

**LAPORAN
PRAKTIKUM PEMROGRAMAN MOBILE**

JOBSHEET 5



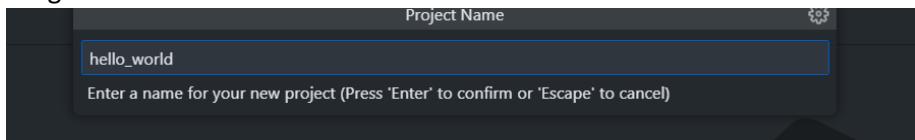
Oleh :

Farhan Mawaludin 2341720258

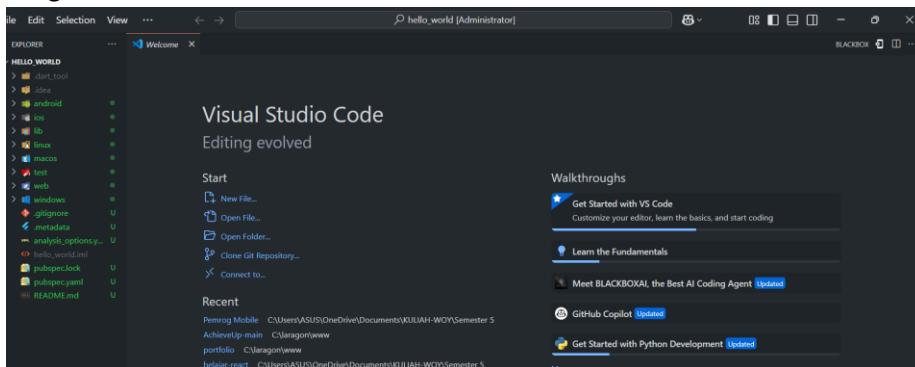
**PROGRAM STUDI TEKNIK INFORMATIKA
JURUSAN TEKNOLOGI INFORMASI
POLITEKNIK NEGERI MALANG
2025/2026**

