APLIKASI

MOBILE

SCALE

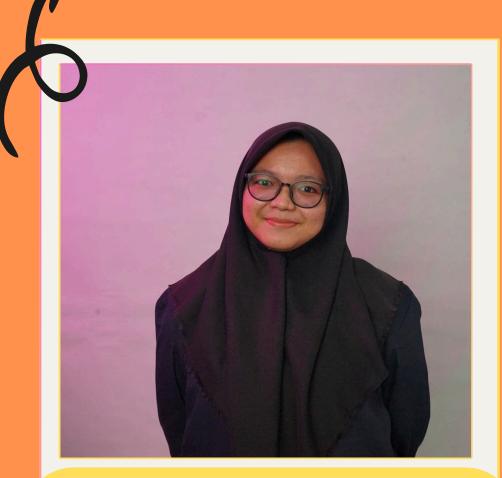
TRM-409

Project Manager: Agung Riyadi S.Si., M.Kom



LEADER

MEMBER ←



LULU PURNAMA SARI 4312211048



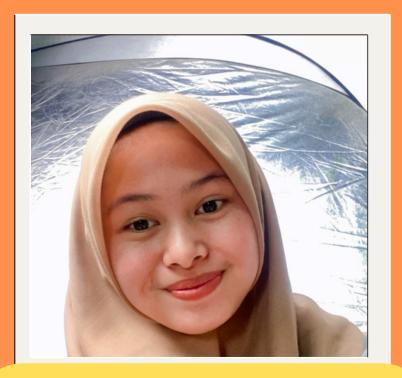
JOY PUTRI HASIBUAN 4312211048



GADIS ZAHRATUL HUSNA
4312211053



REFAJAR 4312211037



SITI RACHMAINI 4312211050

PROJECT DESCRIPTION

The Mobile Scale application is a digital-based application that has the function of measuring the weight of an object of a certain size. When the weighing tool that has been created is arranged and measured, the application will provide the results of the object being weighed and provide results in the application as well.

OBJECT PROGRAMMING

Object Oriented Programming and its
Application in the field of programming such as in creating objects that are used to create applications as well as implementing the use of classes with the concept of inheritance, and polymorphism in objects created inapplications and the concept of object oriented programming.

STATISTICS

The role of statistics in research such as determining populations and samples, sampling techniques, methods for determining sample size, data collection methods, sampling instruments in the field, especially in the fields of informatics, multimedia and network research.

MOBILE DEVICE PROGRAMMING

Contribution in mobile device programming Create a page, Using navigation, Using themes, Using icons, Using components, Using data storage, Creating and using services, Integrating with multimedia content such as images, audio or video, Creating and using servers, Creating applications connected to the internet and Distributing applications

IOT SYSTEM

IoT is related to designing data
visualization based on multimedia
principles utilizing multimedia technology
and integrating IoT data results
processing with Multimedia technology
using Weebhook and utilizing Augmented
Reality and Virtual Reality as technology
enabling better interactivity in IoT.

COMPUTER SYSTEM ADMINISTRATION

namely the basic concepts of computer system administration, including: understanding, duties and responsibilities of a system administrator; Linux distributions and packages; user management on computer systems; computer resource management; and back-up computer systems.and Explain Network Configuration in Linux using static and dynamic IP addresses; Network routing configuration Implementation of services on the network (NFS, NIS, Sharing (Samba), Web Server, Mail Server, Proxy, Firewall and other services (enrichment)).

APLIKASI MOBILE SCALE

CITIZENSHIP EDUCATION

namely being able to include the values of national identity through studying the Pancasila philosophy so that integrative wisdom will grow in the dimensions of civic competence, namely civics knowledge, civics skills, civics commitment, civics confidence and civics competence.

GENERAL ENGLISH

namely being able to listen, explain
texts, explain, and write in
appropriate English related to
various workplace situations
including General business,
Manufacturing, Finance and
budgeting, Corporate
development, Offices, and Personnel.

