**LAPORAN**

**PRAKTIKUM PEMROGRAMAN MOBILE**

**JOBSHEET 4**

****

**Oleh :**

Farhan Mawaludin 2341720258

**PROGRAM STUDI TEKNIK INFORMATIKA**

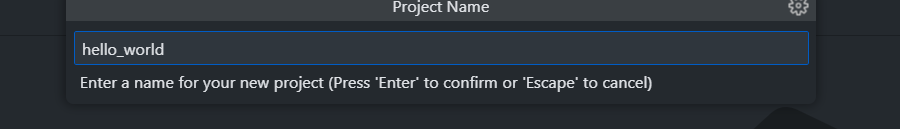
**JURUSAN TEKNOLOGI INFORMASI**

**POLITEKNIK NEGERI MALANG**

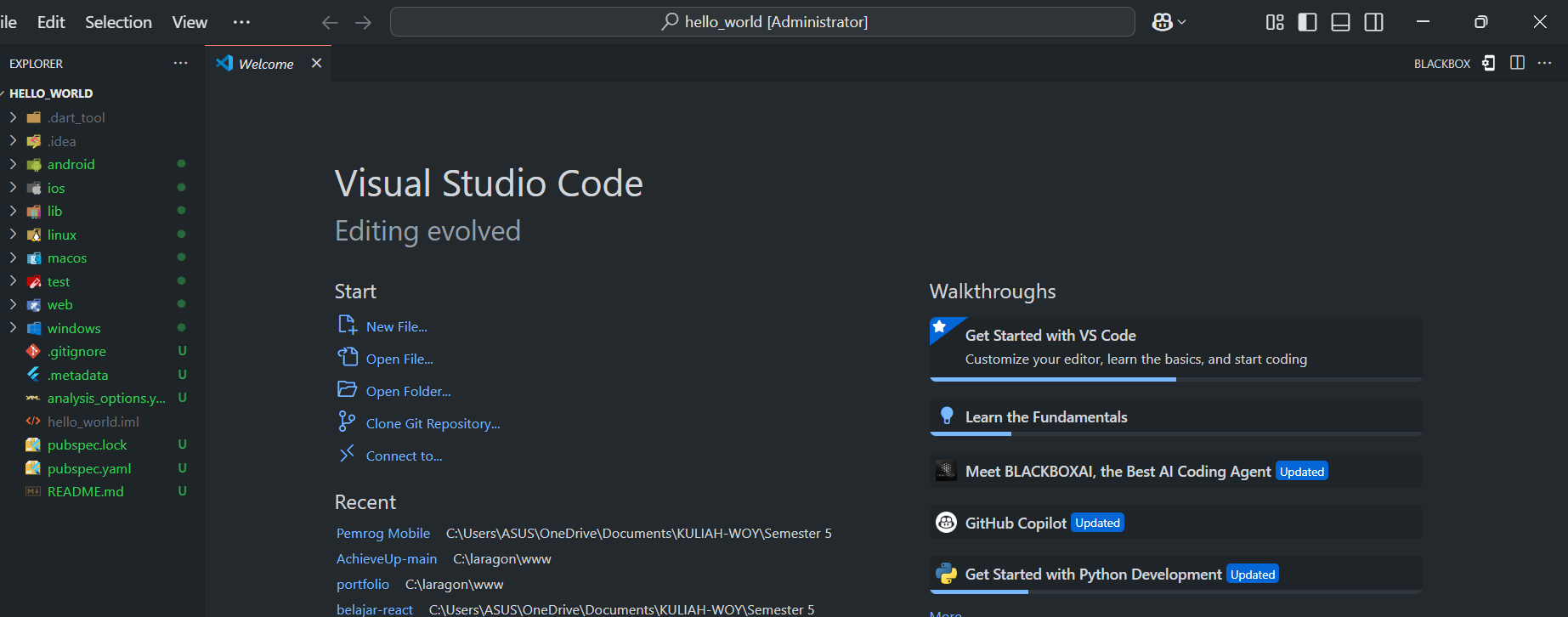
**2025/2026**

**Praktikum 1 :** Membuat Projek Flutter Baru

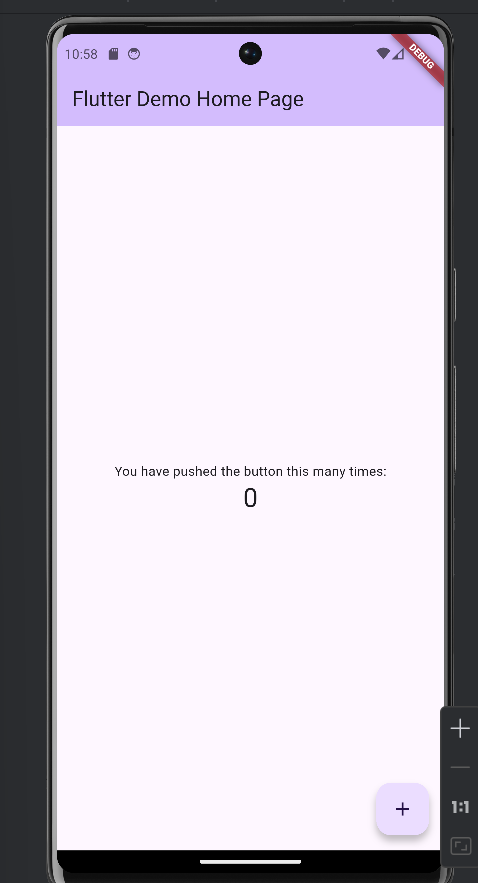