Praktikum 1 : Membuat Projek Flutter Baru

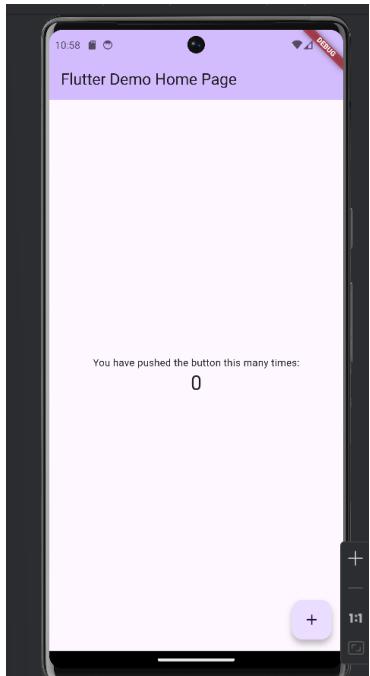
Langkah 1



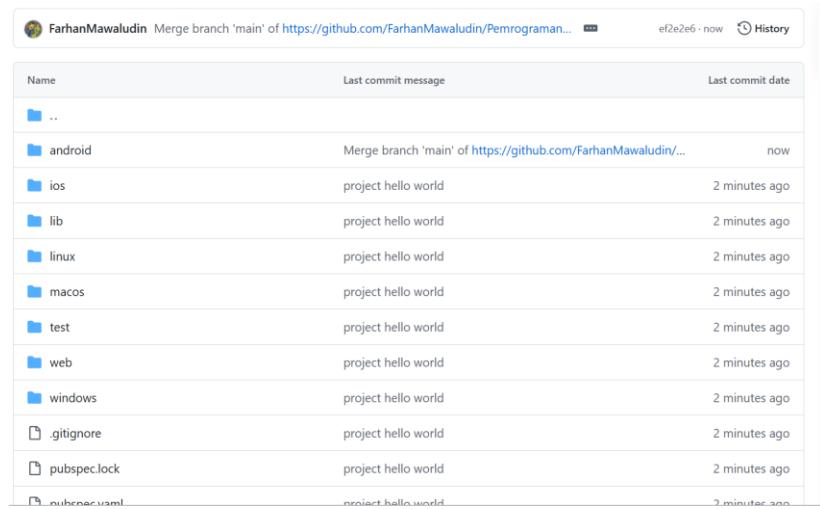
Langkah 2



Praktikum 2 : Menghubungkan Perangkat Android atau Emulator



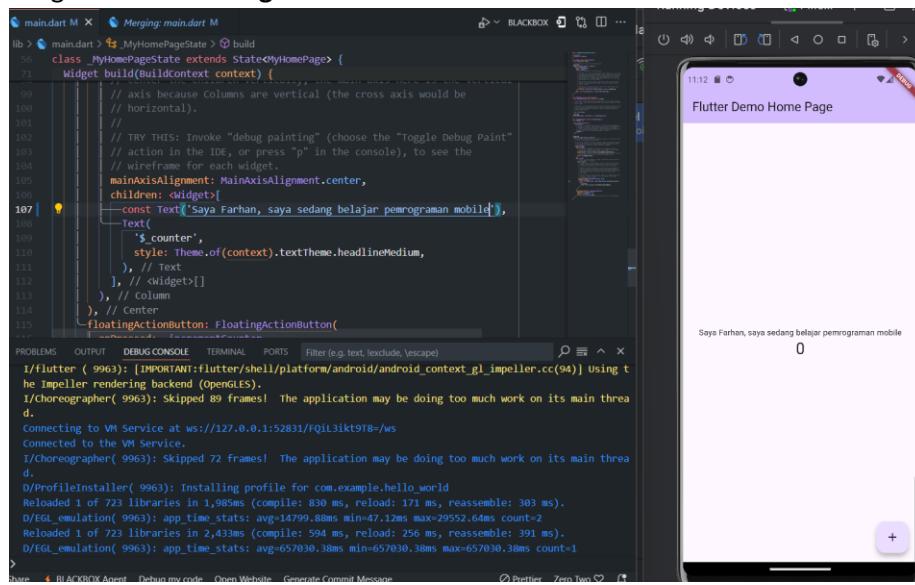
Praktikum 3 : Menghubungkan Perangkat Android atau Emulator



A screenshot of a GitHub repository page. The repository name is 'FarhanMawaludin'. A pull request titled 'Merge branch 'main' of https://github.com/FarhanMawaludin/Pemrograman...' has been merged. The commit message is 'Merge branch 'main' of https://github.com/FarhanMawaludin/'. The commit date is 'now'. The repository contains several files: .., android, ios, lib, linux, macos, test, web, windows, .gitignore, pubspec.lock, and pubspec.yaml. Most files have a commit message of 'project hello world' and a date of '2 minutes ago'. The pubspec.yaml file has a commit message of 'project hello world' and a date of '2 minutes ago'.

