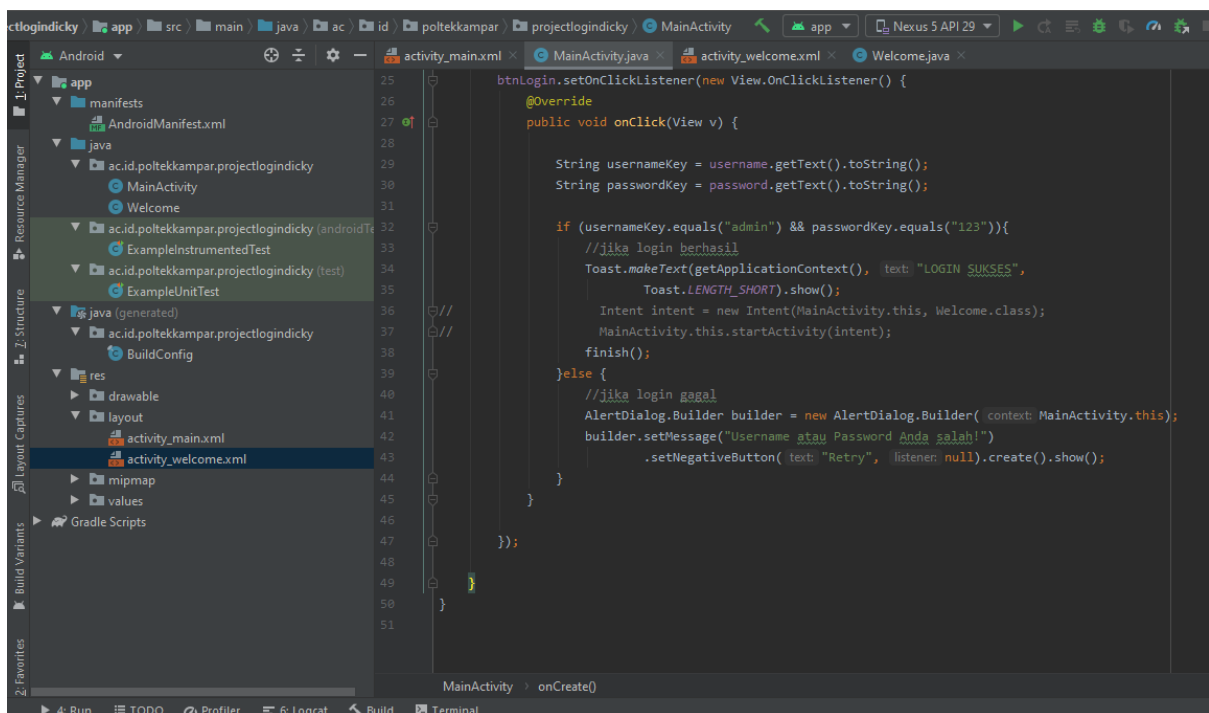


2.MainActivity.java



This screenshot shows the MainActivity.java file in an IDE. The left sidebar displays the project structure, including the 'app' folder, 'manifests' folder, 'java' folder, and 'res' folder. The main editor area shows the code for MainActivity, which extends AppCompatActivity. The code includes imports for AlertDialog, AppCompatActivity, Bundle, View, Button, EditText, and Toast. The onCreate method is annotated with @Override and calls super.onCreate(savedInstanceState). It then sets the content view to R.layout.activity_main. The login button (btnLogin) is found by ID and its onClick listener is set to a new View.OnClickListener. The listener's onClick method is annotated with @Override and contains logic to retrieve the username and password from the EditText fields, convert them to strings, and then use them in a conditional statement to determine if the login is successful or not.

