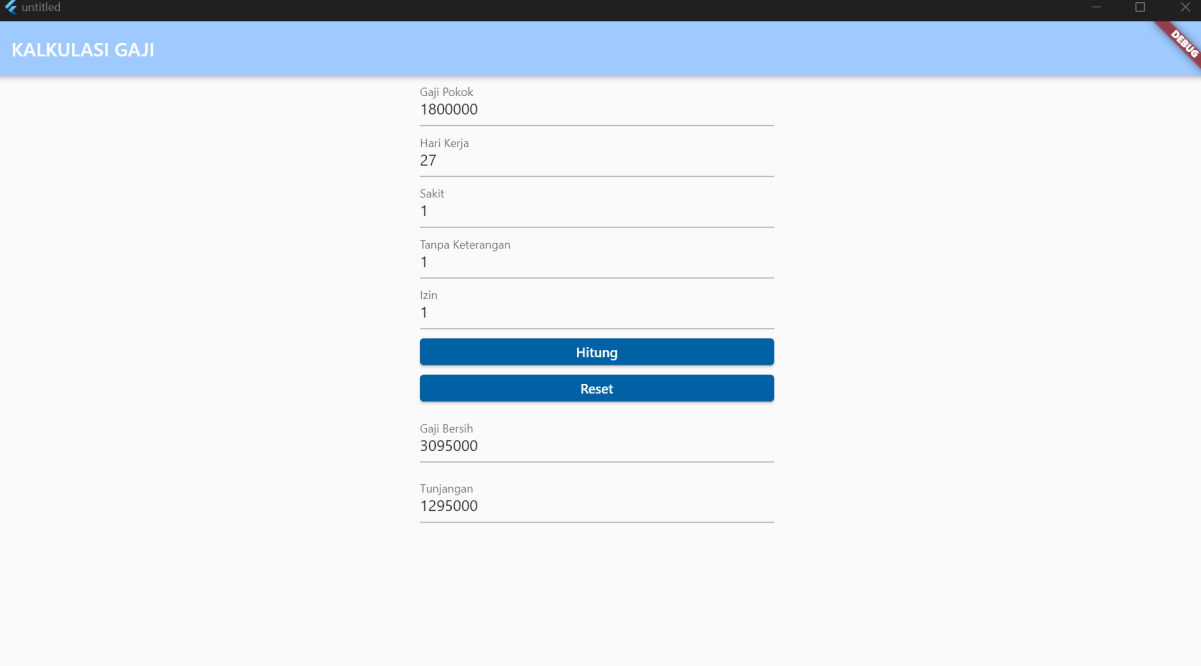


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## **Posttest 4 Pemrograman Piranti bergerak**

### **SS PROGRAM:**



The screenshot shows a mobile application window titled "KALKULASI GAJI". It features a light blue header bar with the title. Below the header, there are several input fields and two buttons. The input fields are labeled "Gaji Pokok", "Hari Kerja", "Sakit", "Tanpa Keterangan", and "Izin". The output fields are labeled "Gaji Bersih" and "Tunjangan". The buttons are labeled "Hitung" and "Reset".

Input	Value
Gaji Pokok	1800000
Hari Kerja	27
Sakit	1
Tanpa Keterangan	1
Izin	1
Gaji Bersih	3095000
Tunjangan	1295000

### **CODINGAN:**

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

void main() {
  runApp(const MyApp());
}

class MyApp extends StatelessWidget {
  const MyApp({super.key});

  // This widget is the root of your application.
  @override
  Widget build(BuildContext context) {
```

```

return MaterialApp(
  title: 'Flutter Demo',
  theme: ThemeData(

    colorScheme: ColorScheme.fromSeed(seedColor: Colors.blue),
    //useMaterial3: true,
  ),
  home: const KalkulasiGaji(title: 'KALKULASI GAJI'),
);
}
}

class KalkulasiGaji extends StatefulWidget {
  const KalkulasiGaji({super.key, required this.title});

  final String title;

  @override
  State<KalkulasiGaji> createState() => _KalkulasiGaji();
}

class _KalkulasiGaji extends State<KalkulasiGaji> {
  TextEditingController gaji = TextEditingController();
  TextEditingController hariKerja = TextEditingController();
  TextEditingController sakit = TextEditingController();
  TextEditingController tanpaketerangan = TextEditingController();
  TextEditingController izin = TextEditingController();
  TextEditingController tunjangan = TextEditingController();
  TextEditingController gajiBersih = TextEditingController();

```

```

// Fungsi untuk mengosongkan input teks

void reset() {

    Gaji.text = '';

    HariKerja.text = '';

    Sakit.text = '';

    Tanpaketerangan.text = '';

    Izin.text = '';

    Tunjangan.text = '';

    GajiBersih.text = '';

}

void hitungGajiBersih() {

    // Deklarasi variabel gajiPokok, hari Kerja, sakit, tanpa Keterangan,
    izin, dan tunjangan

    double gajiPokok = double.tryParse(Gaji.text) ?? 0;

    int hariKerja = int.tryParse(HariKerja.text) ?? 0;

    int sakit = int.tryParse(Sakit.text) ?? 0;

    int tanpaKeterangan = int.tryParse(Tanpaketerangan.text) ?? 0;

    int izin = int.tryParse(Izin.text) ?? 0;

    // variabel utk hitung total potongan gaji

    double totalPotonganGaji = (sakit * 20000) + (izin * 5000) +
    (tanpaKeterangan * 30000);

