

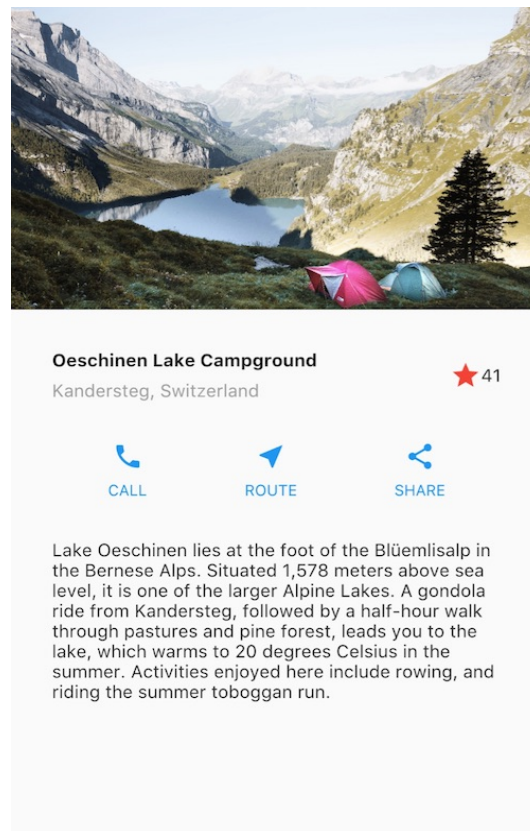
Modul Praktikum Pemrograman Aplikasi Bergerak

Membuat Layout Aplikasi pada Flutter

S1 Informatika UNS

Pelajari dulu dasar-dasar membuat widget di link ini <https://docs.flutter.dev/development/ui/widgets-intro>

Link ke tutorial asli <https://docs.flutter.dev/development/ui/layout/tutorial>
Pada tutorial kali ini akan dibuat aplikasi dengan tampilan sebagai berikut



1. Buat project Flutter baru di VS Code

2. Ganti judul aplikasi

```
@override
Widget build(BuildContext context) {
  return MaterialApp(
    title: 'Flutter layout demo', // 'Flutter Demo',
```

Ganti judul appBar

```
return Scaffold(
  appBar: AppBar(
    // Here we take the value from the MyHomePage object that was created by
    // the App.build method, and use it to set our appBar title.
    title: Text('Flutter layout demo'), // widget.title),
```

3. Tambahkan potongan code berikut ke dalam method build() yang ada di class MyApp

```
Widget titleSection = Container(
  padding: const EdgeInsets.all(32),
  child: Row(
    children: [
      Expanded(
        /*1*/
        child: Column(
          crossAxisAlignment: CrossAxisAlignment.start,
```

```

        children: [
          /*2*/
          Container(
            padding: const EdgeInsets.only(bottom: 8),
            child: const Text(
              'Oeschinen Lake Campground',
              style: TextStyle(
                fontWeight: FontWeight.bold,
              ),
            ),
          ),
          Text(
            'Kandersteg, Switzerland',
            style: TextStyle(
              color: Colors.grey[500],
            ),
          ),
        ],
      ),
    ),
    /*3*/
    Icon(
      Icons.star,
      color: Colors.red[500],
    ),
    const Text('41'),
  ],
),
);

```

4. Setelah build() di class MyApp tambahkan potongan code berikut

```

Column _buildButtonColumn(Color color, IconData icon, String label) {
  return Column(
    mainAxisAlignment: MainAxisAlignment.min,
    mainAxisAlignment: MainAxisAlignment.center,
    children: [
      Icon(icon, color: color),
      Container(
        margin: const EdgeInsets.only(top: 8),
        child: Text(
          label,
          style: TextStyle(
            fontSize: 12,
            fontWeight: FontWeight.w400,
            color: color,
          ),
        ),
      ),
    ],
  );
}

```

5. sebelum baris return MaterialApp(... dst, tambahkan potongan code berikut

```

Color color = Theme.of(context).primaryColor;

Widget buttonSection = Row(
  mainAxisAlignment: MainAxisAlignment.spaceEvenly,
  children: [
    _buildButtonColumn(color, Icons.call, 'CALL'),
    _buildButtonColumn(color, Icons.near_me, 'ROUTE'),
    _buildButtonColumn(color, Icons.share, 'SHARE'),
  ],
);

```

```
    ],  
  );
```

6. Ganti home yang ada di dalam return MaterialApp(

```
//home: const MyHomePage(title: 'Flutter Demo Home Page'),
```

```
home: Scaffold(  
  appBar: AppBar(  
    title: const Text('Flutter layout demo'),  
  ),  
  body: ListView(  
    children: [  
      Image.asset(  
        'images/lake.jpg',  
        width: 600,  
        height: 240,  
        fit: BoxFit.cover,  
      ),  
      titleSection,  
      buttonSection,  
      textSection,  
    ],  
  ),  
,  
)
```