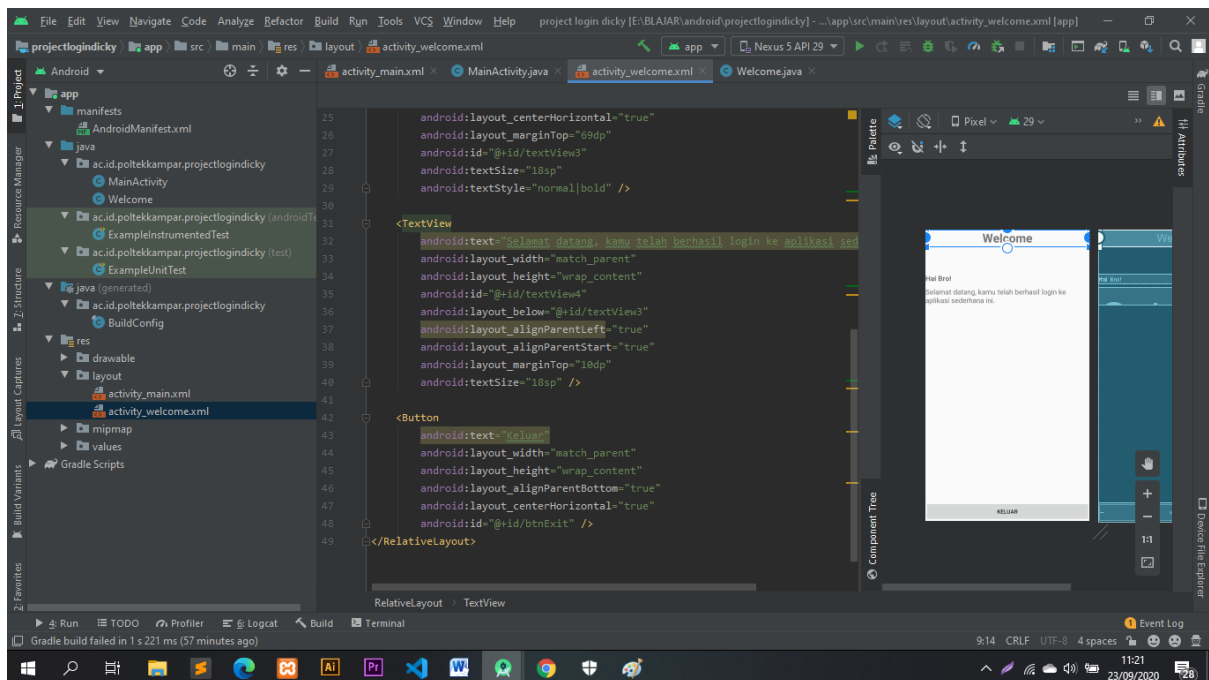
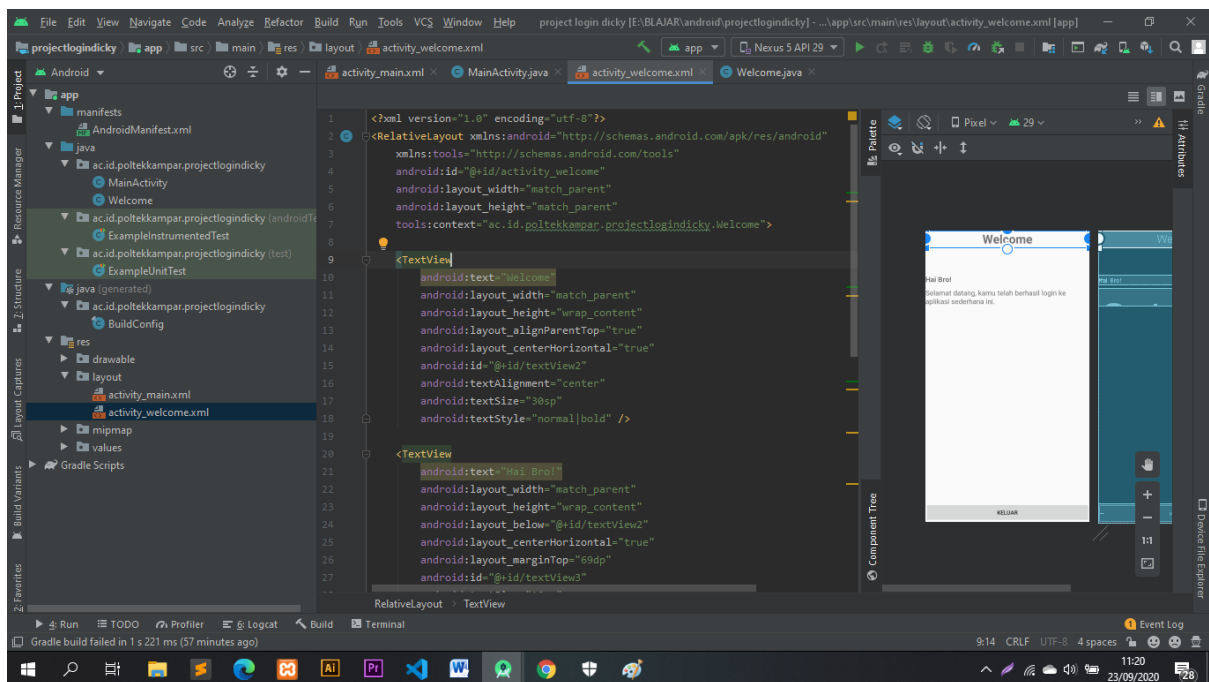
```
1 package ac.id.poltekkampar.projectlogindicky;
2
3 //import android.content.Intent;
4 import android.support.v7.app.AlertDialog;
5 import android.support.v7.app.AppCompatActivity;
6 import android.os.Bundle;
7 import android.view.View;
8 import android.widget.Button;
9 import android.widget.EditText;
10 import android.widget.Toast;
11
12 public class MainActivity extends AppCompatActivity {
13
14     EditText username, password;
15     Button btnLogin;
16
17     @Override
18     protected void onCreate(Bundle savedInstanceState) {
19         super.onCreate(savedInstanceState);
20         setContentView(R.layout.activity_main);
21
22         username = (EditText) findViewById(R.id.txt_username);
23         password = (EditText) findViewById(R.id.txt_password);
24         btnLogin = (Button) findViewById(R.id.btn_login);
25
26         btnLogin.setOnClickListener(new View.OnClickListener() {
27             @Override
28             public void onClick(View v) {
29
30                 String usernameKey = username.getText().toString();
31                 String passwordKey = password.getText().toString();
32
33                 if (usernameKey.equals("admin") && passwordKey.equals("123")) {
34                     //jika login berhasil
35                     Toast.makeText(getApplicationContext(), "LOGIN SUKSES",
36                         Toast.LENGTH_SHORT).show();
37                     Intent intent = new Intent(MainActivity.this, Welcome.class);
38                     MainActivity.this.startActivity(intent);
39                     finish();
40                 } else {
41                     //jika login gagal
42                     AlertDialog.Builder builder = new AlertDialog.Builder(context: MainActivity.this);
43                     builder.setMessage("Username atau Password Anda salah!");
44                     builder.setNegativeButton("Retry", null).create().show();
45                 }
46             }
47         });
48     }
49 }
50
51 MainActivity -> onCreate() -> new OnClickListener() -> onClick()
```



