

Soal Platform Widget

Membuat Tampilan Android menggunakan Material Design

```
lib > material_app.dart > App > App
1 import 'package:flutter/material.dart';
2 import 'package:platformwidget/material_page.dart';
3
4
5 class App extends StatelessWidget{
6   const App({super.key});
7
8   @override
9   Widget build(BuildContext context){
10    return MaterialApp(
11      theme: ThemeData.dark(),
12      home: HomePage(),
13    ); // MaterialApp
14  }
15 }
16
```

Membuat class App untuk menampung HomePage

```
lib > material_page.dart > ...
1 import 'package:flutter/material.dart';
2
3 class HomePage extends StatelessWidget{
4   @override
5   Widget build(BuildContext context){
6     return Scaffold(
7       appBar: AppBar(
8         title: const Text('MaterialApp'),
9       ), // AppBar
10      drawer: Drawer(
11        child: ListView(
12          children: const [
13            ListTile(title: Text('Home ')),
14            ListTile(title: Text('Settings')),
15          ],
16        ), // ListView
17      ), // Drawer
18      body: const Center(
19        child: Text('This is MaterialApp'),
20      ), // Center
21      bottomNavigationBar: BottomNavigationBar(
22        items: const [
23          BottomNavigationBarItem(icon: Icon(Icons.home), label: 'Home'),
24          BottomNavigationBarItem(icon: Icon(Icons.settings), label: 'Settings'),
25        ],
26      ), // BottomNavigationBar
27    ); // Scaffold
28  }
29 }
```

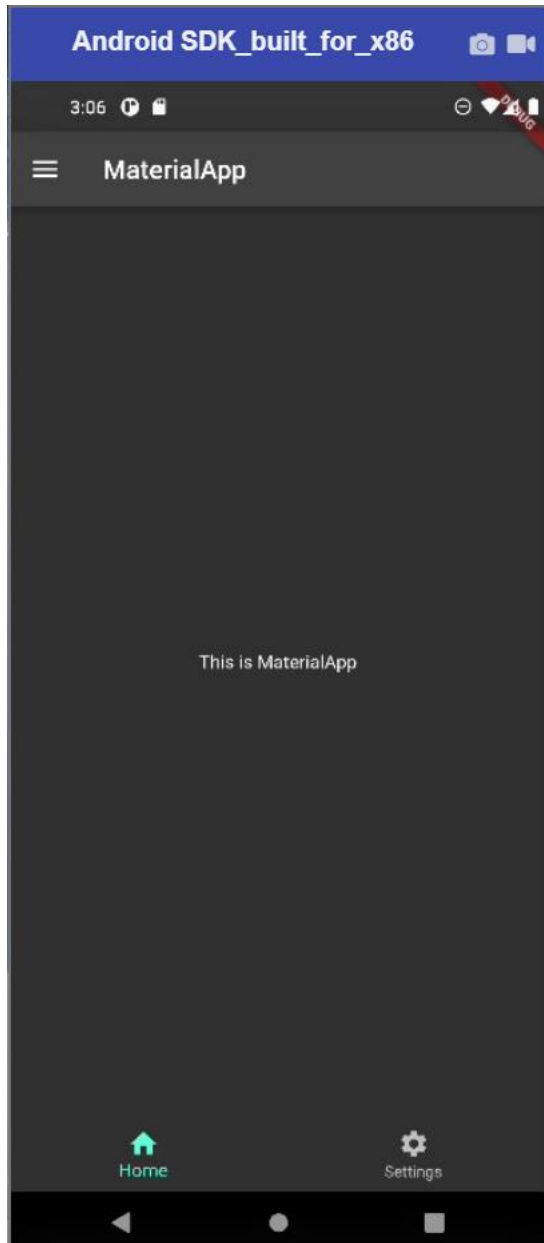
Membuat class HomePage untuk menampung Appbar, drawer, dan bottomnavigationbar atau tampilan aplikasi berbasis android

```
lib > main.dart > ...
1 import 'package:flutter/material.dart';
2 import 'material_app.dart';
3
4 Run | Debug | Profile
5 void main() {
6   runApp(App());
7 }

```

Menjalankan kode yang sudah dibuat pada main.dart

Output tampilan os berbasis android



Output drawer jika ditekan 3 garis pada pojok appbar

