Pemrograman Lanjut - Bab 2. Dart Basic

Bab 3. Flutter Layout

Dosen Pengampu

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Disusun Oleh:

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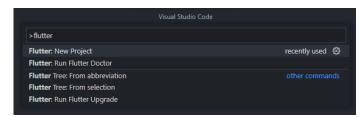
D3 PJJ AK TEKNIK INFORMATIKA POLITEKNIK ELEKTRONIKA NEGERI SURABAYA TAHUN AKADEMIK 2021/2022

Widget pada flutter:

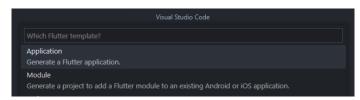
- MyApp adalah StatelessWidget, merupakan widget induk;
- MaterialApp adalah widget yang membungkus beberapa widget yang menggunakan tema material design 1;
- Scaffold adalah widget untuk struktur dasar material design;
- AppBar adalah widget untuk membuat AppBar;
- Center adalah Widget layout untuk membuat widget ke tengah;
- Text adalah widget untuk membuat teks.

Membuat Project Flutter di VS Code

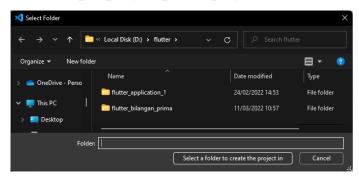
Tekan tombol Ctrl+Shift+P, lalu pilih New Project.



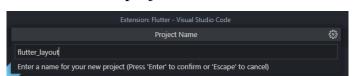
Pilih Application



Pilih tempat penyimpanan project



Membari nama project



1. Percobaan 1 : Tampilan 1 (Judul)

Source Code file main.dart

```
import 'package:flutter/material.dart';
void main() {
  runApp(const MyApp());
                                                          Surabaya Submarine
                                                              Monument
class MyApp extends StatelessWidget {
  const MyApp({Key? key}) : super(key: key);
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      title: 'Contacts'
      home: const DetailScreen(),
class DetailScreen extends StatelessWidget {
  const DetailScreen({Key? key}) : super(key: key);
  Doverride
  Widget build(BuildContext context) {
    return Scaffold(
      body: SafeArea(
        child: Column(
          children: <Widget>[
            Container(
                margin: EdgeInsets.only(top: 16.0),
                child: Text(
                  "Surabaya Submarine Monument",
                  textAlign: TextAlign.center,
                  style: TextStyle(
                    fontWeight: FontWeight.bold,
```

2. Percobaan 2 : tampilan 2 (Deskripsi)

Menambah kode program pada method build class DetailScreen

```
import 'package:flutter/material.dart';
void main() {
  runApp(const MyApp());
class MyApp extends StatelessWidget {
                                                                        Surabaya Submarine
  const MyApp({Key? key}) : super(key: key);
                                                                             Monument
  Doverride
                                                                     museum inside a decommisoned Russian war submarine with tour & an adjacent park with cafes. Clean and well maintaned. Car park cost 10k, entrance fee 15k/person. You can see KRI Pasopati there, it is russian whiskey class. You can also watch the vidio about the indonesian Navy at the building beside the submarine.
  Widget build(BuildContext context) {
     return MaterialApp(
       theme: ThemeData(),
       home: const DetailScreen(),
class DetailScreen extends StatelessWidget {
  const DetailScreen({Key? key}) : super(key: key);
  aoverride
  Widget build(BuildContext context) {
     return Scaffold(
       body: SafeArea(
          child: Column(
             children: <Widget>[
               Container(
                    margin: EdgeInsets.only(top: 16.0),
                    child: Text(
                       "Surabaya Submarine Monument",
                       textAlign: TextAlign.center,
                       style: TextStyle(
                          fontWeight: FontWeight.bold,
               Container(
                  padding: const EdgeInsets.all(16.0),
                  child: const Text(
                     museum inside a decommisoned Russian war submarine with tour
& an adjacent park with cafes. Clean and well maintaned. Car park cost 10k,
entrance fee 15k/person. You can see KRI Pasopati there, it is russian whiskey
class. You can also watch the vidio about the indonesian Navy at the building
beside the submarine.',
                    textAlign: TextAlign.center,
                    style: TextStyle(fontSize: 16.0),
```

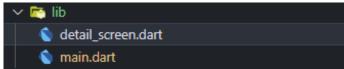
3. Percobaan 3: Tampilan 3 (Icon)

Menambahkan icon dan text dengan cara menambah container baru dibawah container judul dan di atas container deskripsi

```
class DetailScreen extends StatelessWidget {
   const DetailScreen({Key? key}) : super(key: key);
  Widget build(BuildContext context) {
      return Scaffold(
         body: SafeArea(
            child: Column(
                children: <Widget>[
                   Container( //container...
                   Container(
                      margin: const EdgeInsets.symmetric(vertical: 16.0),
                      child: Row(
                          mainAxisAlignment: MainAxisAlignment.spaceEvenly,
                          children: <Widget>[
                             Column(
                                children: const <Widget>[
                                   Icon(Icons.calendar_today),
                                   Text('Open Everyday'),
                                ],
                   Container( //container...
                                                                                           Surabaya Submarine
                                                                                                 Monument
                                                                                                   Open Everyday
                                                                                       museum inside a decommisoned Russian war submarine with tour & an adjacent park with cafes. Clean and well maintaned. Car park cost 10k, entrance fee 15k/person. You can see KRI Pasopati there, it is russian whiskey class. You can also watch the vidio about the indonesian Navy at the building beside the submarine.
```