PROJECT OUTPUT

Project Report

Mobile Software Applications

Manual Book

Poster

- IPR Application Documents O
- **O** PBL Handover Minutes

Application Demo Video

Design Ul

IMPLEMENTATION HISTORY

ID ↓≟	Tahapan 🎵	Detail Pengerjaan	î	Ouput ↓↑	Mulai 🎵	Selesai 🎵	Progress 🎵	# 11
1	Planning	Pada minggu ini kami melakukan pertemuan pertama dengan manpro, merancang RPP, dan membahas deskripsi PBL		-	2024-02-05	2024-02-09	5%	⊞ Hapus
2	Planning	Pada minggu kedua ini kami melakukan diskusi bersama manager Proyek terkait RPP dari Proyek PBL kami dengan judul Aplikasi Mobile Scale	l	-	2024-02-12	2024-02-16	10%	T Hapus
3	Planning	Pada minggu ini saya dan tim saya melakukan diskusi terkait RPP untuk PBL kami dan menentukan perangkat keras apa saja yang akan digunakan untuk PBL kami, serta mementukan desain yang akan kami gunakan		-	2024-02-19	2024-02-23	15%	⊞ Hapus
4	Planning	Pada minggu ini saya dan tim saya melakukan pengenalan terhadap alat Arduino UNO untuk sistem iot, dan mencoba merangkai alat tersebut		-	2024-02-26	2024-03-01	20%	™ Hapus
5	Implementasi	Pada minggu ini kami mempersiapkan alat IOT yang akan digunakan untuk PBL kami dan merancang UI dan flutter		-	2024-03-04	2024-03-08	25%	⊞ Hapus
6	Implementasi	Pada minggu ini kami mulai membuat aplikasi mobile kami dan mulai mencoba-coba menyambungkan dengan iot untuk PBL kami		-	2024-03-11	2024-03-15	30%	™ Hapus
7	Implementasi	Pada minggu ini tim kami melanjutkan flutter, program IOT, dan menyiapkan berkas-berkas untuk persiapan UTS	١	-	2024-03-18	2024-03-22	50%	□ Hapus

IMPLEMENTATION HISTORY

8	Analysis	Pada minggu ini kami melanjutkan Flutter, dan IOT. Dan melakukan konsultasi terhadap dosen pemrograman perangkat bergerak dan dosen IOT	-	2024-05-06	2024-05-10	60%	⊞ Hapus
9	Implementasi	Pada minggu ini kami masih melanjutkan program IOT dan mulai mencoba menyambungkan database ke Flutter	-	2024-05-13	2024-05-17	65%	1 Hapus
10	Implementasi	Pada minggu ini kami melakukan perubahan pada desain, flutter, dan melakukan perbaikan pada IOT. mulai mempersiapkan berkas berkas untuk UAS	-	2024-05-20	2024-05-24	75%	⊞ Hapus
11	Implementasi	Pada minggu ini kami masih melanjutkan IOT, melanjutkan perbaikan pada desain, dan flutter. Mempersiapkan laporan akhir	-	2024-05-27	2024-05-31	78%	ਜ਼ Hapus
12	Implementasi	Pada minggu ini, progres kami masih seperti minggu lalu. Melanjutkan IOT, melakukan perbaikan pada flutter, dan mempersiapkan beberapa berkas untuk UAS	-	2024-06-03	2024-06-07	80%	ਜ਼ Hapus
13	Implementasi	Pada minggu ini kami melakukan finishing pada PBL kami aplikasi mobile scale dan melakukan finishing pada berkas berkas	-	2024-06-10	2024-06-14	85%	□ Hapus
14	Implementasi	Pada minggu ini kami melakukan penyambungan ulang terhadap Flutter dan IOT, melakukan finishing berkas, dan melakukan presentasi PBL	-	2024-06-17	2024-06-21	90%	THE Hapus