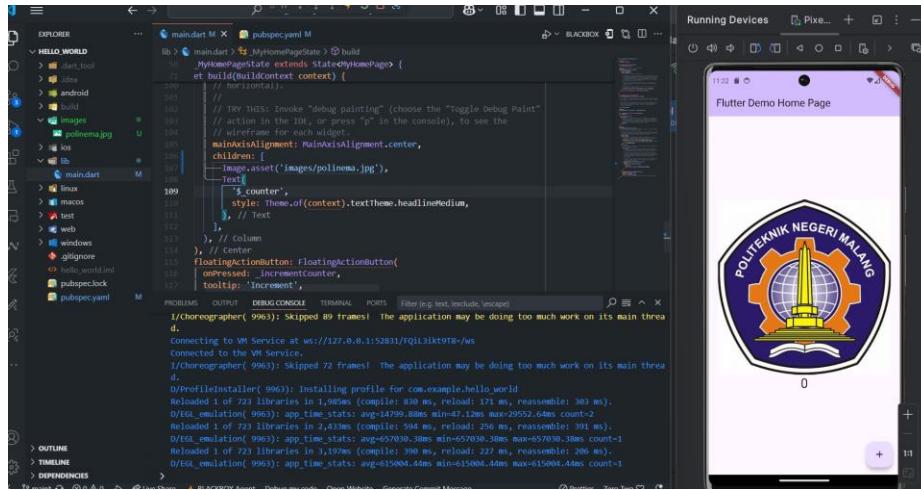
Praktikum 4 : Menerapkan Widget Dasar

Langkah 1 : Text Widget



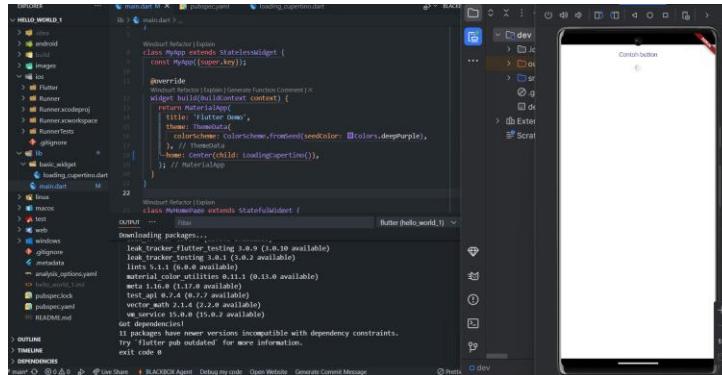
A screenshot of an IDE (Android Studio) showing the code for a Text widget. The code is part of a class named `_MyHomePageState` which extends `State<MyHomePage>`. The `build` method creates a `Column` with a `Text` widget containing the text 'Saya Farhan, saya sedang belajar pemrograman mobile'. The `Text` widget has a style of `Theme.of(context).textTheme.headlineMedium`. The `floatingActionButton` is a `FloatingActionButton`. The right side of the screen shows a preview of an Android emulator displaying the text 'Flutter Demo Home Page' and 'Saya Farhan, saya sedang belajar pemrograman mobile'.

Langkah 2 : Image Widget

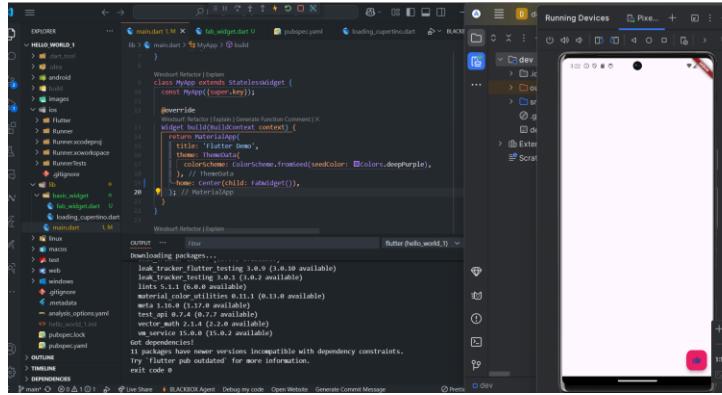


Praktikum 5 : Menerapkan Widget Dasar

Langkah 1 : Cupertino Button dan Loading Bar



Langkah 2: Floating Action Button (FAB)



Langkah 3 : Scaffold Widget

The screenshot shows the VS Code interface with the file `main.dart` open. The code defines a `Scaffold` with a title and a floating action button (FAB) that increments a counter. The right side of the screen displays the application running on an iPhone, showing the FAB and a text overlay indicating the counter value.

```

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

  void _incrementCounter() {
    setState(() {
      _counter++;
    });
  }

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(title: Text(widget.title)),
      body: Center(
        child: Column(
          mainAxisAlignment: MainAxisAlignment.center,
          children: <Widget>[
            const Text('You have pushed the button this many times:'),
            Text(_counter.toString(), style: Theme.of(context).textTheme.headline4),
            FloatingActionButton(
              onPressed: _incrementCounter,
              tooltip: 'Increment counter',
            ),
          ],
        ),
      ),
    );
  }
}

```

Langkah 4 : Dialog Widget

The screenshot shows the VS Code interface with the file `main.dart` open. It defines a `MyApp` class that contains a `showAlertDialog` method. The right side shows the app running on an iPhone, with a button labeled "Show alert" that triggers a simple dialog box.

```

class MyApp extends StatelessWidget {
  void showAlertDialog(BuildContext context) {
    // ...
  }

  @override
  Widget build(BuildContext context) {
    return Padding(
      padding: const EdgeInsets.all(8.0),
      child: ElevatedButton(
        child: const Text('Show alert'),
        onPressed: () {
          showAlertDialog(context);
        },
      ),
    );
  }
}