Langkah 1



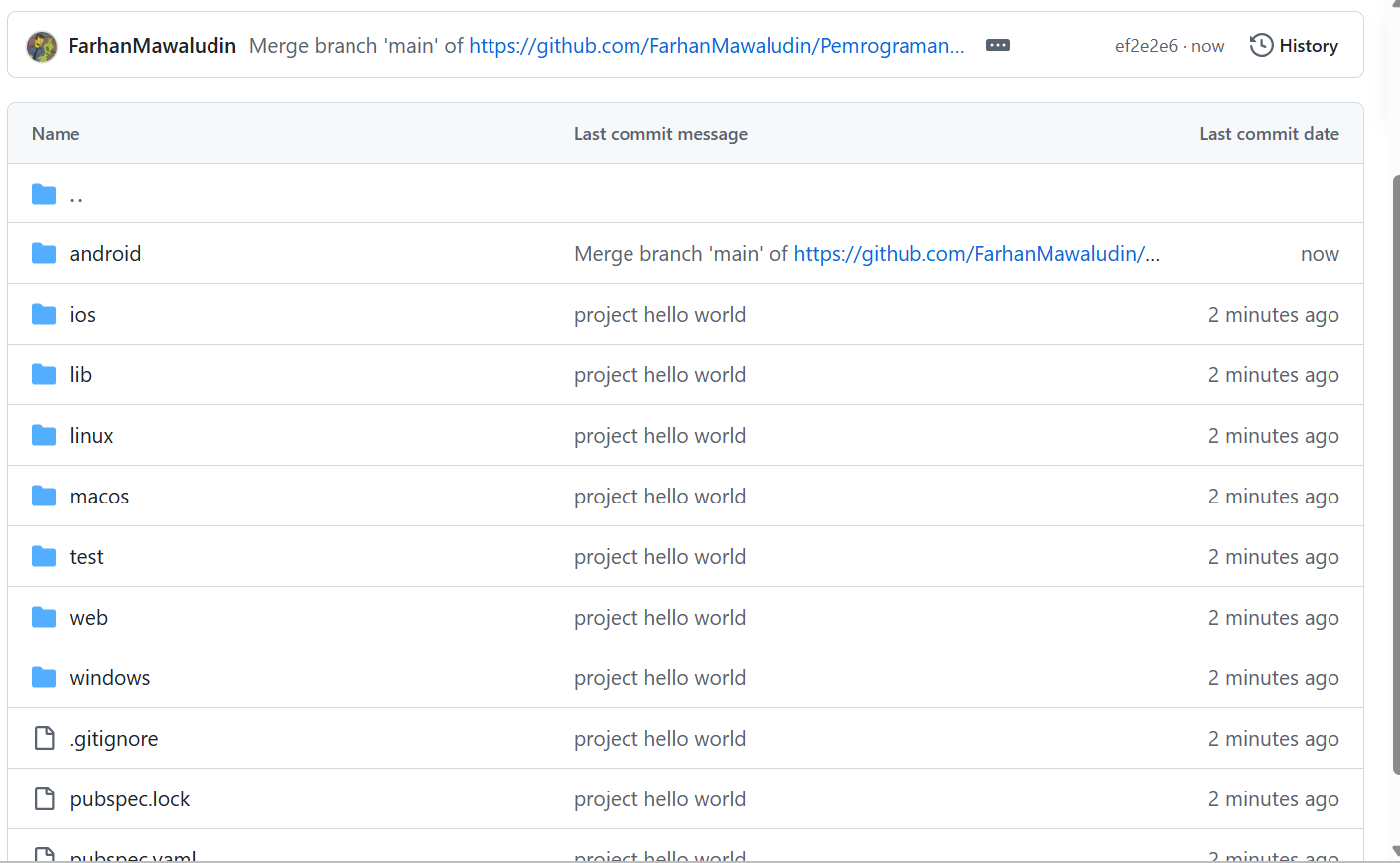
Langkah 2



**Praktikum 2 :** Menghubungkan Perangkat Android atau Emulator

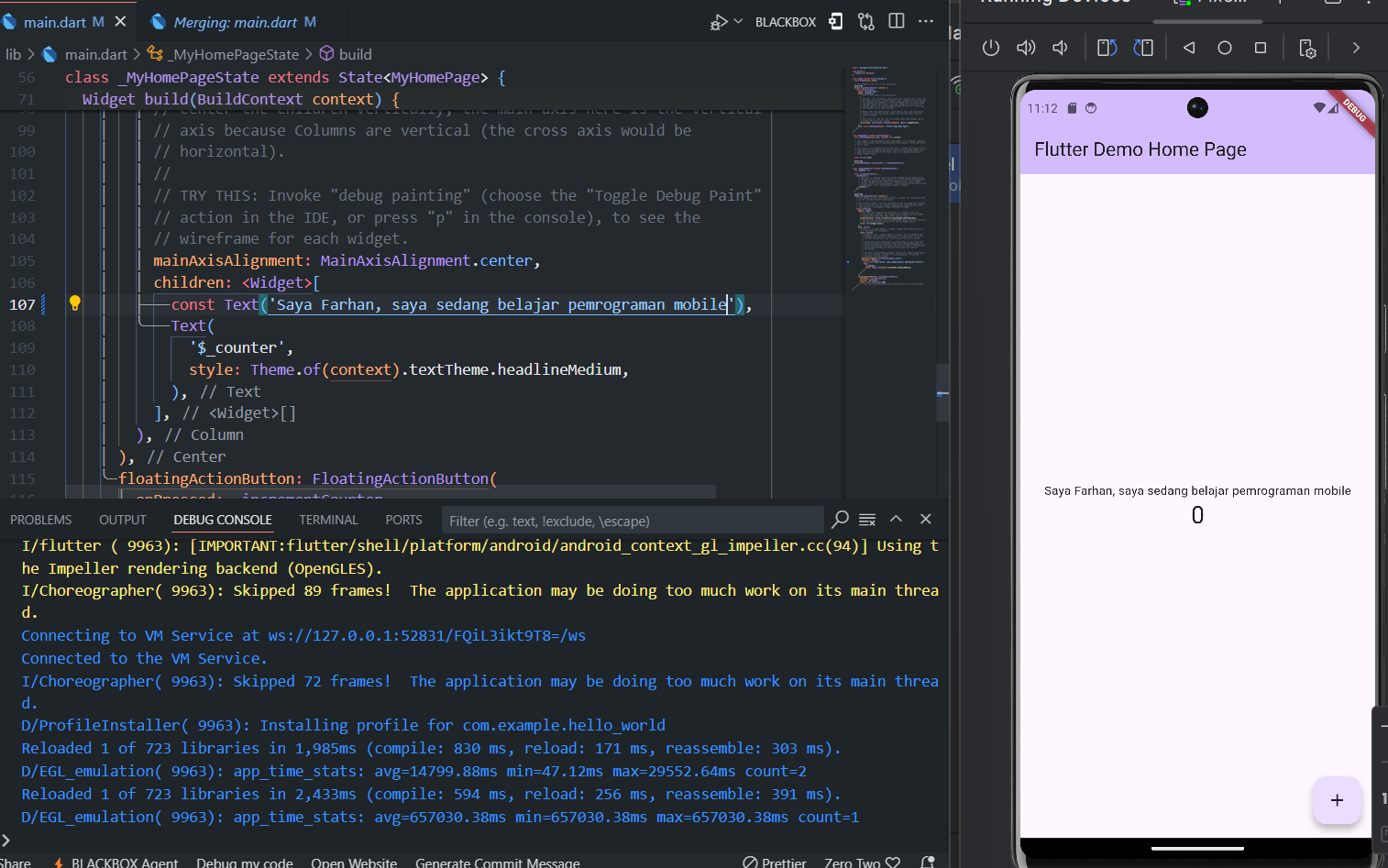


**Praktikum 3 :** Menghubungkan