

**UJIAN TENGAH SEMESTER
MOBILE PROGRAMING**



**DOSEN PEMBIMBING:
SLAMET TRIANTO, S.T**

DISUSUN OLEH:

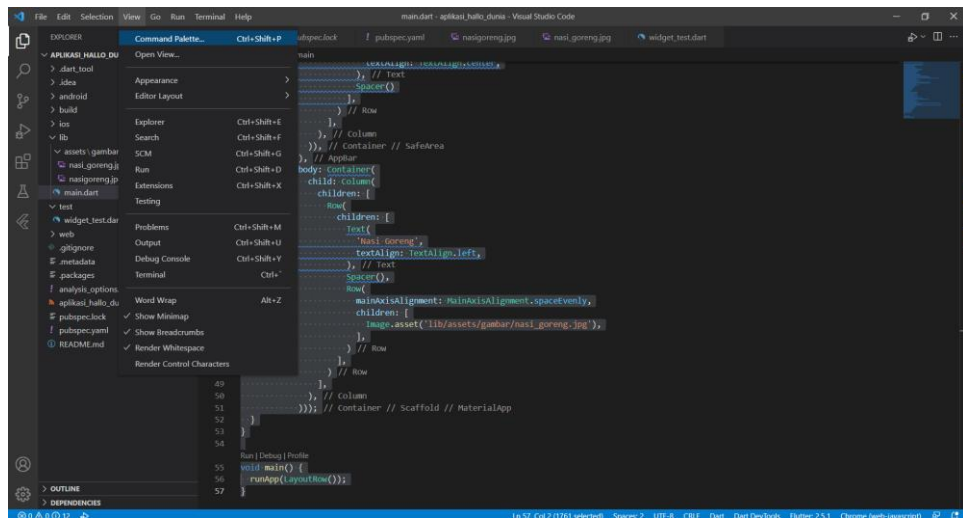
FERDI FEBRIAN

NIM: 202013001

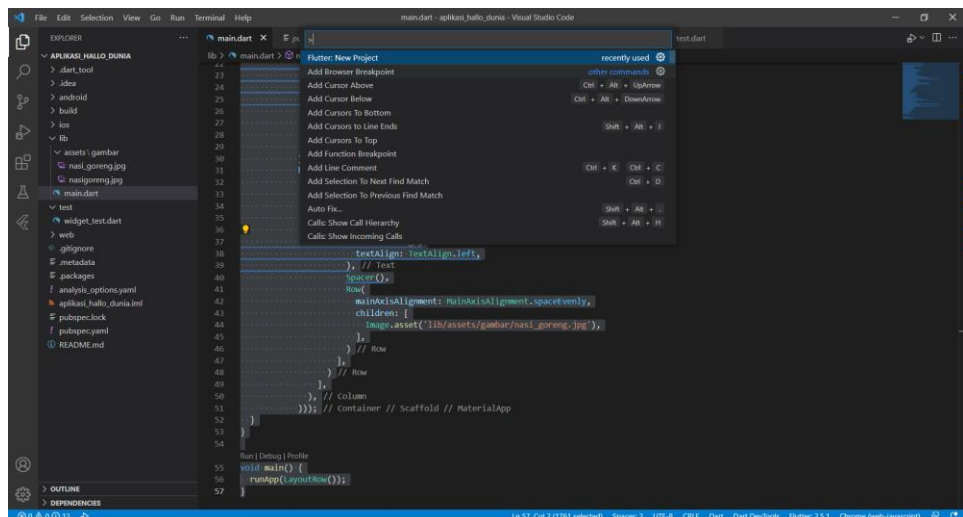
**PROGRAM STUDI TEKNIK INFORMATIKA
POLITEKNIK KAMPAR
2021**

LANGKAH KERJA PEMBUATAN GAMBAR PADA TAMPILAN APP