```

Langkah 5 : Input dan Selection Widget

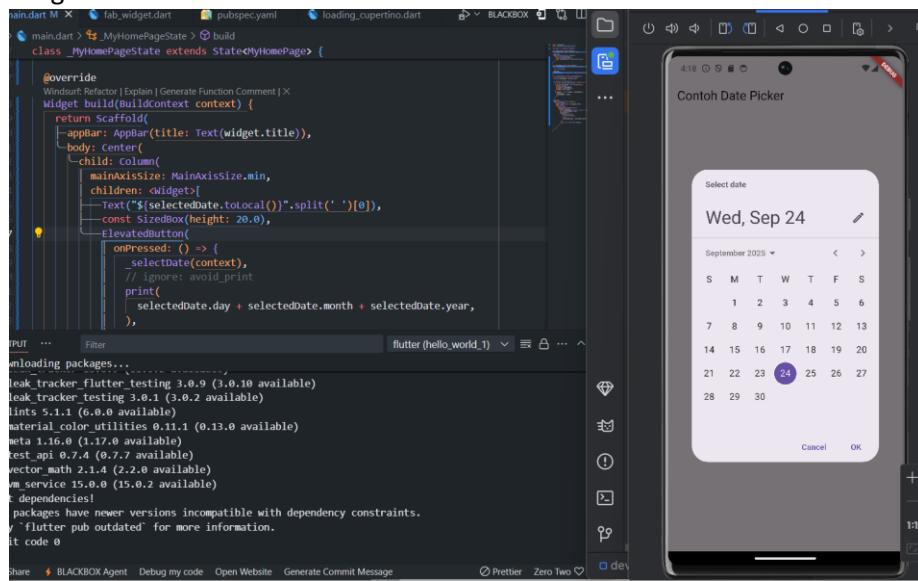
The screenshot shows the VS Code interface with the file `main.dart` open. It defines a `MyApp` class that contains a `TextField`. The right side shows the app running on an iPhone, displaying a text input field with placeholder text and a keyboard.

```

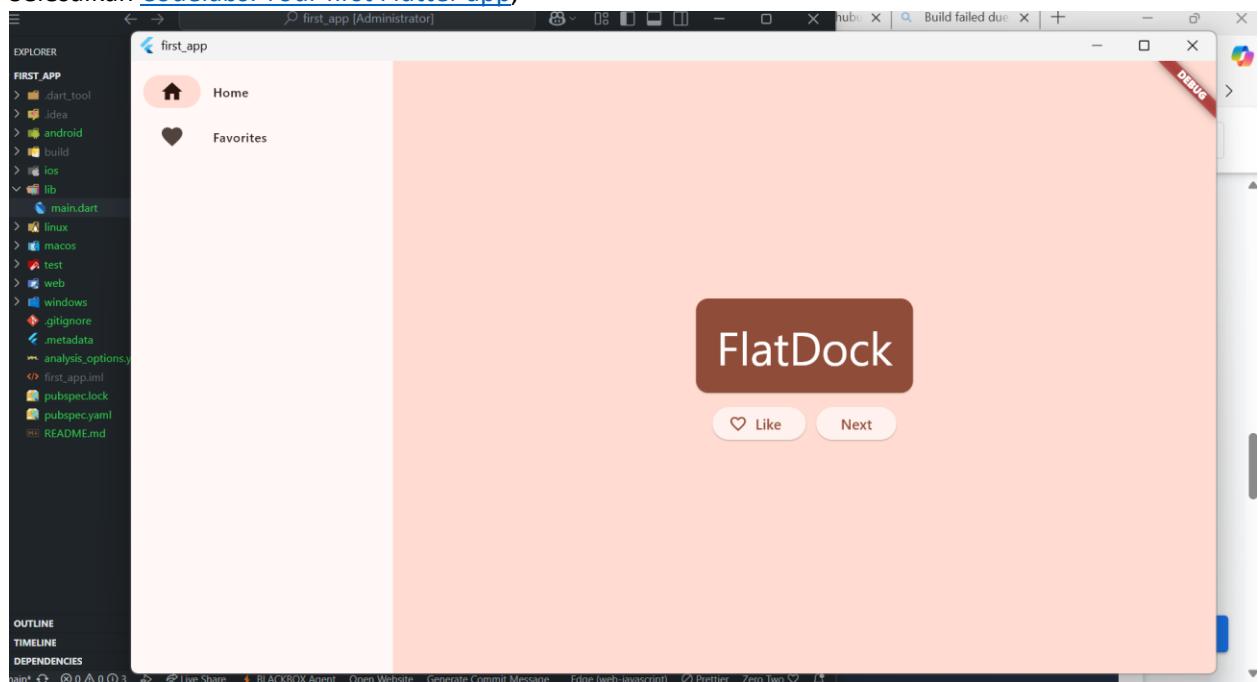
class MyApp extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      title: 'Contoh TextField',
      home: Scaffold(
        appBar: AppBar(title: const Text("Contoh TextField")),
        body: Container(
          margin: const EdgeInsets.only(top: 30),
          child: const Form(
            autovalidate: false,
            decoration: InputDecoration(
              border: OutlineInputBorder(),
              labelText: 'Name',
            ),
            child: TextField(),
          ),
        ),
      ),
    );
  }
}

```

Langkah 6: Date and Time Pickers



Selesaikan Codelabs: Your first Flutter app,



Link Github : <https://github.com/FarhanMawaludin/Pemrograman-mobile-2025/tree/main/Pertemuan%205>