**Laporan Workshop Pemrograman Perangkat Bergerak Pertemuan 2 : Mengenal Widget**

Sebuah gambar berisi Grafis, kartun, teks, papan klip

Deskripsi dibuat secara otomatis

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Teknik Informatika PSDKU Lamongan

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Tugas Workshop Pemrograman Perangkat Bergerak Pertemuan 2

**Link repository Github:** [**https://github.com/Lutfizadeh/codelab**](https://github.com/Lutfizadeh/codelab)

1. **Mengenal Widget dan Membuat Aplikasi Sederhana dari Widget**
2. Membuat widget appbar dan content sederhana

import 'package:flutter/material.dart';

void main() => runApp(MyApp());

class MyApp extends StatelessWidget {

// This widget is the root of your application.

@override

Widget build(BuildContext context) {

return MaterialApp(

home: Scaffold(

appBar: AppBar(title: const Text("Aplikasi")),

body: const Text("Hello World")

)

);

}

}

A screenshot of a computer

AI-generated content may be incorrect.

1. Ubah isi appbar dan content

import 'package:flutter/material.dart';

void main() => runApp(MyApp());

class MyApp extends StatelessWidget {

// This widget is the root of your application.

@override

Widget build(BuildContext context) {

return MaterialApp(

home: Scaffold(

appBar: AppBar(title: const Text("Aplikasi Pertama Saya")),

body: const Text("Selamat datang di mobile app pertama saya")

)

);

}

}

A screenshot of a phone

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1. **Mengenal Widget dan Membuat Aplikasi Berbasis Widget dan TextField**
2. Membuat TextField

import 'package:flutter/material.dart';

main() => runApp(AplikasiSaya());

class AplikasiSaya extends StatelessWidget{

@override

Widget build(BuildContext context) {

return MaterialApp(

home: Scaffold(

appBar: AppBar(title: Text("Aplikasi Kedua")),

body: TextField()

)

);

}

}

A screenshot of a chat

AI-generated content may be incorrect.

1. **Menggunakan Widget TextField dan Membuat Tampilan Decoration Sesuai Selera**
2. Memberi hint text

import 'package:flutter/material.dart';

void main() => runApp(BelajarFlutter());

class BelajarFlutter extends StatelessWidget {

@override

Widget build(BuildContext context) {

return MaterialApp(

title: 'Belajar Flutter',

home: Scaffold(

appBar: AppBar(

title: Text('Belajar Flutter'),

),

body: TextField(

decoration: InputDecoration(

hintText: "Silahkan masukkan username"

)

)

),

);

}

}

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1. Menambahkan label

import 'package:flutter/material.dart';

void main() => runApp(BelajarFlutter());

class BelajarFlutter extends StatelessWidget {

@override

Widget build(BuildContext context) {

return MaterialApp(

title: 'Belajar Flutter',

home: Scaffold(

appBar: AppBar(

title: Text('Belajar Flutter'),

),

body: TextField(

decoration: InputDecoration(

labelText: "Username",

hintText: "Silahkan masukkan username"

)

)

),

);

}

}

A screenshot of a computer

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1. Mengubah border menjadi outlined border

import 'package:flutter/material.dart';

void main() => runApp(BelajarFlutter());

class BelajarFlutter extends StatelessWidget {

@override

Widget build(BuildContext context) {

return MaterialApp(

title: 'Belajar Flutter',

home: Scaffold(

appBar: AppBar(

title: Text('Belajar Flutter'),

),

body: TextField(

decoration: InputDecoration(

border: OutlineInputBorder(),

labelText: "Username",

hintText: "Silahkan masukkan username"

)

)

),

);

}

}

A screenshot of a computer

AI-generated content may be incorrect.

1. Menghilangkan border pada textfield

import 'package:flutter/material.dart';

void main() => runApp(BelajarFlutter());

class BelajarFlutter extends StatelessWidget {

@override

Widget build(BuildContext context) {

return MaterialApp(

title: 'Belajar Flutter',

home: Scaffold(

appBar: AppBar(

title: Text('Belajar Flutter'),

),

body: TextField(

decoration: InputDecoration(

border: InputBorder.none,

labelText: "Username",

hintText: "Silahkan masukkan username"

)

)

),

);

}

}

A screenshot of a computer

AI-generated content may be incorrect.

