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Matkul : Mobile Programming

P1-P2 Installation Flutter & Create New Project

1. Ketika sudah melakukan install software yang di butuhkan maka selanjutnya kita tuliskan command "flutter doctor -v" di terminal

```
PS C:\Users\Muhamad Ridwan\DEV\Project\mobile_programming> flutter doctor -v
[✓] Flutter (Channel stable, 3.19.0, on Microsoft Windows [Version 10.0.22631.3155], locale en-ID)
    • Flutter version 3.19.0 on channel stable at C:\Users\Muhamad Ridwan\DEV\flutter
    • Upstream repository https://github.com/flutter/flutter.git
    • Framework revision bae5e49bc2 (12 days ago), 2024-02-13 17:46:18 -0800
    • Engine revision 04817c99c9
    • Dart version 3.3.0
    • DevTools version 2.31.1

[✓] Windows Version (Installed version of Windows is version 10 or higher)

[✓] Android toolchain - develop for Android devices (Android SDK version 34.0.0)
    • Android SDK at C:\Users\Muhamad Ridwan\AppData\Local\Android\sdk
    • Platform android-34, build-tools 34.0.0
    • Java binary at: C:\Program Files\Android\Android Studio\jbr\bin\java
    • Java version OpenJDK Runtime Environment (build 17.0.7+0-b2043.56-10550314)
    • All Android licenses accepted.

[✓] Chrome - develop for the web
    • Chrome at C:\Program Files\Google\Chrome\Application\chrome.exe

