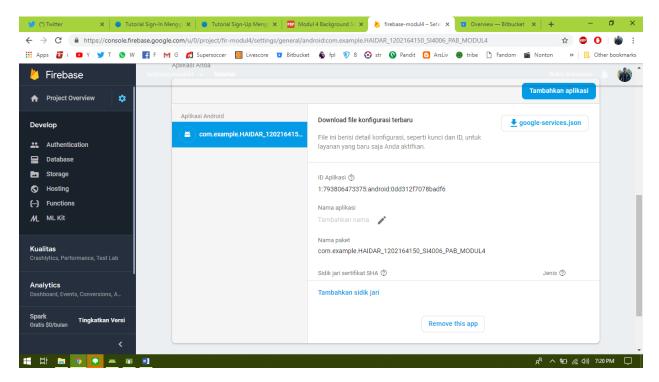
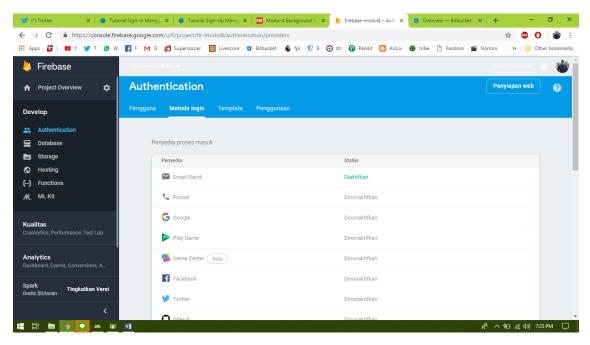


Buat project dan masukkan nama package sesuai project

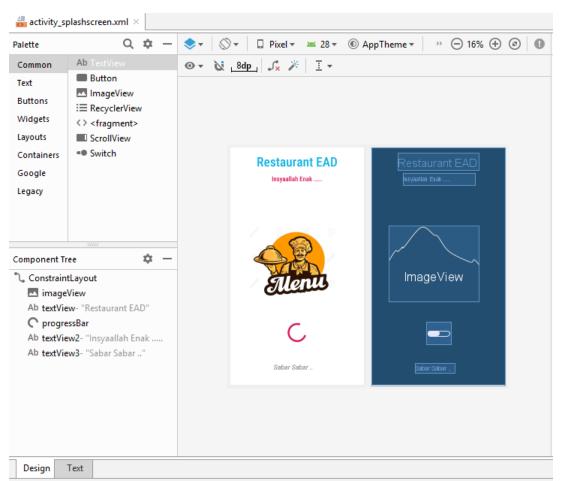


Download file json dan copy kan ke app



## Kemudian enable authentication

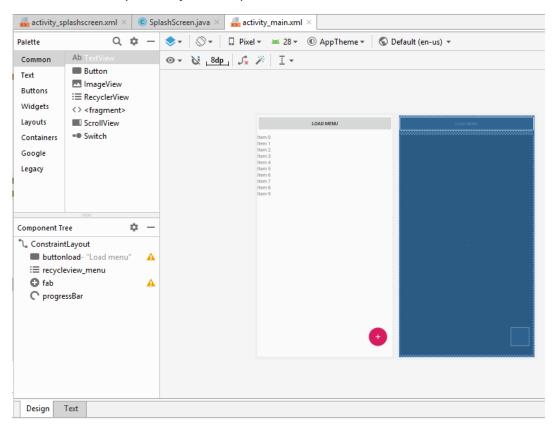
# Setelah itu aktifkan database dan storage



# membuat splashcreen terlebih dahulu

```
activity_splashscreen.xml × © SplashScreen.java ×
         package com.example.HAIDAR_1202164150_SI4006_PAB_MODUL4;
         import android.content.Intent;
         import android.os.CountDownTimer;
         import android.support.v7.app.AppCompatActivity;
         import android.os.Bundle;
         import com.google.firebase.auth.FirebaseAuth;
        public class SplashScreen extends AppCompatActivity {
         FirebaseAuth mAuth;
13
14 of
15
16
17
18
19
20
21
22
23
             protected void onCreate(Bundle savedInstanceState) {
                 super.onCreate(savedInstanceState);
                 setContentView(R.layout.activity_splashscreen);
                 mAuth = FirebaseAuth.getInstance();
                 if (mAuth.getCurrentUser()!=null){
                      \verb|startActivity(new Intent(packageContext: SplashScreen.this, MainActivity.class))|;\\
                      finish();
                 new CountDownTimer( millisInFuture: 5000, countDownInterval: 1000) {
24
25 ®1
26
27
                      public void onTick(long millisUntilFinished) {
28
29 ©Î
                      @Override
                      public void onFinish() {
                          startActivity(new Intent( packageContext: SplashScreen.this, Masuk.class));
                          finish();
                 }.start();
r ▶ <u>4</u>: Run Q <u>3</u>: Find
```