Perangkat Android atau Emulator

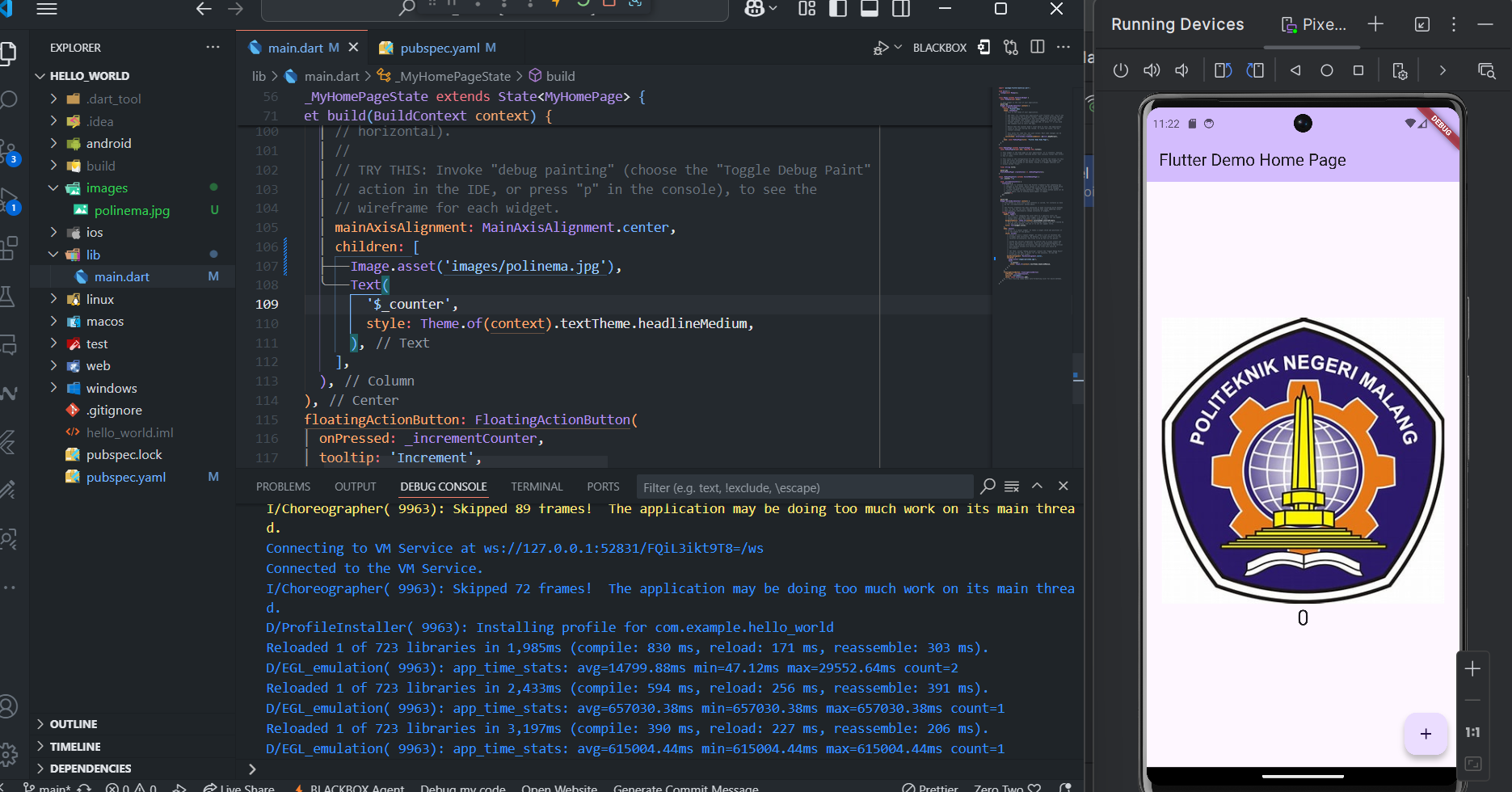


**Praktikum 4 :** Menerapkan Widget Dasar

Langkah 1 : **Text Widget**

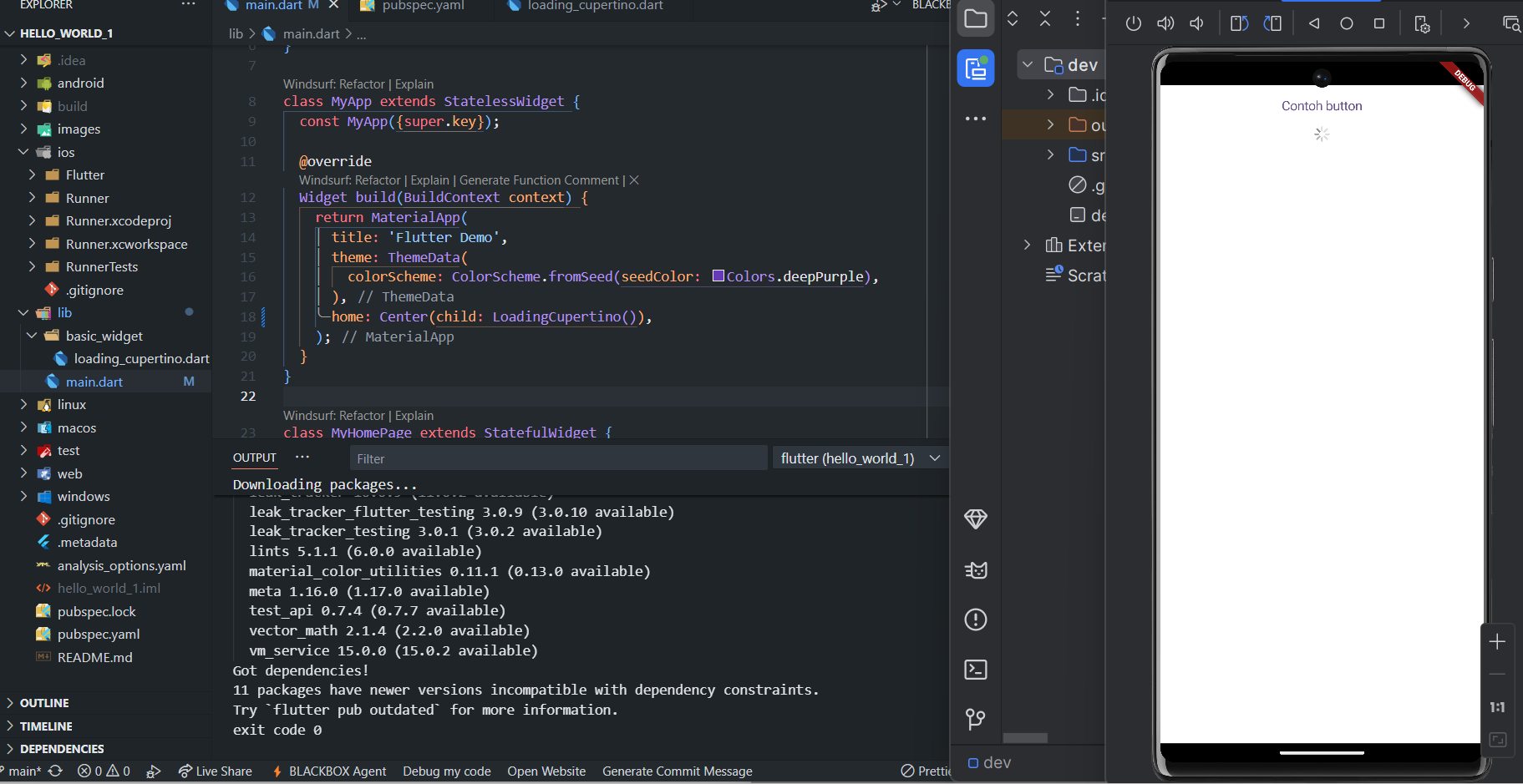