[X] Visual Studio - develop Windows apps
    ✗ Visual Studio not installed; this is necessary to develop Windows apps.
      Download at https://visualstudio.microsoft.com/downloads/.
      Please install the "Desktop development with C++" workload, including all of its default components

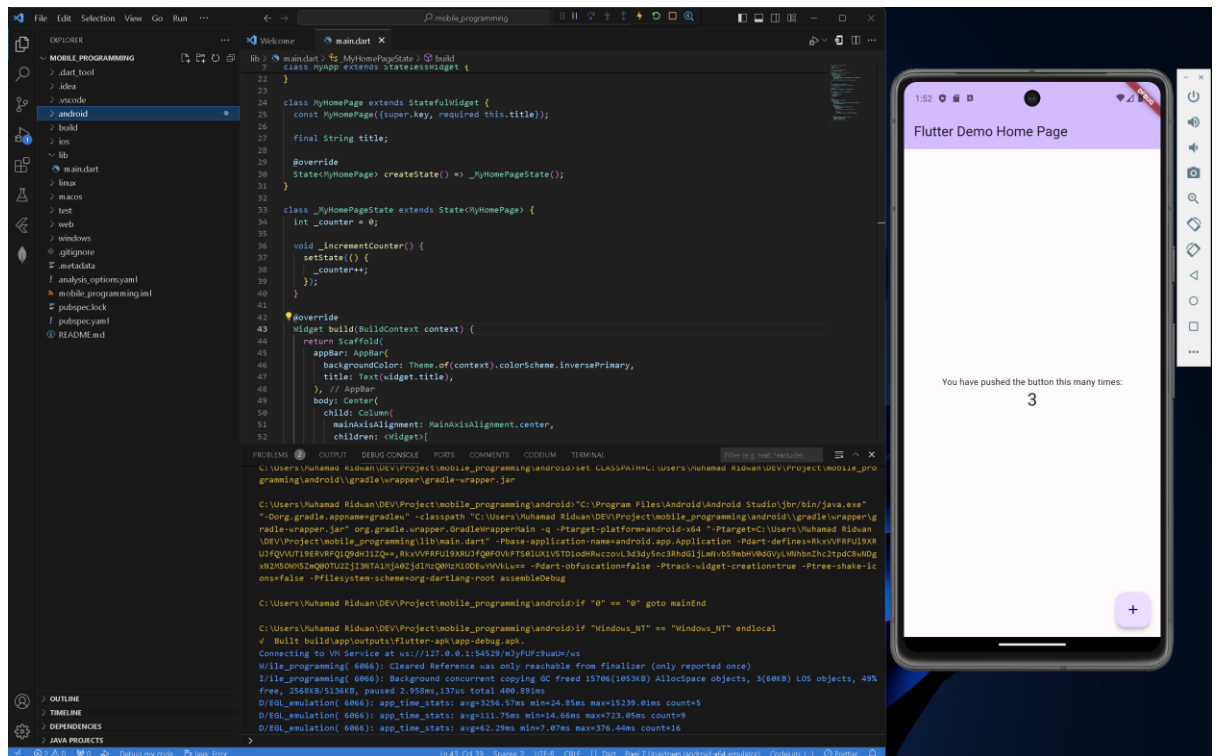
[✓] Android Studio (version 2023.1)
    • Android Studio at C:\Program Files\Android\Android Studio
    • Flutter plugin can be installed from:
      https://plugins.jetbrains.com/plugin/9212-flutter
    • Dart plugin can be installed from:
      https://plugins.jetbrains.com/plugin/6351-dart
    • Java version OpenJDK Runtime Environment (build 17.0.7+0-b2043.56-10550314)

[✓] Connected device (4 available)
    • sdk gphone64 x86_64 (mobile) • emulator-5554 • android-x64 • Android 12 (API 31) (emulator)
    • Windows (desktop)           • windows       • windows-x64 • Microsoft Windows [Version 10.0.22631.3155]
    • Chrome (web)                • chrome        • web-javascript • Google Chrome 121.0.6167.185
    • Edge (web)                  • edge          • web-javascript • Microsoft Edge 121.0.2277.83

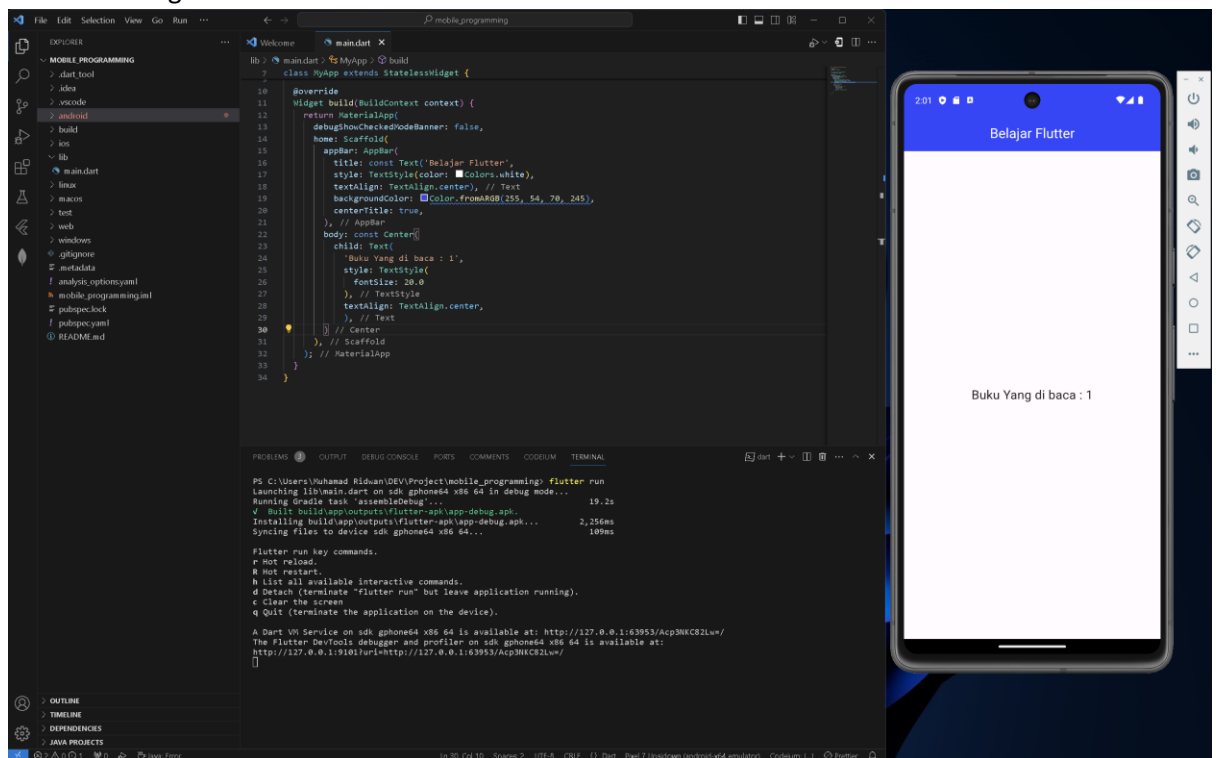
[✓] Network resources
    • All expected network resources are available.

! Doctor found issues in 1 category.
PS C:\Users\Muhamad Ridwan\DEV\Project\mobile_programming>
```

