LAPORAN TUGAS GUIDED

PEMROGRAMAN PERANGKAT BERGERAK

MODUL 6

INTERAKSI PENGGUNA

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PROGRAM STUDI S1 REKAYASA PERANGKAT LUNAK

FAKULTAS INFORMATIKA

TELKOM UNIVERSITY PURWOKERTO

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GUIDED DAN UNGUIDED

A. Main.dart

```dart
import 'package:flutter/material.dart';
import 'package:google_fonts/google_fonts.dart';
import 'package:coba6/my_navbar.dart';
import 'package:coba6/my_package.dart';
import 'package:coba6/my_tabbar.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.deepPurple),
            useMaterial3: true,
            textTheme: GoogleFonts.poppinsTextTheme()),
        home: const MyNavbar());
    // MyTabbar()
    // MyPackage());
  }
}

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

  // This widget is the home page of your application. It is stateful, meaning
  // that it has a State object (defined below) that contains fields that
  // affect how it looks.

  // This class is the configuration for the state. It holds the values (in
  // this case the title) provided by the parent (in this case the App widget) and
  // used by the build method of the State. Fields in a Widget subclass are
  // always marked "final".

  final String title;

  @override
  State<MyHomePage> createState() => _MyHomePageState();
}

class _MyHomePageState extends State<MyHomePage> {
  int _counter = 0;

  void _incrementCounter() {
    setState(() {
      // This call to setState tells the Flutter framework that something has
      // changed in this State, which causes it to rerun the build method below
      // so that the display can reflect the updated values. If we changed
      // _counter without calling setState(), then the build method would not
      // be    // called again, and so nothing would appear to happen.
      _counter++;
    });
  }

  @override
  Widget build(BuildContext context) {
    // This method is rerun every time setState is called, for instance as done
    // by the _incrementCounter method above.
    //
    // The Flutter framework has been optimized to make rerunning build methods
    // fast, so that you can just rebuild anything that needs updating rather
    // than having to individually change instances of widgets.
    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(
        // Center is a layout widget. It takes a single child and positions it
        // in the middle of the parent.
        child: Column(
          // Column is also a layout widget. It takes a list of children and
          // arranges them vertically. By default, it sizes itself to fit its
          // children horizontally, and tries to be as tall as its parent.
          //
          // Column has various properties to control how it sizes itself and
          // how it positions its children. Here we use mainAxisAlignment to
          // center the children vertically; the main axis here is the vertical
          // axis because Columns are vertical (the cross axis would be
          // horizontal).
          //
          // TRY THIS: Invoke "debug painting" (choose the "Toggle Debug Paint"
          // action in the IDE, or press "p" in the console), to see the
          // wireframe for each widget.
          mainAxisAlignment: MainAxisAlignment.center,
          children: <Widget>[
            const Text(
              'You have pushed the button this many times:',
            ),
            Text(
              '$_counter',
              style: Theme.of(context).textTheme.headlineMedium,
            ),
          ],
        ),
      ),
      floatingActionButton: FloatingActionButton(
        onPressed: _incrementCounter,
        tooltip: 'Increment',
        child: const Icon(Icons.add),
      ), // This trailing comma makes auto-formatting nicer for build methods.
    );
  }
}
```

B. My_Navbar.dart

```dart
import 'package:flutter/material.dart';
import 'package:coba6/my_tabbar.dart';
import 'package:coba6/my_package.dart'; // Import MyPackage if needed

class MyNavbar extends StatefulWidget {
  const MyNavbar({super.key});

  @override
  State<MyNavbar> createState() => _MyNavbarState();
}

class _MyNavbarState extends State<MyNavbar> {
  int _selectedIndex =
      0; // Corrected variable name to match standard convention

  void _onTappedItem(int index) {
    setState(() {
      _selectedIndex = index; // Corrected syntax within setState
    });
  }

  List<Widget> _pages = <Widget>[
    // Corrected widget to Widget (capitalized)
    MyTabbar(),
    MyPackage(),
  ];

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text("Bottom Navigation Bar"),
        centerTitle: true,
        backgroundColor: const Color.fromARGB(255, 4, 212, 112),
      ),
      body: _pages[_selectedIndex], // Displays the selected page
      bottomNavigationBar: BottomNavigationBar(
        items: <BottomNavigationBarItem>[
          BottomNavigationBarItem(
              icon: Icon(Icons.home_max_rounded), label: "My TabBar"),
          BottomNavigationBarItem(
              icon: Icon(Icons.adb_rounded), label: "My Package 1"),
          BottomNavigationBarItem(
              icon: Icon(Icons.local_activity_rounded), label: "My Package
2"),     ],
        selectedItemColor: Colors.amber,
        currentIndex: _selectedIndex,
        onTap: _onTappedItem,
        selectedFontSize: 20,
      ),
    );
  }
}
```