Langkah 2 : **Image Widget**

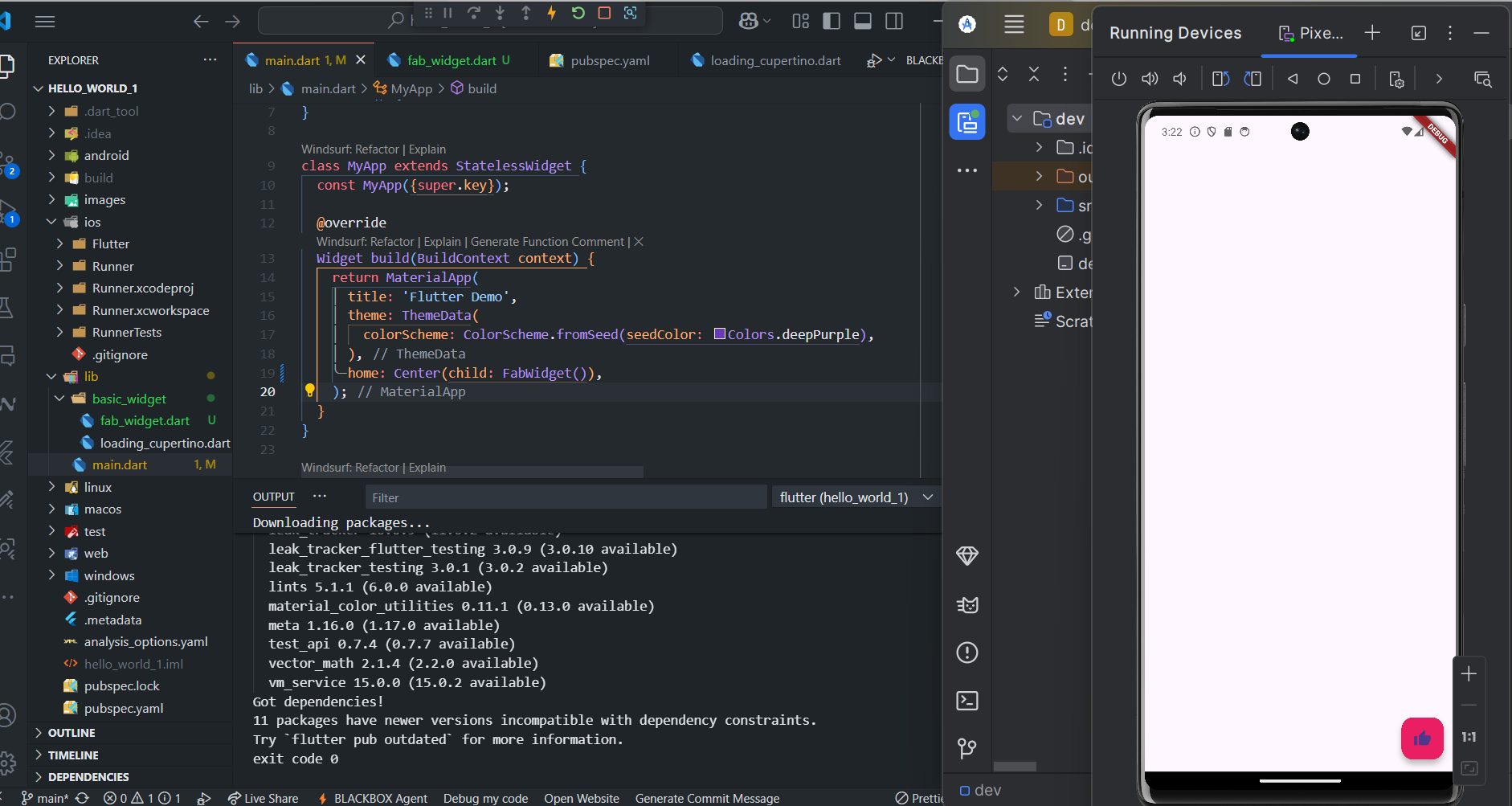


**Praktikum 5 :** Menerapkan Widget Dasar

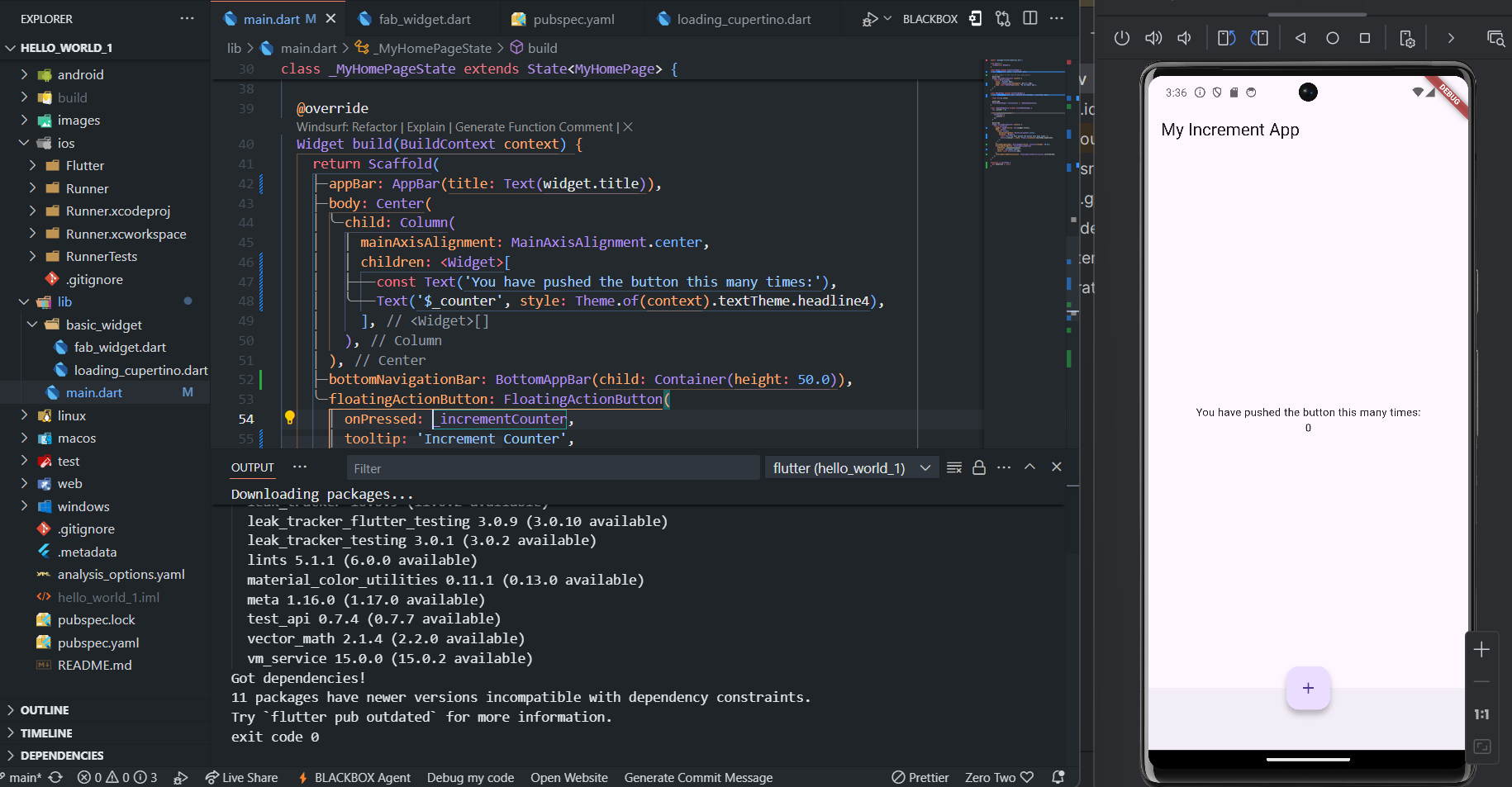
Langkah 1 : **Cupertino Button dan Loading Bar**