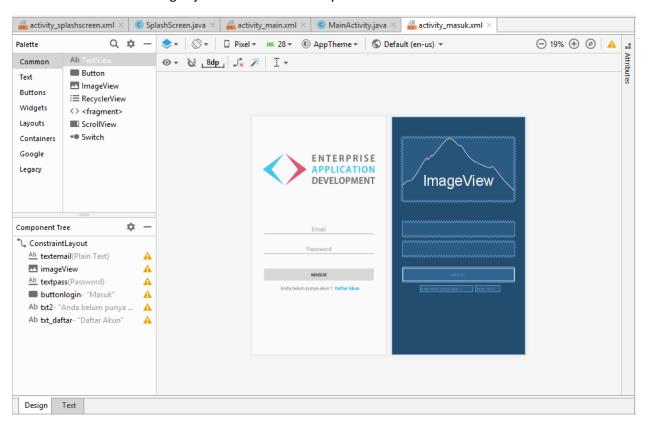
## Kemudian ini merupakan isi java dari splashscreen



Kemudian membuat recycle view untuk menu utama

```
activity_splashscreen.xml × © SplashScreen.java × 👼 activity_main.xml × © MainActivity.java
         package com.example.HAIDAR_1202164150_SI4006_PAB_MODUL4;
        import ...
        public class MainActivity extends AppCompatActivity {
29
30
31
            RecyclerView recyclerView;
            ArrayList<Card> list:
             AdapterCard adapterCard;
32
             FirebaseAuth mAuth;
33
34
35
            FirebaseFirestore db;
             int REQUEST MENU = 404;
            ProgressBar progressBarMain;
36
             @Override
38 🌖
            public boolean onCreateOptionsMenu(Menu menu) {
39
                MenuInflater inflater = getMenuInflater();
40
41
                 inflater.inflate(R.menu.main_menu, menu);
                 return super.onCreateOptionsMenu(menu);
43
44
             private void logout() {
                mAuth.signOut();
45
                 startActivity(new Intent( packageContext MainActivity.this, Masuk.class));
46
                 finish();
47
48
49 o
            public boolean onOptionsItemSelected(MenuItem item) {
50
51
                 switch (item.getItemId()) {
                     case R.id.sign_out:
                        logout();
53
                         break;
55
                 return super.onOptionsItemSelected(item);
56
         MainActivity > onCreate()
```

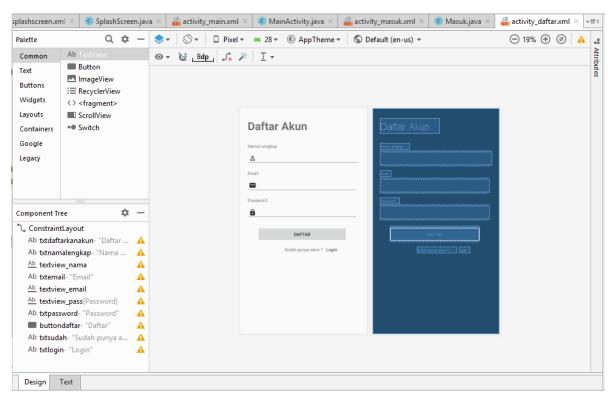
# Kemudian membuat kodingan java untuk main activity



Membuat login terlebih dahulu

```
🍶 activity_splashscreen.xml 🗡 🍥 SplashScreen.java × 👼 activity_main.xml × 💿 MainActivity.java × 👼 activity_masuk.xml × 💿 Masuk.java ×
        package com.example.HAIDAR_1202164150_SI4006_PAB_MODUL4;
        import ...
16
17 ()
        public class Masuk extends AppCompatActivity {
            EditText useremail, userpass;
            FirebaseAuth mAuth;
20
21 o
            @Override
            protected void onCreate(Bundle savedInstanceState) {
                super.onCreate(savedInstanceState);
23
                setContentView(R.layout.activity masuk);
                useremail = findViewById(R.id.textemail);
24
                userpass = findViewById(R.id.textpass);
25
                mAuth = FirebaseAuth.getInstance();
            public boolean check(){
                if (useremail.getText().toString().equals("")){
                    useremail.setError("Isi email");
31
                    useremail.requestFocus();
                    return false;
34
                if (userpass.getText().toString().equals("")){
                    userpass.setError("Isi pass");
36
                    userpass.requestFocus();
37
                    return false:
                return true;
40
            public void login(View view) {
41
                if (check()) {
42
                     new AsyncTask<Void, Void, Boolean>() {
43
                        protected Boolean doInBackground(Void... voids) {
```

