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| --- | --- | --- |
| HSI SANDBOX\_{LEVEL 2}\_ISNA FEBRIANI\_DART FOR FLUTTER\_ART201-86057\_3/MARET/2022 | | |
| No | Materi | Ket |
| 2.1 Hello world |  |  |
|  |  |  |
| 2.2 Print dan Komentar |  |  |
|  |  |  |
| 2.3 Boolean |  |  |
| 2.4 String #1 |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
| 2.5 String#2 |  |  |
| 2.6 Number |  |  |
| 2.7 List | #error1    #error2    #done |  |
| 2.8 Map |  |  |
| 2.9 Operator |  |  |
| 2.10 Challenge1 | Kekurangan:  -0 di dpn urutan angka pada int tdk akan tersalin  -tampilkan dgn memanggil var map  -representasi daftar makanna dan minuman kurang bisa dipahami |  |
| 2.11 Challenge2 |  |  |
| 3.1 Function |  |  |
| 3.2 If else |  |  |
| 3.3 Switch case |  | **-hrf kecil tdk valid, toupperCase helps it** |
| 3.4 Ternary | **#warning**    **#done** |  |
|  | **Jawaban**  **#if else** |  |

|  |  |  |
| --- | --- | --- |
| HSI SANDBOX\_{LEVEL 2}\_ISNA FEBRIANI\_DART FOR FLUTTER\_ART201-86057\_8/MARET/2022 | | |
| No | Materi | **Keterangan** |
| 3.6 For |  |  |
| 3.7 While | **-tanpa index++ dan index++ di luar statement maka akan trs pengulangan pada index0** |  |
| 3.8 o while |  |  |
| 3.9 Challenge 4 | **#salah**  **#jawaban** | **Kekurangan**  **-Gagal membuat star decreasing** |
| 4.1 Class |  |  |
| 4.2 Properties dan methods |  |  |
| 4.2 Constructor |  |  |
| 4.3 Getters n Setters |  | **Defaultnya setter:**  **Line 2**  **Getter:**  **Line 7**  **customnya**  **setter:**  **line27**  **getter:**  **line 30** |
| 4.4 Challenge5 |  | **Kekurangan:**  **Gagal merepresentasikan mutasi secara benar di console** |
| 4.5 Multiple constructor |  |  |
| 4.6 Inheritance |  | **Mewariskan properties n methods** |
| 4.7 Abstract class |  | **Abstract class tdk bisa digunakan sbg objek** |
| 4.8 Mixin |  |  |
| 4.9 Arrow funtion |  | **u/ menyingkat sintaks dari kurung kurawal menjadi “=>”** |
| 5.1 Sync Async |  | **Sync:**  **Mengeksekusi sesuai urutan program**  **Async:**  **Mengeksekusi sesuai urutan waktu** |
| 5.2 Future, async n await |  | **Line 3:**  **printData masih berjenis sync kemudian mengembalikan Future data**  **async: penanda funvtion asyncronous**  **await: menunggu method sblm return**  **Line 8:**  **u/ mengembalikan Future<String> maka jadikan function dalam** |
| 5.3 Try Catch |  | **Try catch:**  **Memanggil data dari internet dengan kemungkinan berhasil atau error (message melalui throw)** |
| 5.4 Challenge6 | **#wrong**  **#wrong:void tdk return**  **#done**  **#jawaban** |  |