Tugas

- 1. Bukalah tugas kalian (12. Soal Assets, Dialog Bottomsheet, Navigation)
- 2. Tambahkan & Implementasikan penggunaan provider pada aplikasi tersebut
- 3. Tambahkan animasi sederhana pada salah satu fitur yang dibuat. (contoh: ketika pindah ke halaman tambah data kontak atau pada halaman galeri setiap gambar di tekan).

Code main.dart

```
import 'package:bottomsheet_provider/image_gallery.dart';
  import 'package:flutter/material.dart';
  import 'package:provider/provider.dart';
4 import 'image_fullscrenn.dart';
   import 'package:bottomsheet_provider/stores/images.dart' as image_store;
      MultiProvider(
         ChangeNotifierProvider(
            create: (_) => image_store.ImageProvider(),
         child: const MyApp(),
20 class MyApp extends StatelessWidget {
     const MyApp({super.key});
24 Widget build(BuildContext context) {
      return MaterialApp(
      //home: ImageGallery(),
initialRoute: '/',
        '/': (_) => const ImageGallery(),
           '/fullscreen': (_) => const FullImage(
                 image: '',
```

Code model.dart

```
class ImageModel {
  final String url;
  ImageModel({required this.url});
  }
6
```

Code untuk menampung url image assets

Code halaman utama untuk menampilkan gambar menggunakan Provider

```
import 'package:provider/provider.dart';
    class ImageGallery extends StatefulWidget {
  const ImageGallery({super.key});
      State<ImageGallery> createState() => _ImageGalleryState();
    class _ImageGalleryState extends State<ImageGallery> {
       loginData = await SharedPreferences.getInstance();
        final imageProvider = Provider.of<image_store.ImageProvider>(context);
           gridDelegate: const SliverGridDelegateWithFixedCrossAxisCount(
              return GestureDetector(
                child: Image.asset(
```