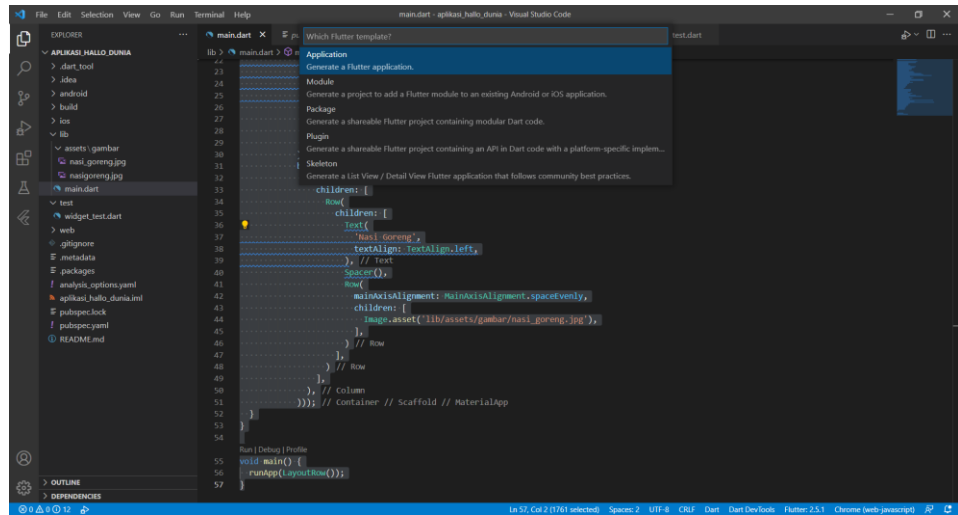
1. Pertama sekali buka aplikasi flutter, dengan cara buka visual studio code.
2. Setelah itu, klik view lalu pilih “command palette” atau dengan cara “ctrl+Ship+P”.



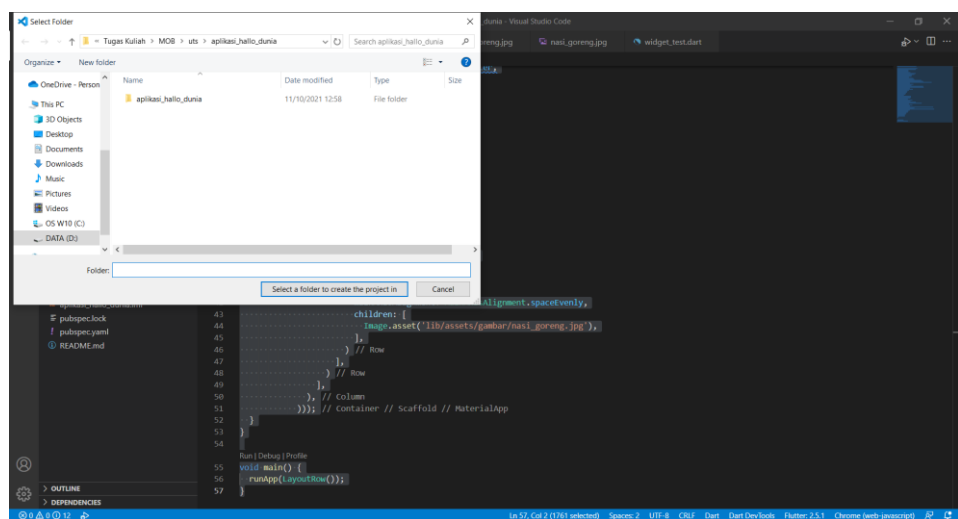
3. Selanjutnya jika keluar tlian seperti ini pilih “flutter: new project”