C. My_Package.dart

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

class MyPackage extends StatefulWidget {
  const MyPackage({super.key});

  @override
  _MyPackageState createState() => _MyPackageState();
}

class _MyPackageState extends State<MyPackage> {
  String selectedValue = 'Opsi'; // Initial value for dropdown

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text('Belajar Package', style: GoogleFonts.poppins()),
        backgroundColor: Colors.amber,
      ),
      body: Padding(
        padding: const EdgeInsets.all(16.0),
        child: Column(
          children: [
            const TextField(
              obscureText: false,
              obscuringCharacter: "*",
              decoration: InputDecoration(
                prefixIcon: Icon(Icons.person),
                hintText: "Masukkan username",
                border: OutlineInputBorder(),
              ),
            ),
            const SizedBox(height: 16),
            const TextField(
              obscureText: true,
              obscuringCharacter: "*",
              decoration: InputDecoration(
                prefixIcon: Icon(Icons.lock),
                hintText: "Masukkan password",
                border: OutlineInputBorder(),
              ),
            ),
            const SizedBox(height: 15),
            ElevatedButton(
              onPressed: () {},
              child: const Text(
                "Ini adalah elevated button",
                style: TextStyle(color: Colors.white),
              ),
              style: ElevatedButton.styleFrom(backgroundColor:
Colors.blue)),
            const SizedBox(height: 20), // Added padding between buttons
            TextButton(
              onPressed: () {},
              child: const Text(
                'Ini adalah TextButton',
                style: TextStyle(
                  fontSize: 20,
                  color: Color.fromARGB(255, 71, 128, 240),
                ),
              ),
            ),
            const SizedBox(height: 15),
            DropdownButton<String>(
              isExpanded: true,
              value: selectedValue, // Bind selected value here
              items: <String>['Opsi', 'Opsi 2', 'Opsi 3']