1. Mengubah border menjadi outlined border dengan border radius

import 'package:flutter/material.dart';

void main() => runApp(BelajarFlutter());

class BelajarFlutter extends StatelessWidget {

@override

Widget build(BuildContext context) {

return MaterialApp(

title: 'Belajar Flutter',

home: Scaffold(

appBar: AppBar(

title: Text('Belajar Flutter'),

),

body: TextField(

decoration: InputDecoration(

border: new OutlineInputBorder(

borderRadius: new BorderRadius.circular(25),

borderSide: new BorderSide()

),

labelText: "Username",

hintText: "Silahkan masukkan username"

)

)

),

);

}

}

A screenshot of a computer

AI-generated content may be incorrect.

1. Mengganti border menjadi underlined border

import 'package:flutter/material.dart';

void main() => runApp(BelajarFlutter());

class BelajarFlutter extends StatelessWidget {

@override

Widget build(BuildContext context) {

return MaterialApp(

title: 'Belajar Flutter',

home: Scaffold(

appBar: AppBar(

title: Text('Belajar Flutter'),

),

body: TextField(

decoration: InputDecoration(

border: UnderlineInputBorder(),

labelText: "Username",

hintText: "Silahkan masukkan username"

)

)

),

);

}

}

A screenshot of a computer

AI-generated content may be incorrect.

1. Mengubah warna background pada textfield

import 'package:flutter/material.dart';

void main() => runApp(BelajarFlutter());

class BelajarFlutter extends StatelessWidget {

@override

Widget build(BuildContext context) {

return MaterialApp(

title: 'Belajar Flutter',

home: Scaffold(

appBar: AppBar(

title: Text('Belajar Flutter'),

),

body: TextField(

decoration: InputDecoration(

border: OutlineInputBorder(

borderRadius: BorderRadius.circular(25),

borderSide: BorderSide(color: Colors.red)

),

filled: true,

fillColor: Colors.lightGreen,

labelText: "Username",

hintText: "Silahkan masukkan username"

)

)

),

);

}

}

A screenshot of a computer

AI-generated content may be incorrect.

1. Mengubah tampilan textfield menjadi tampilan password

import 'package:flutter/material.dart';

void main() => runApp(BelajarFlutter());

class BelajarFlutter extends StatelessWidget {

@override

Widget build(BuildContext context) {

return MaterialApp(

title: 'Belajar Flutter',

home: Scaffold(

appBar: AppBar(

title: Text('Belajar Flutter'),

),

body: TextField(

obscureText: true,

decoration: InputDecoration(

border: OutlineInputBorder(

borderRadius: BorderRadius.circular(25),

borderSide: BorderSide(color: Colors.red)

),

filled: true,

fillColor: Colors.lightGreen,

labelText: "Password",

hintText: "Silahkan masukkan password",

)

)

),

);

}

}

A screenshot of a computer

AI-generated content may be incorrect.

1. Memberikan initial value (nilai awal) pada textfield

import 'package:flutter/material.dart';

void main() => runApp(BelajarFlutter());

class BelajarFlutter extends StatelessWidget {

@override

Widget build(BuildContext context) {

return MaterialApp(

title: 'Belajar Flutter',

home: Scaffold(

appBar: AppBar(

title: Text('Belajar Flutter'),

),

body: TextFormField(

// obscureText: true,

initialValue: "Lutfi",

decoration: InputDecoration(

border: OutlineInputBorder(

borderRadius: BorderRadius.circular(25),

borderSide: BorderSide(color: Colors.red)

),

filled: true,

fillColor: Colors.lightGreen,

labelText: "Username",

hintText: "Silahkan masukkan username",

)

)

),

);

}

}

A screenshot of a computer

AI-generated content may be incorrect.

1. Menambahkan maxlength pada textfield

import 'package:flutter/material.dart';

void main() => runApp(BelajarFlutter());

class BelajarFlutter extends StatelessWidget {

@override

Widget build(BuildContext context) {

return MaterialApp(

title: 'Belajar Flutter',

home: Scaffold(

appBar: AppBar(

title: Text('Belajar Flutter'),

),

body: TextFormField(

// obscureText: true,

// initialValue: "Lutfi",

maxLength: 10,

decoration: InputDecoration(

border: OutlineInputBorder(

borderRadius: BorderRadius.circular(25),

borderSide: BorderSide(color: Colors.red)

),

filled: true,

fillColor: Colors.lightGreen,

labelText: "Username",

hintText: "Silahkan masukkan username",

)

)

),

);

}

}

A close-up of a flag

AI-generated content may be incorrect.