7. Sebelum return MaterialApp(tambahkan potongan code berikut

```
Widget textSection = const Padding(  
  padding: EdgeInsets.all(32),  
  child: Text(  
    'Lake Oeschinen lies at the foot of the Blüemlisalp in the Bernese '  
    'Alps. Situated 1,578 meters above sea level, it is one of the '  
    'larger Alpine Lakes. A gondola ride from Kandersteg, followed by a '  
    'half-hour walk through pastures and pine forest, leads you to the '  
    'lake, which warms to 20 degrees Celsius in the summer. Activities '  
    'enjoyed here include rowing, and riding the summer toboggan run.',  
    softWrap: true,  
  ),  
);
```

8. Buat folder images di dalam project

isi dengan lake.jpg yang bisa diunduh di

<https://raw.githubusercontent.com/flutter/website/master/examples/layout/lakes/step5/images/lake.jpg>

9. Di dalam file pubspec.yaml, di bawah baris

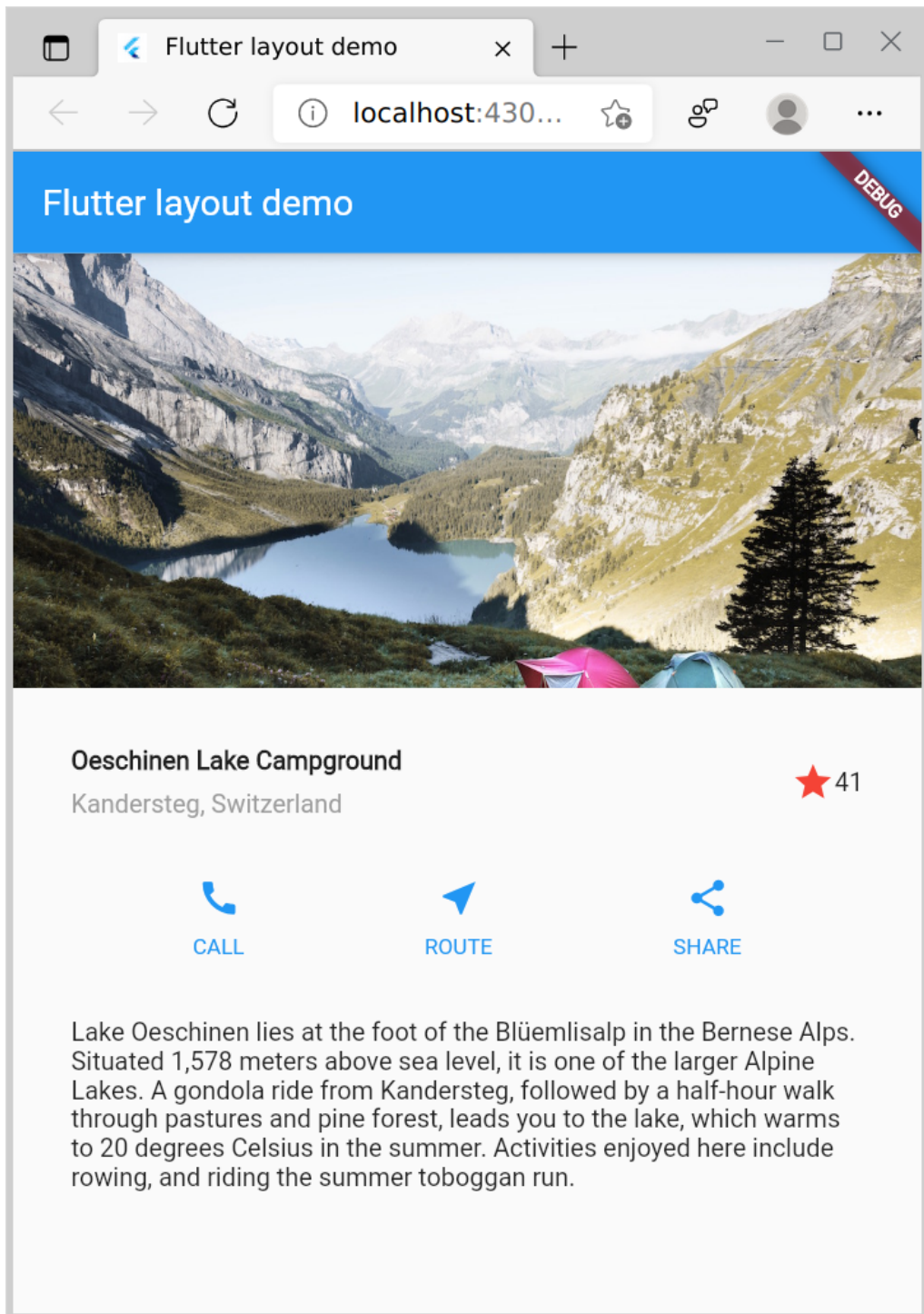
```
uses-material-design: true
```

tambahkan

```
assets:
```

```
- images/lake.jpg
```

10. Jalankan program, berikut ini tampilan program yang dirunning pada web browser



Source code lengkap

<https://github.com/flutter/website/blob/main/examples/layout/lakes/step6/lib/main.dart>

Referensi

<https://docs.flutter.dev/development/ui/layout>