4. Selanjutnya pilih “application”



5. Selanjutnya pilih tempat penyimpanannya, lalu pilih “Select a folder to create the project in”



6. Selanjutnya masukan source code kedalam folder “main.dart” seperti yang ada pada modul 3

The image shows two Dart files in Visual Studio Code. The top file, `main.dart`, defines a `LayoutRow` widget that extends `StatelessWidget`. It includes a `build` method that returns a `Scaffold` with an `AppBar`, a `SafeArea`, and a `Column` containing a `Row` with an `IconButton` and a `Text` widget. The bottom file, `widget_test.dart`, contains a `main` method that runs a Flutter test for the `LayoutRow` widget.

```

lib > APLIKASI_HALLO_DUNIA > build
1 import 'package:flutter/material.dart';
2
3 class LayoutRow extends StatelessWidget {
4   widget build(BuildContext context) {
5     return MaterialApp(
6       home: Scaffold(
7         appBar: AppBar(
8           flexiblespace: SafeArea(
9             child: Container(
10              child: Column(
11                children: [
12                  Row(
13                    children: [
14                      IconButton(
15                        icon: Icon(Icons.menu),
16                        tooltip: 'Navigation menu',
17                        onPressed: null, // null disables the button
18                      ), // IconButton
19                      Spacer(),
20                      Text(
21                        'Martin Politeknik Kumar',
22                        textAlign: TextAlign.center,
23                      ), // Text
24                      Spacer()
25                    ],
26                  ), // Row
27                ],
28              ), // Column
29            ), // Container // SafeArea
30          ), // AppBar
31        body: Container(
32          child: Column(
33            children: [
34              Row(
35                children: [
36                  Text(
37                    'Nasi Goreng',
38                    textAlign: TextAlign.left,
39                  ),
40                  Text(
41                    'Nasi Goreng',
42                    textAlign: TextAlign.left,
43                  ),
44                ],
45              ), // Row
46              Row(
47                children: [
48                  Text(
49                    'Nasi Goreng',
50                    textAlign: TextAlign.left,
51                  ),
52                  Text(
53                    'Nasi Goreng',
54                    textAlign: TextAlign.left,
55                  ),
56                ],
57              ), // Row
58            ],
59          ), // Column
60        ), // Container // Scaffold // MaterialApp
61      ),
62    );
63  }
64 }
65
66 void main() {
67   runApp(LayoutRow());
68 }

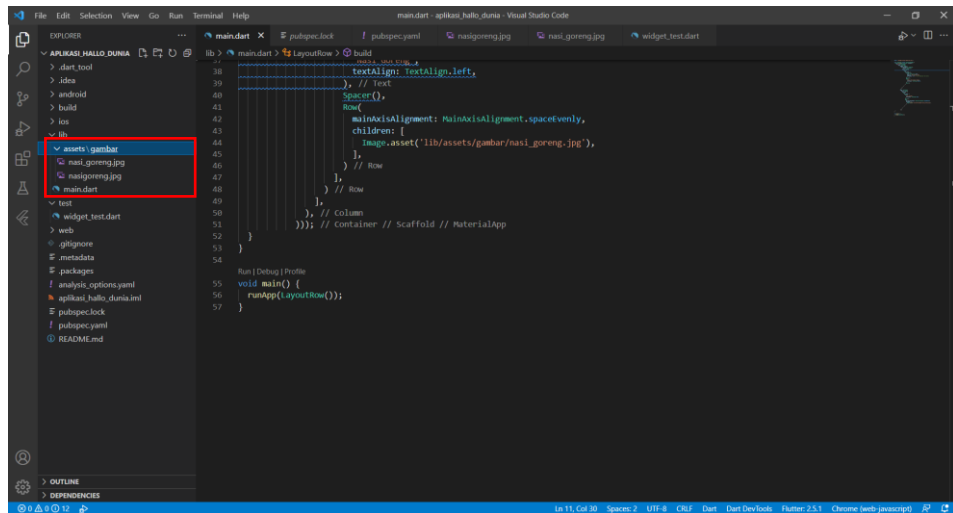
```

```

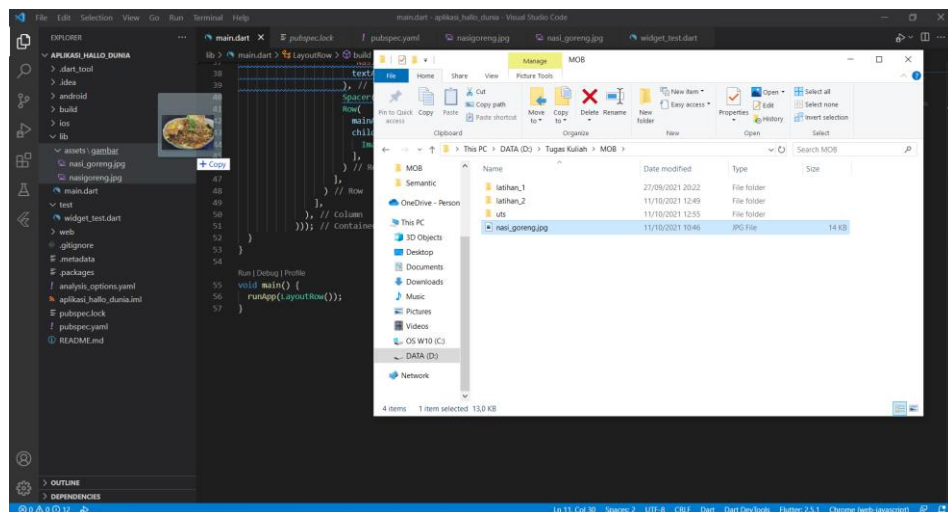
lib > APLIKASI_HALLO_DUNIA > widget_test.dart
1 import 'package:flutter/material.dart';
2
3 void main() {
4   runApp(LayoutRow());
5 }