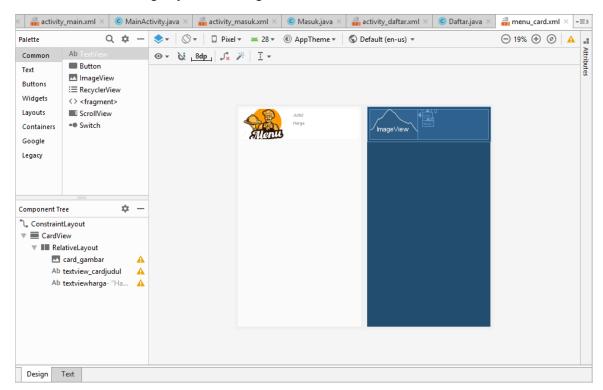
#### Kemudian membuat logika java untuk login



Setelah itu membuat tampilan untuk register atau daftar

```
splashscreen.xml 🗡 🌘 SplashScreen.java 🗡 🍰 activity_main.xml 🗡 🕲 MainActivity.java 🗡 🍰 activity_masuk.xml 🗡 🕲 Masuk.java 🗡 👑 activity_daftar.xml 🗸 🕬
        package com.example.HAIDAR_1202164150_SI4006_PAB_MODUL4;
       import ...
16
       public class Daftar extends AppCompatActivity {
           EditText username, useremail, userpass;
18
           FirebaseAuth mAuth;
19
           @Override
21 0
           protected void onCreate(Bundle savedInstanceState) {
               super.onCreate(savedInstanceState);
23
               setContentView(R.layout.activity_daftar);
               username = findViewById(R.id.textview_nama);
               useremail = findViewById(R.id.textview_email);
               userpass = findViewById(R.id.textview_pass);
           public void regist (View view) {
               if (check()){
31
                  mAuth = FirebaseAuth.getInstance();
32
                   33 🜒
                          .addOnCompleteListener((task) -> {
36
                                  if (task.isSuccessful()) {
                                     FirebaseUser user = mAuth.getCurrentUser();
                                     UserProfileChangeRequest userProfileChangeRequest = new UserProfileChangeRequest.Builder().setDisp
40
                                     user.updateProfile(userProfileChangeRequest);
41
                                     startActivity(new Intent( packageContext: Daftar.this, Masuk.class));
                                     finish();
43
44
                          1);
47
             A11- A-11- ------
        Daftar > onCreate()
```

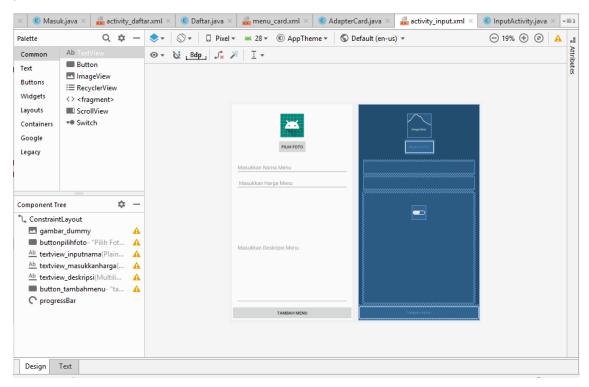
## Kemudian membuat logika java untuk register



Membuat tampilan untuk card di menu yang menampung hasil inputan judul dan harga

```
🗴 🌀 MainActivity.java x 🚾 activity_masuk.xml x 🐧 Masuk.java x 🚾 activity_daftar.xml x 🐧 Daftar.java x 🚾 menu_card.xml x 🐧 AdapterCard.java x 🔻
                package com.example.HAIDAR_1202164150_SI4006_PAB_MODUL4;
                import ...
                public class AdapterCard extends RecyclerView.Adapter<AdapterCard.ViewHolder> {
                        private ArrayList<Card> listhasil;
                         private Context mContext;
26
                         public AdapterCard(ArrayList<Card> listhasil, Context mContext) {
                                 this.listhasil = listhasil;
                                 this.mContext = mContext;
                         @Override
                         public ViewHolder onCreateViewHolder(ViewGroup parent, int viewType) {
32 🜒
                                 return new AdapterCard.ViewHolder(LayoutInflater.from(mContext).inflate(R.layout.menu_card, parent, attachToRoot false))
 34
                         @Override
37 🜒
                         public void onBindViewHolder(AdapterCard.ViewHolder holder, int position) {
                                 Card card = listhasil.get(position);
                                holder.bindTo(card);
 40
42 ©
                         public int getItemCount() { return listhasil.size(); }
45 ●↓
                         class ViewHolder extends RecyclerView.ViewHolder implements View.OnClickListener {
46
                                private TextView nama, harga;
                                private ImageView image;
                                 public ViewHolder(@NonNull View itemView) {
50
                                         super(itemView);
                                         nama = itemView.findViewById(R.id.textview_cardjudul);
                                         harga = itemView.findViewById(R.id.textviewharga);
                 \mathsf{AdapterCard} \to \mathsf{ViewHolder} \to \mathsf{bindTo()}
      ▶ <u>4</u>: Run Q <u>3</u>: Find
                                                                                                                                                                                                                                                                      Septemble 1
Septemble 2
Septemble 3
Septemble 3
Septemble 4
Septemble
```