CONTRIBUTION TEAM

FLUTTER — LULU & SITI

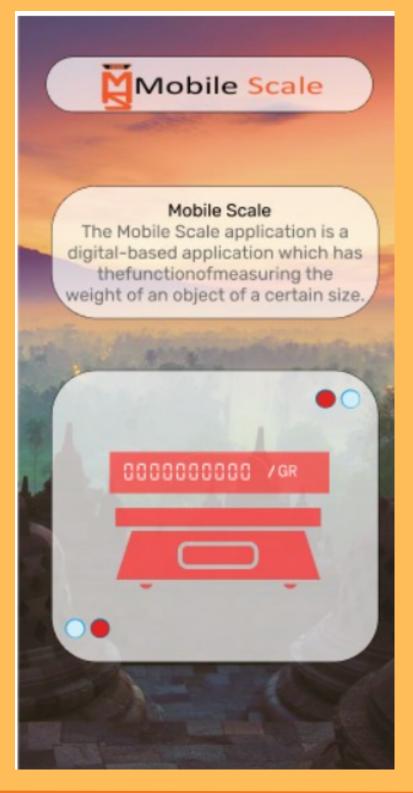
IOT ———— JOY & GADIS

DESIGN UI REFAJAR

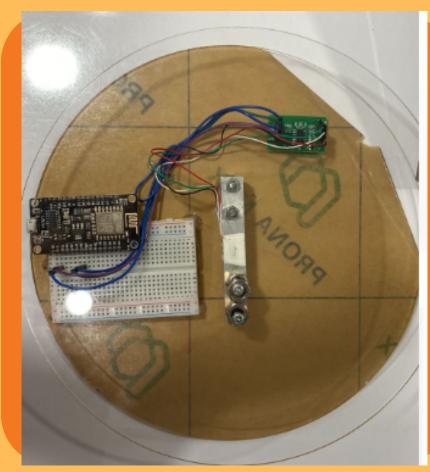
APLIKASI MOBILE SCALE

ACHIEVEMENTS

DESIGN UI



I O T



REPORT

2.1 Obstacle

The obstacle in working on this team's PBL was the minimum number of meetings with the manpro, the schedule that we were supposed to meet was always disrupted by other schedules. This is the first time we've had a face-to-face meeting that wasn't supposed to be on our schedule. Maybe if you calculate the percentage of obstacles, this includes 50% due to limited meetings. The factor that causes this problem is that there is no opportunity or time alignment to meet the project manager. The solution may be that we will continue to try to discuss again regarding the schedules which should be intended for discussion of our team's PBL.

2.2 Learning Process

1. Statistic

In the statistics course we learn new things such as conducting surveys on designs or plans that we make to make reports and references to consider the comments given.

2. IOT System

In this course we learn a lot of new things, where we learn from theory to the stage of direct application of simulations of the theories. This course makes connections by connecting IoT tools which function as a link for the program to be run. These tools are what make the digital form that will be created connected to existing manual tools.

6. Programming language

Flutter is a program that is part of the open source framework used for building Responsive and feature-rich User Interface (UI). Flutter uses Dart programming language, which allows developers to create applications that run on multiple devices platforms like Android, web, and desktop use the same code base. Darts is a a modern, efficient, and easy to learn programming language, and it can also makes it easier for us to optimize the creation of high-performance applications, incl development of complex cross-platform applications. Many languages are used but only serve to support formation and refinement The Flutter program

RELATED SUBJECTS

PROGRAMMING IN SEMESTER 2

This course is almost the same as programming in semester 4, the connection to the program from last semester really helped us in achieving the results.

OBSTACLES

During the PBL schedule, the lecturer could not be found because he had a teaching schedule. so we didn't get any direction in pursuing PBL.

SOLUTIONS

The solution to the problem above is to look for information related to PBL with a team with the same title.

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THANKYOU

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