```

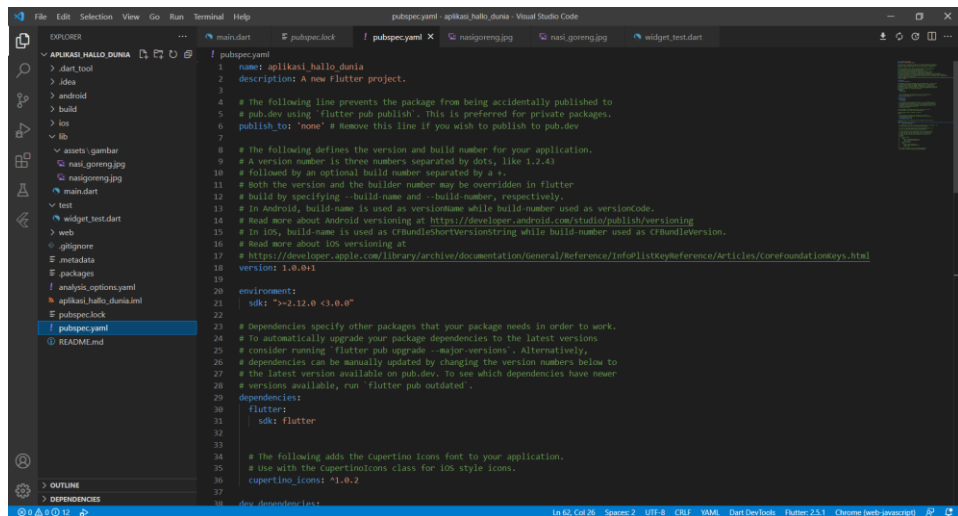
7. Setelah itu buat folder baru pada bagian “lib” dengan nama “assets” dan di dalam folder “assets” tersebut berikan satu foto dengan format “jpg”.



8. Selanjutnya memasukan gambar yang telah disiapkan tadi kedalam folder “assets”

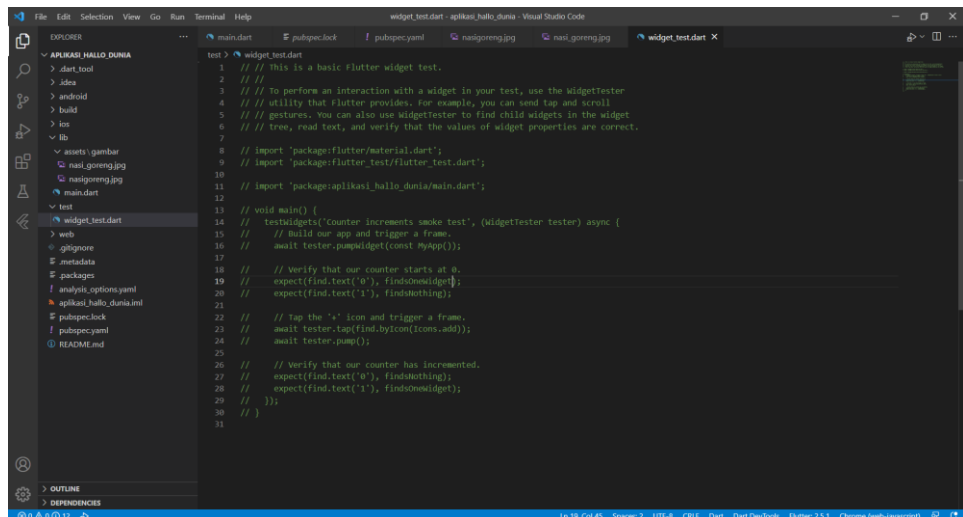


9. Selanjutnya buka bagian “pubspec.yaml” pada bagian tools yang terdapat pada samping aplikasi. Lalu buat “line assets” dengan memasukan nama gambar yang akan di masukan, atau gambar yang telah di copy pada folder “assets” di atas