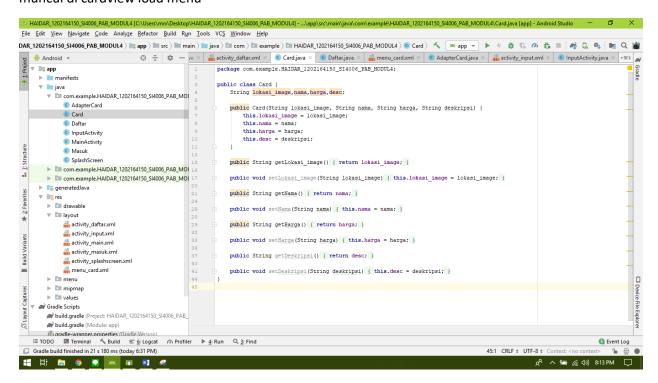
Kemudian membuat logika di adapter untuk card yang digunakan menampung hasil inputan di menu pertama



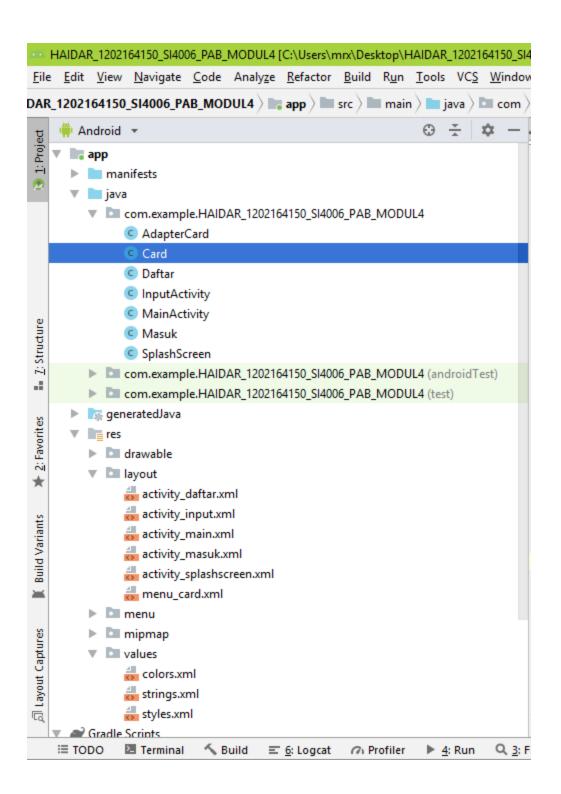
Kemudian membuat tampilan menu input yang gunanya untuk memasukkan pilihan menu yang akan kita pilih

```
© Masuk.java × 👼 activity_daftar.xml × 🕓 Daftar.java × 👼 menu_card.xml × 🕓 AdapterCard.java × 👼 activity_input.xml ×
                                                                                                                  InputActivity.java ×
        package com.example.HAIDAR_1202164150_SI4006_PAB_MODUL4;
        import ...
42
43 🖏
        public class InputActivity extends AppCompatActivity {
            int REQUEST = 91, REQUEST_GET_SINGLE_FILE = 202, REQUEST_CAPTURE_IMAGE = 234;
44
45
            ImageView image:
46
            Bitmap bitmap:
47
           FirebaseFirestore db;
48
            FirebaseAuth mAuth:
49
            String lokasi_image;
50
            EditText nama, harga, deskripsi;
51
52
53
            FirebaseStorage storagefirebase;
            StorageReference storageReference;
55
           Map<String, Object> menu;
            ProgressBar progressBar;
57
           boolean success = false;
58
59
60 oÎ
            protected void onCreate(Bundle savedInstanceState) {
61
                super.onCreate(savedInstanceState);
                setContentView(R.layout.activity_input);
62
63
                image = findViewById(R.id.gambar_dummy);
64
               db = FirebaseFirestore.getInstance();
65
               mAuth = FirebaseAuth.getInstance();
66
67
                storagefirebase = FirebaseStorage.getInstance():
                storageReference = storagefirebase.getReference();
68
69
                nama = findViewById(R.id.textview inputnama);
                harga = findViewById(R.id.textview masukkanharga);
                deskripsi = findViewById(R.id.textview_deskripsi);
        InputActivity > onCreate()
 Event Log
```