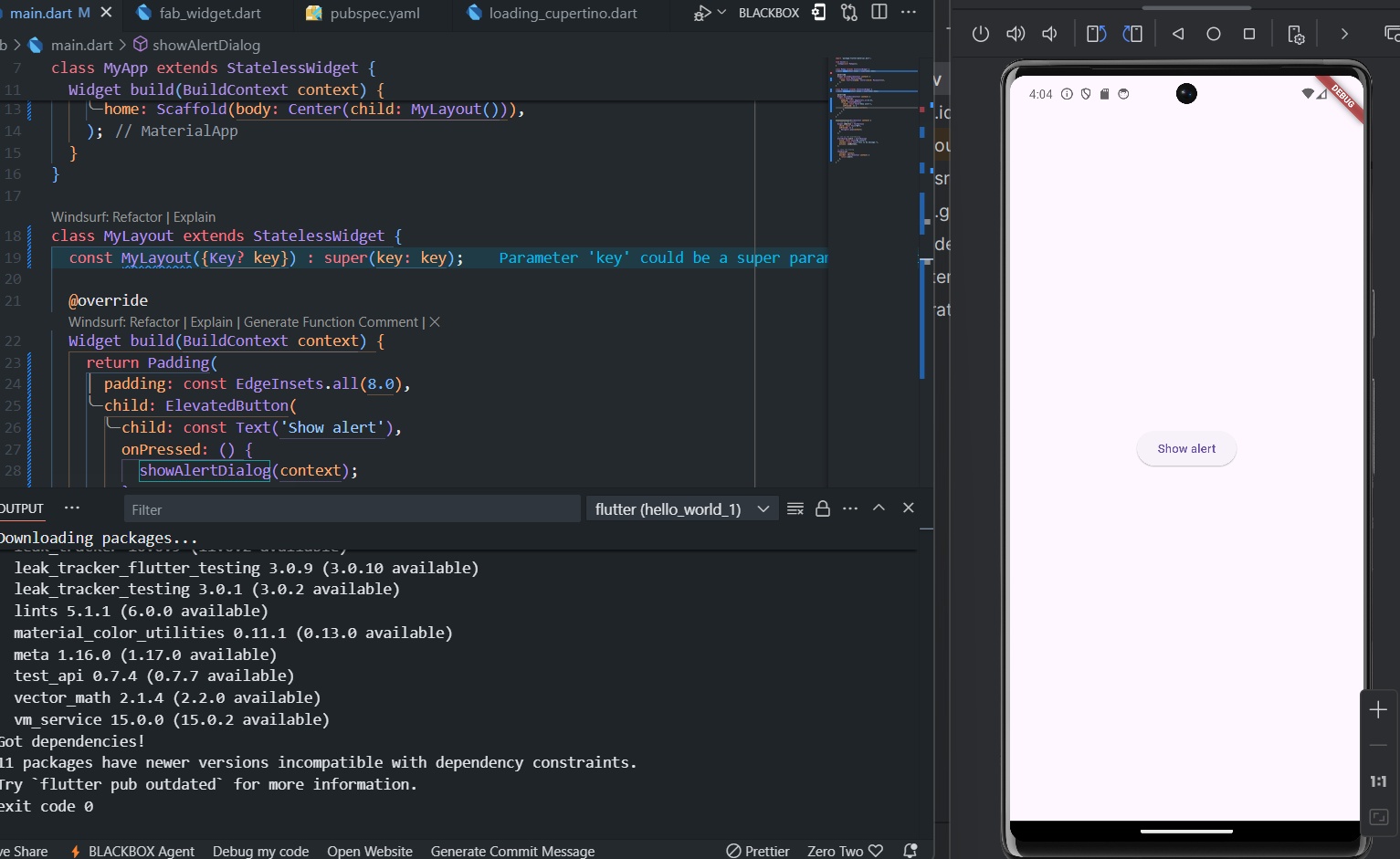
Langkah 2: **Floating Action Button (FAB)**