                  .map<DropdownMenuItem<String>>((String value) {
                return DropdownMenuItem<String>(
                  value: value,
                  child: Text(value),
                );
              }).toList(),
              onChanged: (String? newValue) {
                setState(() {
                  selectedValue = newValue!; // Update the selected value
                });
              },
            ),
          ],
        ),
      ),
    );
  }
}
```
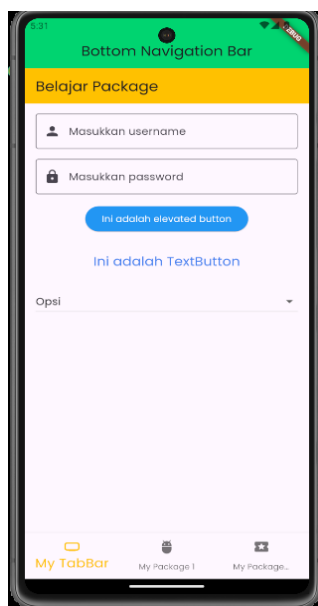
D. My_tabbar.dart

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

class MyTabbar extends StatefulWidget {
  const MyTabbar({super.key});

  @override
  State<MyTabbar> createState() => _MyTabbarState();
}

class _MyTabbarState extends State<MyTabbar> {
  @override
  Widget build(BuildContext context) {
    return DefaultTabController(
        length: 3,
        child: Scaffold(
          appBar: AppBar(
            title: Text("Menu Tab Bar"),
            bottom: TabBar(tabs: [
              Tab(icon: Icon(Icons.food_bank), text: "Menu"),
              Tab(icon: Icon(Icons.calendar_month), text:
"Makanan"),   Tab(icon: Icon(Icons.podcasts), text: "Aktivitas")
            ]),
            backgroundColor: Colors.red,
          ),
          body: TabBarView(children: [
            Center(
              child: Text("Ini Konten Menu"),
            ),
            Center(
              child: Text("Ini Konten Makanan"),
            ),
            Center(
              child: Text("Ini Konten Aktivitas"),
            )
          ]),
        ));
  }
}
```
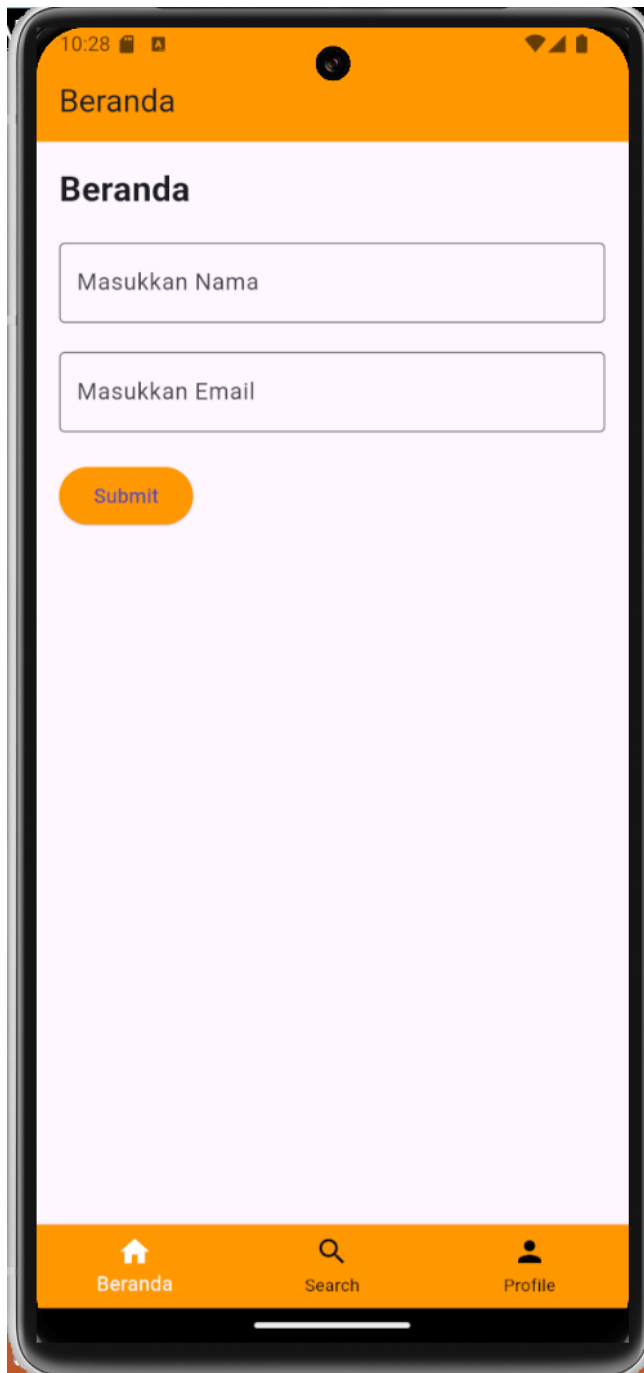
Output

E. UNGUIDED

Deskripsi :

Aplikasi di atas adalah aplikasi Flutter yang menampilkan halaman utama dengan navigasi bawah dan formulir input. Aplikasi ini memiliki tiga halaman: "Beranda," "Search," dan "Profile," yang dapat dipilih melalui BottomNavigationBar. Halaman "Beranda" berisi dua TextField untuk memasukkan nama dan email, serta tombol submit untuk mencetak input ke konsol. Saat pengguna memilih item di BottomNavigationBar, halaman yang sesuai ditampilkan menggunakan PageView. Selain itu, aplikasi ini juga memastikan pengelolaan sumber daya dengan mendaur ulang controller saat halaman tidak lagi digunakan.