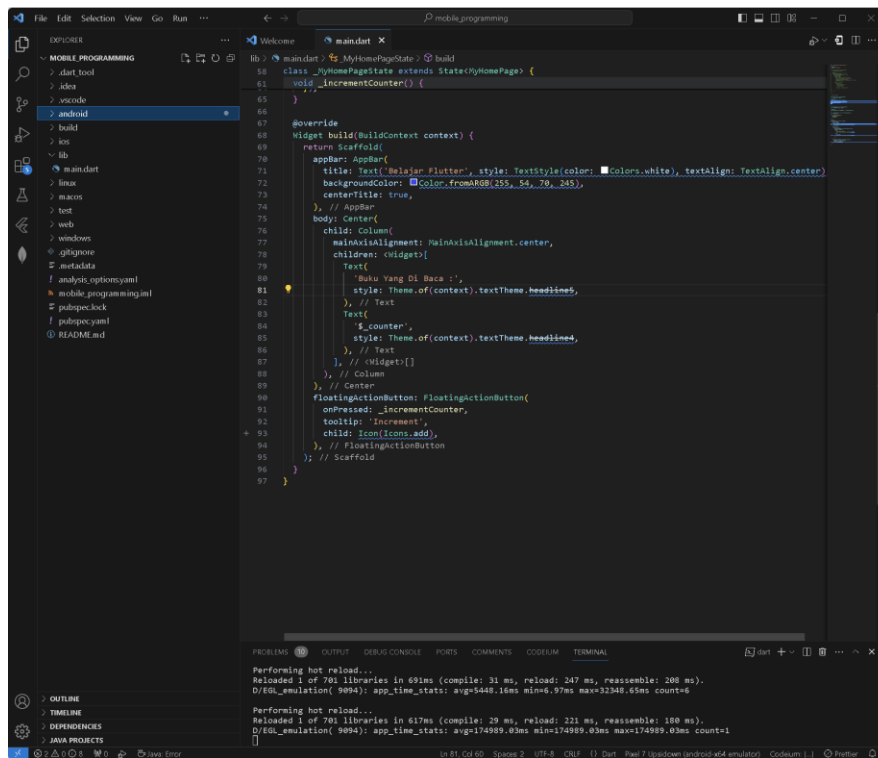
2. Setelah itu tekan ctrl+shift+p di visual studio code untuk membuat project baru dan ikuti Langkah Langkah nya, maka akan jadi seperti ini jika sudah membuat project baru



3. Stateless Widget



4. Stateful Widget



```
14 class _MyHomePageState extends State<MyHomePage> {
15   void _incrementCounter() {
16     // ...
17   }
18 }
19
20 @override
21 Widget build(BuildContext context) {
22   return Scaffold(
23     appBar: AppBar(
24       title: Text('Belajar Flutter', style: TextStyle(color: Colors.white, textAlign: TextAlign.center),
25       backgroundColor: Color.fromARGB(255, 54, 79, 243)),
26       centerTitle: true,
27     ), // AppBar
28     body: Center(
29       child: Column(
30         mainAxisAlignment: MainAxisAlignment.center,
31         children: <Widget>[
32           Text(
33             'Buku Yang Di Baca :',
34             style: Theme.of(context).textTheme.headline5,
35           ), // Text
36           Text(
37             '$counter',
38             style: Theme.of(context).textTheme.headline4,
39           ), // Text
40         ], // <Widget>[]
41       ), // Column
42     ), // Center
43     floatingActionButton: FloatingActionButton(
44       onPressed: _incrementCounter,
45       tooltip: 'Increment',
46       child: Icon(Icons.add),
47     ), // FloatingActionButton
48   ); // Scaffold
49 }
```