This screenshot shows the MainActivity.java file in an IDE, focusing on the login logic. The code continues from the previous screenshot, showing the conditional logic for successful and unsuccessful logins. The successful login path shows a Toast message and an Intent to start the Welcome class. The unsuccessful login path shows an AlertDialog with a message and a Retry button.

```
25 btnLogin.setOnClickListener(new View.OnClickListener() {
26     @Override
27     public void onClick(View v) {
28
29         String usernameKey = username.getText().toString();
30         String passwordKey = password.getText().toString();
31
32         if (usernameKey.equals("admin") && passwordKey.equals("123")) {
33             //jika login berhasil
34             Toast.makeText(getApplicationContext(), "LOGIN SUKSES",
35                 Toast.LENGTH_SHORT).show();
36             Intent intent = new Intent(MainActivity.this, Welcome.class);
37             MainActivity.this.startActivity(intent);
38             finish();
39         } else {
40             //jika login gagal
41             AlertDialog.Builder builder = new AlertDialog.Builder(context: MainActivity.this);
42             builder.setMessage("Username atau Password Anda salah!");
43             builder.setNegativeButton("Retry", null).create().show();
44         }
45     }
46 });
47
48 }
49
50 MainActivity -> onCreate()
```

3.activity_welcome.xml



4.welcome.java