4. Percobaa 4: Tampilan 4 (Image)

Membuat file detail_screen.dart



Untuk memudahkan dalam membaca sekaligus merapikan source code, pindahkan widget atau class DetailScreen ke file detail_screen.dart

Import material.dart pada file detail_screen.dart

Tambah import detail screen pada file main.dart

Edit source code pubspec.yaml untuk memanggil gambar

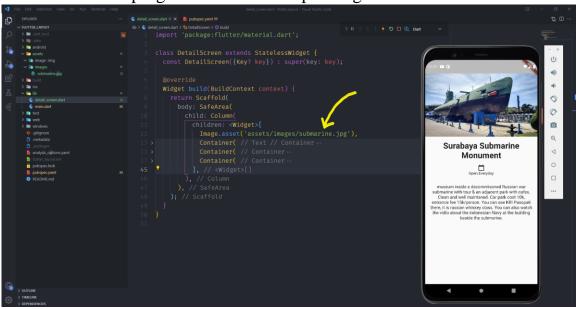
```
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53 flutter:
54
55 # The following line ensures that the Material Icons font is
56 # included with your application, so that you can use the icons in
57 # the material Icons class.
58 uses-material-design: true
59
60 # To add assets to your application, add an assets section, like this:
61
62 assets:
62 - assets/images/submarine.jpg
63 # - images/a_dot_burr.jpeg
64 # - images/a_dot_ham.jpeg
```

Menambahkan gambar dalam folder assets/images/submarine.jpg

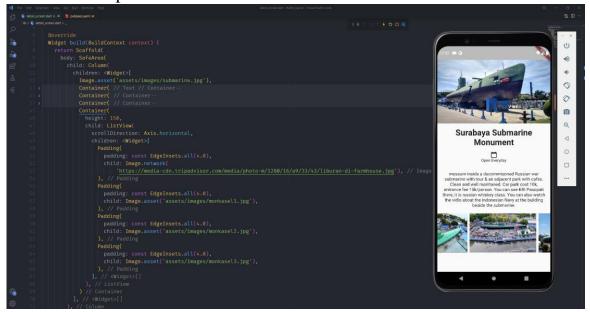


Menambah kode program untuk menampilkan gambar



Menambah container baru di bawah container Description

Menambahkan padding pada masing-masing image supaya antar gambar tidak terlalu rapat

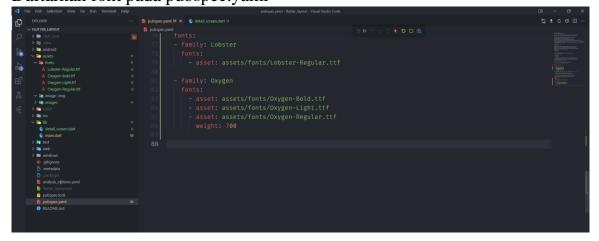


5. Percobaan 5: Tampilan 5 (Font) Mengubah font

Menambahkan font di folder assets/fonts



Daftarkan font pada pubspec.yaml



Gunakan font Lobster untuk judul

Gunakan font Oxygen untuk deskripsi

```
Container(

padding: const EdgeInsets.all(16.0),

child: const Text(

'museum inside a decommisoned Russian war submarine

with tour & an adjacent park with cafes. Clean and well maintaned. Car

park cost 10k, entrance fee 15k/person. You can see KRI Pasopati

there, it is russian whiskey class. You can also watch the vidio about

the indonesian Navy at the building beside the submarine.',

textAlign: TextAlign.center,

style: TextStyle(

fontSize: 16.0,

fontFamily: 'Oxygen',

),

),

),

),

),

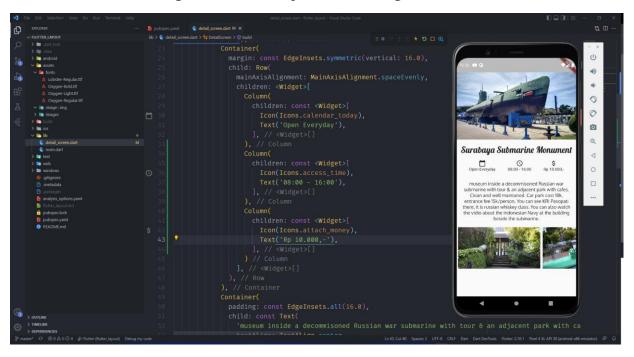
),
```





LATIHAN

Menambahkan widget informasi jam dan harga tiket.



TUGAS

Mengubah gallery gambar sehingga memiliki rounded corner

```
| Big Instruction | Continue | Co
```



https://github.com/FazaZas/flutter_layout.git