1. Menambahkn helper text pada textfield

import 'package:flutter/material.dart';

void main() => runApp(BelajarFlutter());

class BelajarFlutter extends StatelessWidget {

@override

Widget build(BuildContext context) {

return MaterialApp(

title: 'Belajar Flutter',

home: Scaffold(

appBar: AppBar(

title: Text('Belajar Flutter'),

),

body: TextFormField(

// obscureText: true,

// initialValue: "Lutfi",

maxLength: 10,

decoration: InputDecoration(

border: OutlineInputBorder(

borderRadius: BorderRadius.circular(25),

borderSide: BorderSide(color: Colors.red)

),

filled: true,

fillColor: Colors.lightGreen,

labelText: "Username",

hintText: "Silahkan masukkan username",

helperText: "Masukkan maksimal 10 karakter",

)

)

),

);

}

}

A screenshot of a computer

AI-generated content may be incorrect.

1. Menambahkan icon pada textfield
2. Di depan

import 'package:flutter/material.dart';

void main() => runApp(BelajarFlutter());

class BelajarFlutter extends StatelessWidget {

@override

Widget build(BuildContext context) {

return MaterialApp(

title: 'Belajar Flutter',

home: Scaffold(

appBar: AppBar(

title: Text('Belajar Flutter'),

),

body: TextFormField(

// obscureText: true,

// initialValue: "Lutfi",

maxLength: 10,

decoration: InputDecoration(

border: OutlineInputBorder(

borderRadius: BorderRadius.circular(25),

borderSide: BorderSide(color: Colors.red)

),

filled: true,

fillColor: Colors.lightGreen,

labelText: "Username",

hintText: "Silahkan masukkan username",

helperText: "Masukkan maksimal 10 karakter",

prefixIcon: Icon(Icons.person)

)

)

),

);

}

}

A screenshot of a computer

AI-generated content may be incorrect.

1. Di belakang

import 'package:flutter/material.dart';

void main() => runApp(BelajarFlutter());

class BelajarFlutter extends StatelessWidget {

@override

Widget build(BuildContext context) {

return MaterialApp(

title: 'Belajar Flutter',

home: Scaffold(

appBar: AppBar(

title: Text('Belajar Flutter'),

),

body: TextFormField(

// obscureText: true,

// initialValue: "Lutfi",

maxLength: 10,

decoration: InputDecoration(

border: OutlineInputBorder(

borderRadius: BorderRadius.circular(25),

borderSide: BorderSide(color: Colors.red)

),

filled: true,

fillColor: Colors.lightGreen,

labelText: "Username",

hintText: "Silahkan masukkan username",

helperText: "Masukkan maksimal 10 karakter",

suffixIcon: Icon(Icons.person)

)

)

),

);

}

}

A close-up of a flag

AI-generated content may be incorrect.

1. **Menggunakan Widget Button dan Membuat Tampilan Decoration Sesuai Selera**
2. Menambahkan button (Elevated Button)

import 'package:flutter/material.dart';

void main() => runApp(BelajarFlutter());

class BelajarFlutter extends StatelessWidget {

@override

Widget build(BuildContext context) {

return MaterialApp(

home: Scaffold(

appBar: AppBar(

title: Text('Belajar Flutter'),

),

body: ElevatedButton(

onPressed: () {

print('Button ditekan');

},

child: new Text("LOGIN")

)

),

);

}

}

A screenshot of a chat

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Jika button ditekan maka di terminal VSCode akan muncul seperti berikut:



1. Menambahkan text button

import 'package:flutter/material.dart';

void main() => runApp(BelajarFlutter());

class BelajarFlutter extends StatelessWidget {

@override

Widget build(BuildContext context) {

return MaterialApp(

home: Scaffold(

appBar: AppBar(

title: Text('Belajar Flutter'),

),

body: TextButton(

onPressed: () {

print('Button ditekan');

},

child: new Text("LOGIN")

)

),

);

}

}

A screenshot of a computer

AI-generated content may be incorrect.

1. Menambahkan outlined button

import 'package:flutter/material.dart';

void main() => runApp(BelajarFlutter());

class BelajarFlutter extends StatelessWidget {

@override

Widget build(BuildContext context) {

return MaterialApp(

home: Scaffold(

appBar: AppBar(

title: Text('Belajar Flutter'),

),

body: OutlinedButton(

onPressed: () {

print('Button ditekan');

},

child: new Text("LOGIN")

)

),

);

}

}

A screenshot of a computer

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1. Menambahkan style (mengubah warna background)

import 'package:flutter/material.dart';

void main() => runApp(BelajarFlutter());

class BelajarFlutter extends StatelessWidget {

@override

Widget build(BuildContext context) {

return MaterialApp(

home: Scaffold(

appBar: AppBar(

title: Text('Belajar Flutter'),

),

body: ElevatedButton(

onPressed: () {

print('Button ditekan');