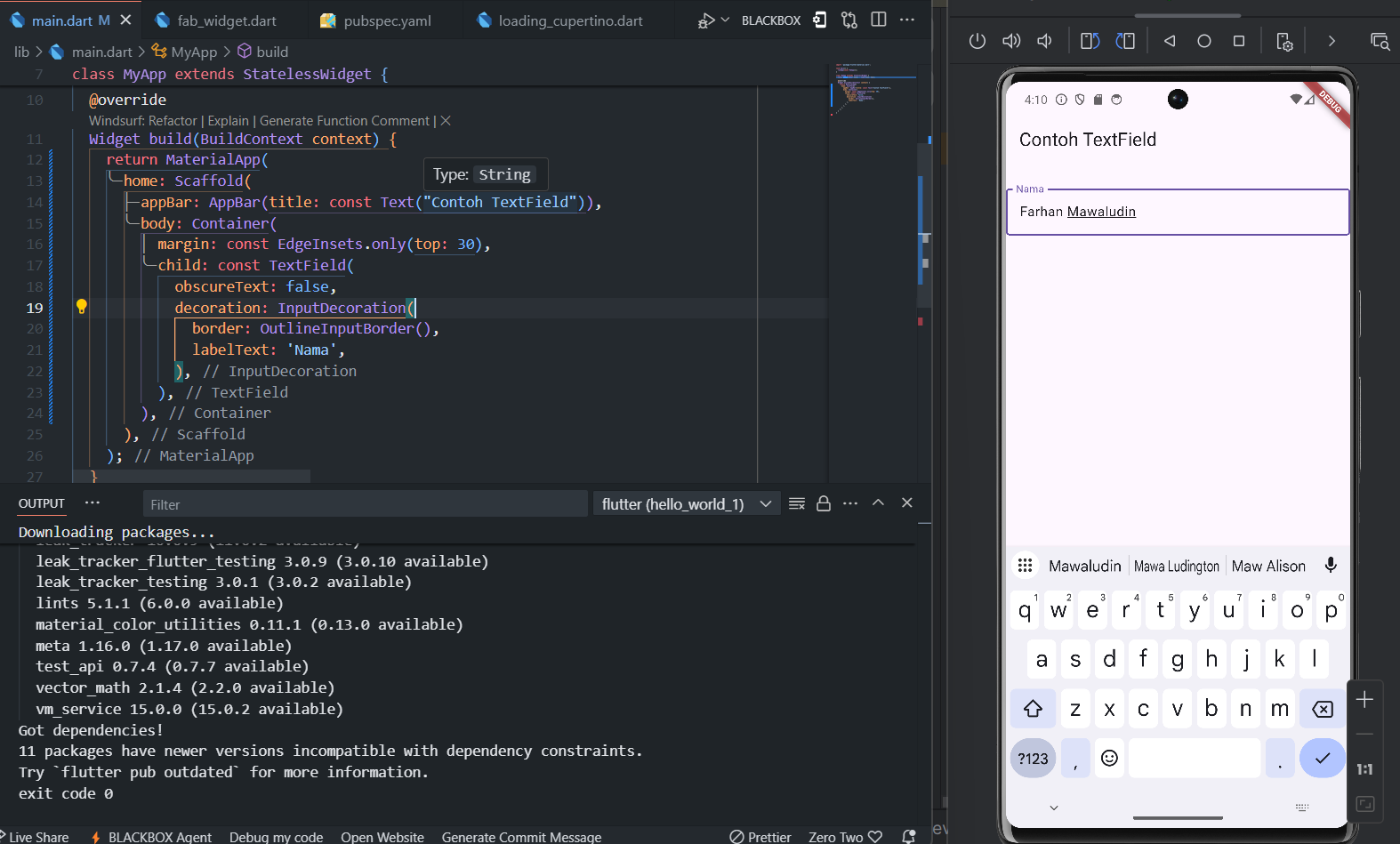
Langkah 3 : **Scafflod Widget**



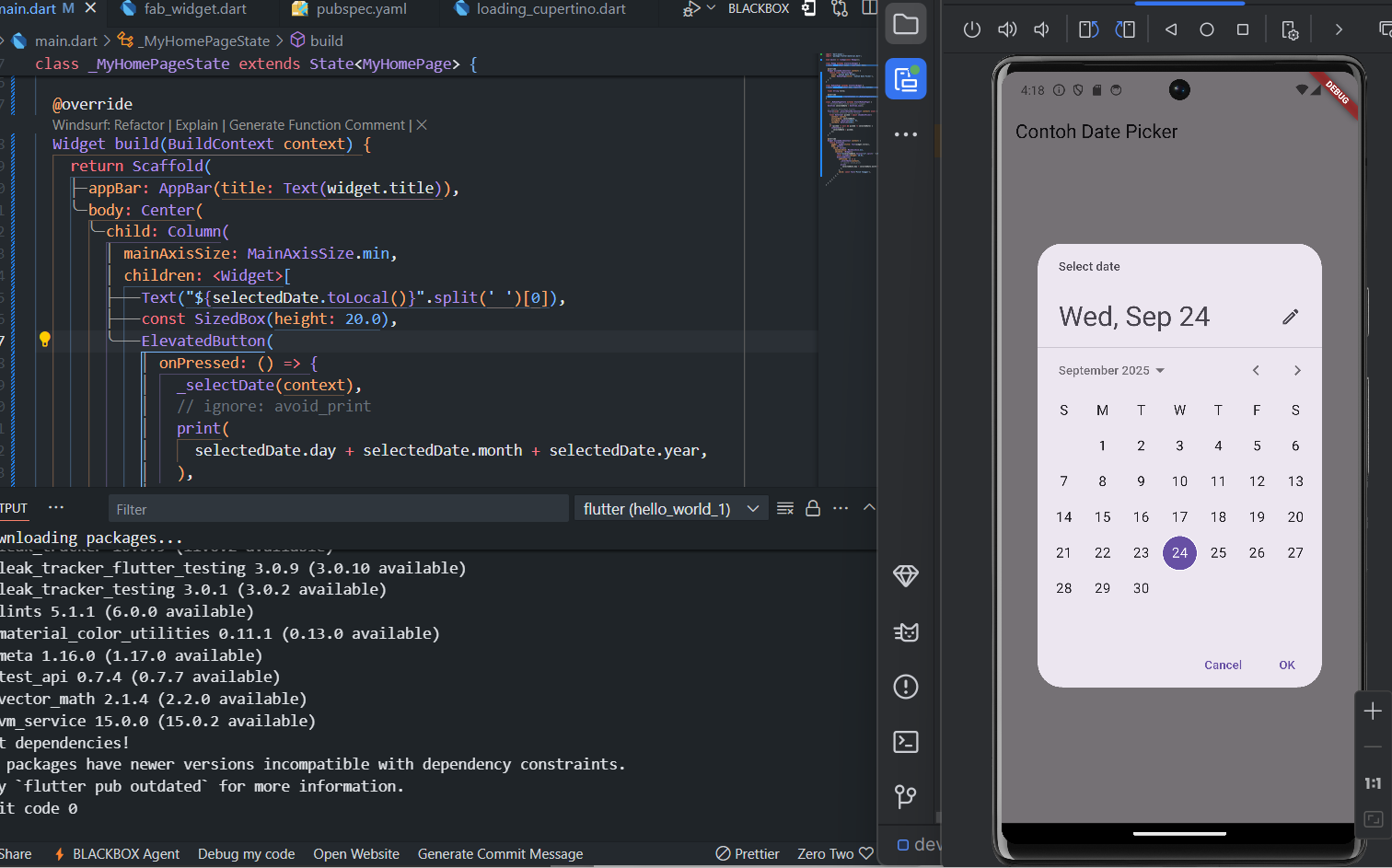
Langkah 4 : **Dialog Widget**



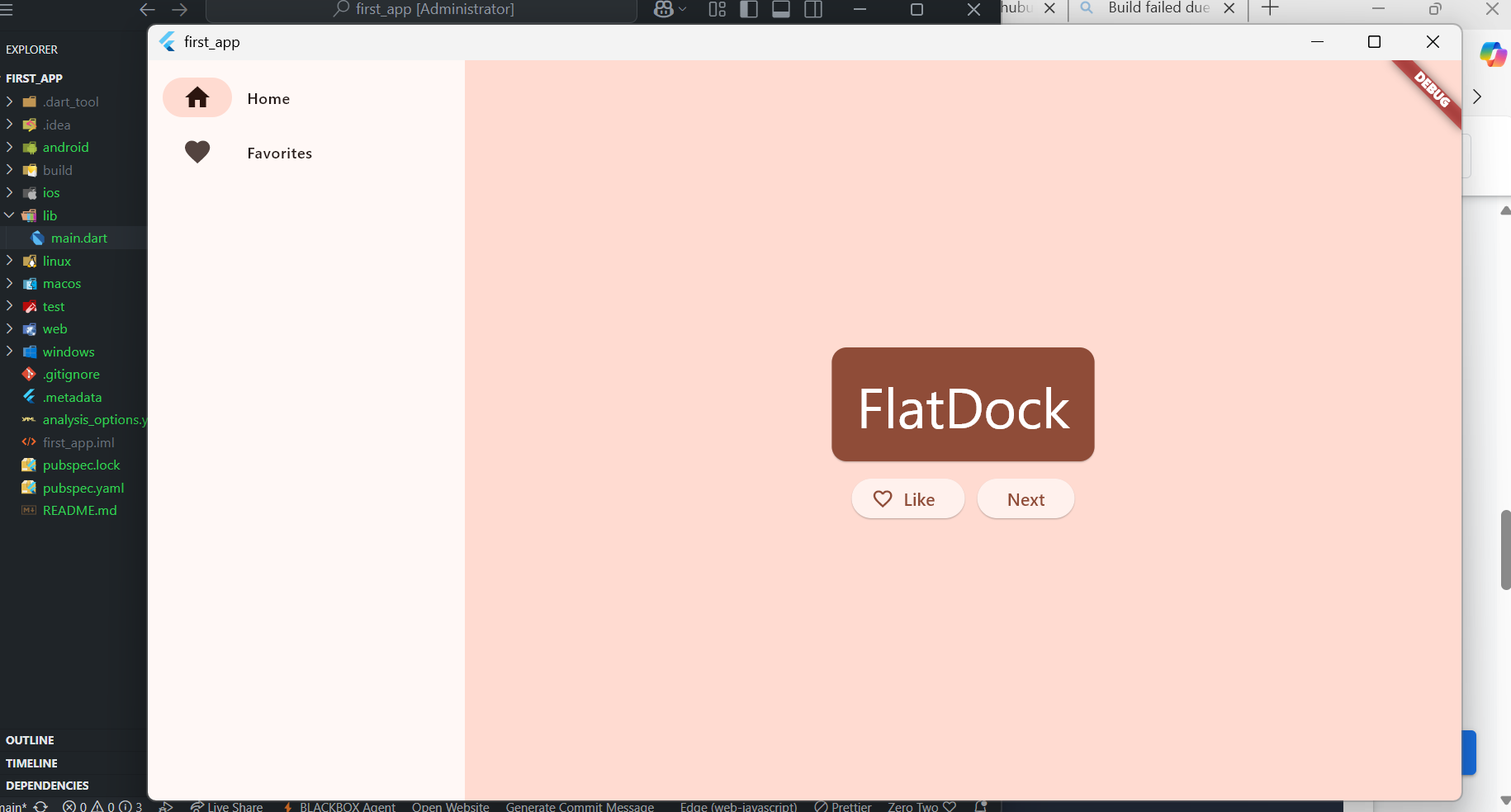
Langkah 5 : **Input dan Selection Widget**



Langkah 6: **Date and Time Pickers**



Selesaikan [Codelabs: Your first Flutter app](https://codelabs.developers.google.com/codelabs/flutter-codelab-first" \l "0" \t "_blank),



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