Membuat logika untuk input menu yang nantinya akan tertampung di database firebase kemudia muncul di cardview load menu



Kemudian ini card untuk memunculkan dan menampung hasil inputan kita di menu inputan



#### Hasil run



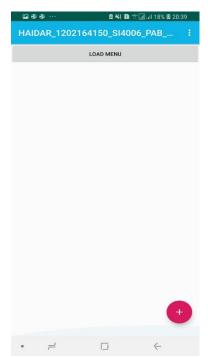


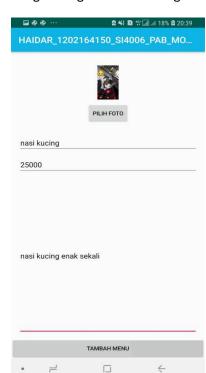


Splash Screen



Daftar Akun

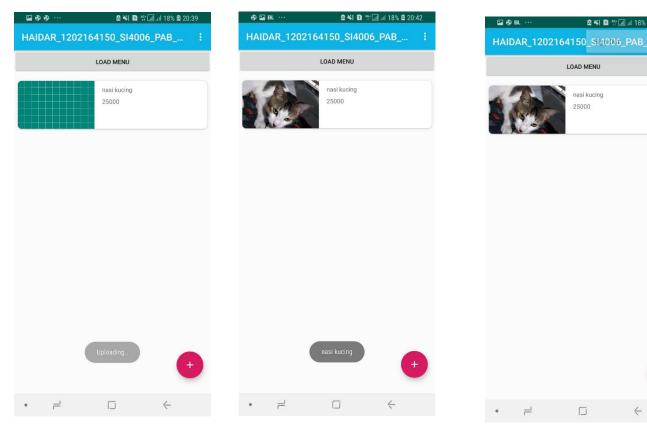




Berhasil Masuk

Menu setelah login pertama kali

Kemudian memasukkan menu

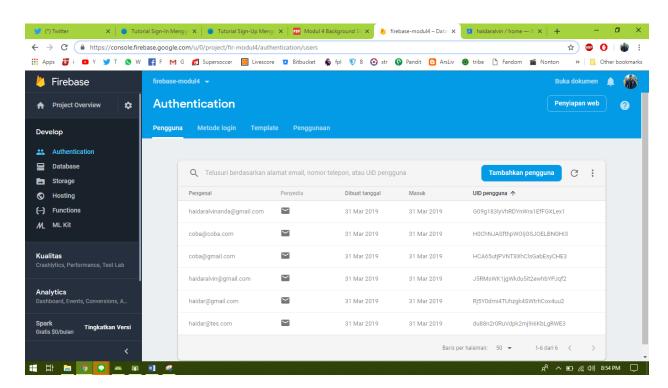


Uploading

kemudian logout dipojok atas

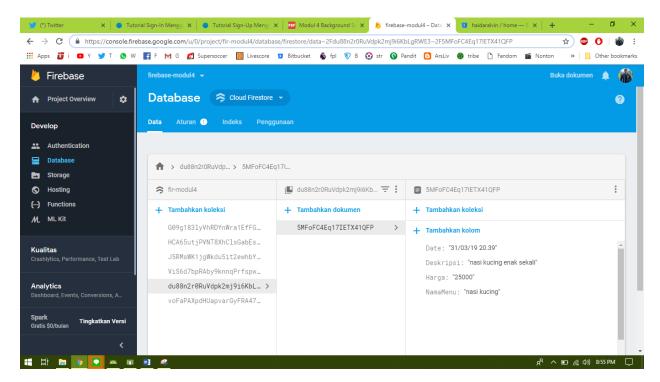
₫ 😽 📵 🕾 📶 🚄 18% 🗓 20:42

LOAD MENU



hasil upload

Database akun yang kita daftarkan berisi email dan tanggal kita registrasi



Data nasi kucing yang kita masukkan tadi tersimpan di firebase storage