},

style: ElevatedButton.styleFrom(

backgroundColor: Colors.red,

),

child: new Text("LOGIN")

)

),

);

}

}

A screenshot of a computer

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1. Mengubah warna tulisan
2. Dengan nama warna

import 'package:flutter/material.dart';

void main() => runApp(BelajarFlutter());

class BelajarFlutter extends StatelessWidget {

@override

Widget build(BuildContext context) {

return MaterialApp(

home: Scaffold(

appBar: AppBar(

title: Text('Belajar Flutter'),

),

body: ElevatedButton(

onPressed: () {

print('Button ditekan');

},

style: ElevatedButton.styleFrom(

backgroundColor: Colors.red,

),

child: new Text("LOGIN",

style: TextStyle(

color: Colors.yellow

)

)

)

),

);

}

}

A screenshot of a computer

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1. Dengan ARGB

import 'package:flutter/material.dart';

void main() => runApp(BelajarFlutter());

class BelajarFlutter extends StatelessWidget {

@override

Widget build(BuildContext context) {

return MaterialApp(

home: Scaffold(

appBar: AppBar(

title: Text('Belajar Flutter'),

),

body: ElevatedButton(

onPressed: () {

print('Button ditekan');

},

style: ElevatedButton.styleFrom(

backgroundColor: Colors.red,

),

child: new Text("LOGIN",

style: TextStyle(

color: Color.fromARGB(255, 0, 255, 247),

)

)

)

),

);

}

}

A screenshot of a chat

AI-generated content may be incorrect.

1. Mengubah ukuran button (menggunakan container)

import 'package:flutter/material.dart';

void main() => runApp(BelajarFlutter());

class BelajarFlutter extends StatelessWidget {

@override

Widget build(BuildContext context) {

return MaterialApp(

home: Scaffold(

appBar: AppBar(

title: Text('Belajar Flutter'),

),

body: Container(

width: 700,

height: 300,

child: ElevatedButton(

onPressed: () {

print('Button ditekan');

},

style: ElevatedButton.styleFrom(

backgroundColor: Colors.red,

),

child: new Text("LOGIN",

style: TextStyle(

color: Color.fromARGB(255, 0, 255, 247),

)

)

)

)

),

);

}

}

A screenshot of a computer

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1. Mengatur border radius

import 'package:flutter/material.dart';

void main() => runApp(BelajarFlutter());

class BelajarFlutter extends StatelessWidget {

@override

Widget build(BuildContext context) {

return MaterialApp(

home: Scaffold(

appBar: AppBar(

title: Text('Belajar Flutter'),

),

body: Container(

width: 700,

height: 300,

child: ElevatedButton(

onPressed: () {

print('Button ditekan');

},

style: ElevatedButton.styleFrom(

backgroundColor: Colors.red,

shape: RoundedRectangleBorder(

borderRadius: BorderRadius.circular(20),

)

),

child: new Text("LOGIN",

style: TextStyle(

color: Color.fromARGB(255, 0, 255, 247),

)

)

)

)

),

);

}

}

A screenshot of a computer

AI-generated content may be incorrect.

1. Menambahkan icon

import 'package:flutter/material.dart';

void main() => runApp(BelajarFlutter());

class BelajarFlutter extends StatelessWidget {

@override

Widget build(BuildContext context) {

return MaterialApp(

home: Scaffold(

appBar: AppBar(

title: Text('Belajar Flutter'),

),

body: ElevatedButton.icon(

onPressed: () {

print("Ini ditekan");

},

icon: Icon(Icons.camera),

label: Text("Ambil Foto")

)

),

);

}

}

A screenshot of a chat

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1. Mengubah background color

import 'package:flutter/material.dart';

void main() => runApp(BelajarFlutter());

class BelajarFlutter extends StatelessWidget {

@override

Widget build(BuildContext context) {

return MaterialApp(

home: Scaffold(

appBar: AppBar(

title: Text('Belajar Flutter'),

),

body: ElevatedButton.icon(

onPressed: () {

print("Ini ditekan");

},

style: ElevatedButton.styleFrom(

backgroundColor: const Color.fromARGB(255, 255, 234, 0)

),

icon: Icon(Icons.camera),

label: Text("Ambil Foto")

)

),

);

}

}

A screenshot of a phone

AI-generated content may be incorrect.