    // variabel utk hitung tunjangan

    double tunjangan = (hariKerja * 50000) - totalPotonganGaji;

    // variabel utk hitung gaji bersih

    double gajiBersih = gajiPokok + tunjangan;

    //utk membulatkan bilangan agar lebih sederhana

    GajiBersih.text = gajiBersih.ToStringAsFixed(0); //disini kita
    menggunakan ToStringAsFixed(0)

} //dibandingkan
ToString() agar bisa mengurangi

```

```

//jumlah angka 0 di belakang angka biar
//tidak membingungkan

void hitungTunjangan(){
    // Deklarasi variabel gajiPokok, hariKerja, sakit, tanpaKeterangan,
    izin, dan tunjangan

    double gajiPokok = double.tryParse(Gaji.text) ?? 0;
    int hariKerja = int.tryParse(HariKerja.text) ?? 0;
    int sakit = int.tryParse(Sakit.text) ?? 0;
    int tanpaKeterangan = int.tryParse(Tanpaketerangan.text) ?? 0;
    int izin = int.tryParse(Izin.text) ?? 0;

    double totalPotonganGaji = (sakit * 20000) + (izin * 5000) +
    (tanpaKeterangan * 30000);

    double tunjangan = (hariKerja * 50000) - totalPotonganGaji;

    Tunjangan.text = tunjangan.toStringAsFixed(0);
}

@override
Widget build(BuildContext context) {

    return Scaffold(
        appBar: AppBar(
            // TRY THIS: Try changing the color here to a specific color (to

```

```

        // Colors.amber, perhaps?) and trigger a hot reload to see the
AppBar

        // change color while the other colors stay the same.

        backgroundColor: Theme.of(context).colorScheme.inversePrimary,

        // Here we take the value from the MyHomePage object that was
created by

        // the App.build method, and use it to set our appbar title.

        title: Text(widget.title),

    ),

    body: Center(

        child: Column( //disini kita pake Column agar TextFormFieldnya ke
bawah semua

            children: [

                Container(

                    width: 380, //disini kita atur lebar containernya jadi 380
agar lebih proporsional

                    child: Padding( //sesuai windows kita

                        padding: EdgeInsets.only(right: 10), //disini kita
menggunakan padding utk mengatur posisinya

                        child: TextFormField( //kekanan

                            controller: Gaji,

                            keyboardType: TextInputType.number,

                            decoration: InputDecoration(labelText: 'Gaji Pokok'),

                        ),

                    ),

                ),

            ),

        ),

        Container(

            width: 380,

            child: Padding(

                padding: EdgeInsets.only(right: 10),

                child: TextFormField(

                    controller: HariKerja,

                    keyboardType: TextInputType.number,

                    decoration: InputDecoration(labelText: 'Hari Kerja'),

```

```

    ),
  ),
),

Container(
  width: 380,
  child: Padding(
    padding: EdgeInsets.only(right: 10),
    child: TextFormField(
      controller: Sakit,
      keyboardType: TextInputType.number,
      decoration: InputDecoration(labelText: 'Sakit'),
    ),
  ),
),
),

```

```

Container(
  width: 380,
  child: Padding(
    padding: EdgeInsets.only(right: 10),
    child: TextFormField(
      controller: Tanpaketerangan,
      keyboardType: TextInputType.number,
      decoration: InputDecoration(labelText: 'Tanpa
Keterangan'),
    ),
  ),
),
),

```

```

Container(
  width: 380,
  child: Padding(
    padding: EdgeInsets.only(right: 10),
    child: TextFormField(
      controller: Izin,

```

```

        keyboardType: TextInputType.number,
        decoration: InputDecoration(labelText: 'Izin'),
    ),
),

Container(
  width: 380,
  child: Padding(
    padding: EdgeInsets.only(right: 10),
    child: ElevatedButton(
      onPressed: () {
        hitungGajiBersih();
        hitungTunjangan();
      },

      child: Text("Hitung"),
    ),
  ),
  margin: EdgeInsets.only(top: 10), //disini kita memakai margin
  //agar tidak saling berhimpitan dengan TextFormField 'Izin'
),

Container(
  width: 380,
  child: Padding(
    padding: EdgeInsets.only(right: 10),
    child: ElevatedButton(
      onPressed: () {
        reset();
      },
      child: Text("Reset"),
    ),
  ),

```

```

    ),
    margin: EdgeInsets.only(top: 10),
  ),

  Container(
    width: 380,
    child: Padding(
      padding: EdgeInsets.only(right: 10),
      child: TextFormField(
        controller: GajiBersih,
        readOnly: true, //ini artinya TextFormField kita hanya
        //untuk menampilkan output saja
        decoration: InputDecoration(labelText: 'Gaji Bersih'),
      ),
    ),
    margin: EdgeInsets.only(top: 10), //disini kita memakai margin
    //untuk atur posisi ke bawah
    //agar tidak saling berhimpitan dengan button
  ),

  Container(
    width: 380,
    child: Padding(
      padding: EdgeInsets.only(right: 10),
      child: TextFormField(
        controller: Tunjangan,
        readOnly: true,
        decoration: InputDecoration(labelText: 'Tunjangan'),
      ),
    ),
  ),

```



```
        margin: EdgeInsets.only(top: 10),  
      ),  
  
      1,  
    ),  
  ),  
  
  );  
}  
}
```