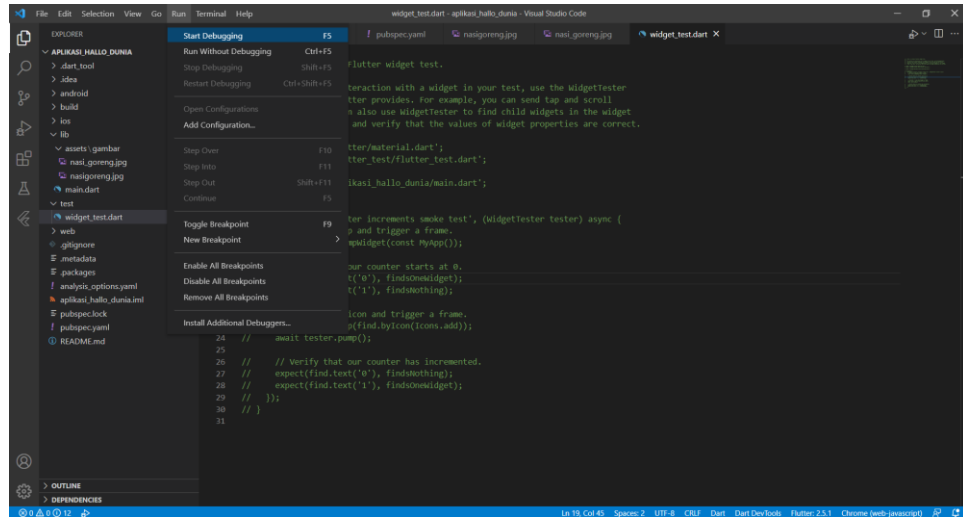
```
1 name: aplikasi_hallo_dunia
2 description: A new Flutter project.
3
4 # The following line prevents the package from being accidentally published to
5 # pub.dev using 'flutter pub publish'. This is preferred for private packages.
6 publish_to: 'none' # Remove this line if you wish to publish to pub.dev
7
8 # The following defines the version and build number for your application.
9 # A version number is three numbers separated by dots, like 1.2.43
10 # followed by an optional build number separated by a +.
11 # both the version and the build number may be overridden in flutter
12 # build by specifying --build-name and --build-number, respectively.
13 # In Android, build-name is used as versionName while build-number used as versionCode.
14 # Read more about Android versioning at https://developer.android.com/studio/publish/versioning
15 # In iOS, build-name is used as CFBundleShortVersionString while build-number used as CFBundleVersion.
16 # Read more about iOS versioning at
17 # https://developer.apple.com/library/archive/documentation/General/Reference/InfoPlistKeyReference/articles/corefoundationkeys.html
18 version: 1.0.0+1
19
20 environment:
21   sdk: ">=2.12.0 <3.0.0"
22
23 # Dependencies specify other packages that your package needs in order to work.
24 # To automatically upgrade your package dependencies to the latest versions
25 # consider running 'flutter pub upgrade --major-versions'. Alternatively,
26 # dependencies can be manually updated by changing the version numbers below to
27 # the latest version available on pub.dev. To see which dependencies have newer
28 # versions available, run 'flutter pub outdated'.
29 dependencies:
30   flutter:
31     sdk: flutter
32
33 # The following adds the Cupertino Icons font to your application.
34 # Use with the CupertinoIcons class for iOS style icons.
35 cupertino_icons: ^1.0.2
36
37 dev_dependencies:
```

10. Pada “widget_test.dart” beri komentar



```
1 // This is a basic Flutter widget test.
2 //
3 // To perform an interaction with a widget in your test, use the WidgetTester
4 // utility that Flutter provides. For example, you can send tap and scroll
5 // gestures. You can also use WidgetTester to find child widgets in the widget
6 // tree, read text, and verify that the values of widget properties are correct.
7
8 import 'package:flutter/material.dart';
9 import 'package:flutter_test/flutter_test.dart';
10 import 'package:aplikasi_hallo_dunia/main.dart';
11
12 void main() {
13   // TestWidgets('Counter increments smoke test', (WidgetTester tester) async {
14   //   // Build our app and trigger a frame.
15   //   await tester.pumpWidget(const MyApp());
16   //
17   //   // Verify that our counter starts at 0.
18   //   expect(find.text('0'), findsOneWidget);
19   //   expect(find.text('1'), findsNothing);
20   //
21   //   // Tap the '+' icon and trigger a frame.
22   //   await tester.tap(find.byIcon(Icons.add));
23   //   await tester.pump();
24   //
25   //   // Verify that our counter has incremented.
26   //   expect(find.text('0'), findsNothing);
27   //   expect(find.text('1'), findsOneWidget);
28   // });
29 }
30
31
```

11. Selanjutnya jalankan aplikasi yang telah dibuat, dengan cara klik “run” lalu pilih “start debugging”



12. Dan inilah hasil dari codingan yang dibuat tadi

