

TUGAS PENDAHULUAN
PEMROGRAMAN PERANGKAT BERGERAK
MODUL IX
API PERANGKAT KERAS



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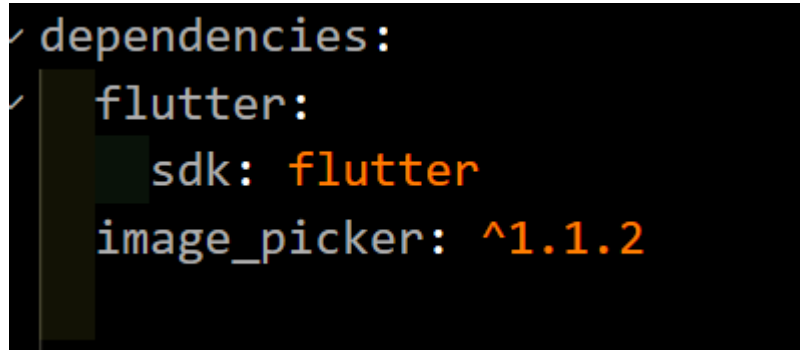
PROGRAM STUDI S1 SOFTWARE ENGINEERING
FAKULTAS INFORMATIKA
TELKOM UNIVERSITY PURWOKERTO

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TUGAS PENDAHULUAN

A. SOAL NOMER 1

- Sebelum itu memasukan file image_picker untuk mengfungsikan tombol-tombol pada halaman beranda iamge



```
dependencies:  
  flutter:  
    sdk: flutter  
  image_picker: ^1.1.2
```

- Source Code

```
import 'package:flutter/material.dart';  
import 'package:image_picker/image_picker.dart';  
import 'dart:io';  
  
void main() {  
  runApp(const MyApp());  
}  
  
class MyApp extends StatelessWidget {  
  const MyApp({Key? key}) : super(key: key);  
  
  @override  
  Widget build(BuildContext context) {  
    return MaterialApp(  
      debugShowCheckedModeBanner: false,  
      title: 'Latihan Memilih Gambar',  
      theme: ThemeData(  
        primarySwatch: Colors.amber,  
      ),  
    );  
  }  
}
```

```

        home: const ImagePickerScreen(title: 'Flutter Demo Home Page'),
      );
    }
  }

class ImagePickerScreen extends StatefulWidget {
  final String title;

  const ImagePickerScreen({Key? key, required this.title}) : super(key: key);

  @override
  _ImagePickerScreenState createState() => _ImagePickerScreenState();
}

class _ImagePickerScreenState extends State<ImagePickerScreen> {
  File? _image;
  final ImagePicker _picker = ImagePicker();

  Future<void> _pickImage(ImageSource source) async {
    final XFile? selectedImage = await _picker.pickImage(source: source);
    if (selectedImage != null) {
      setState(() {
        _image = File(selectedImage.path);
      });
    }
  }

  void _clearImage() {
    setState(() {
      _image = null;
    });
  }

  @override
  Widget build(BuildContext context) {

```

```

return Scaffold(
  appBar: AppBar(
    title: const Text('LATIHAN MEMILIH GAMBAR'),
    backgroundColor: Colors.amber,
  ),
  body: Center(
    child: Column(
      mainAxisAlignment: MainAxisAlignment.center,
      children: [
        Container(
          width: 200,
          height: 200,
          decoration: BoxDecoration(
            border: Border.all(color: Colors.grey, width: 2),
            borderRadius: BorderRadius.circular(12),
          ),
          child: _image != null
            ? Image.file(_image!, fit: BoxFit.cover)
            : const Icon(
                Icons.image_outlined,
                size: 100,
                color: Colors.grey,
              ),
        ),
        const SizedBox(height: 20),
        Row(
          mainAxisAlignment: MainAxisAlignment.center,
          children: [
            ElevatedButton.icon(
              onPressed: () => _pickImage(ImageSource.camera),
              icon: const Icon(Icons.camera_alt),
              label: const Text('Camera'),
              style: ElevatedButton.styleFrom(
                backgroundColor: Colors.amber,
                foregroundColor: Colors.black,
              ),
            ),
          ],
        ),
      ],
    ),
  ),
);

```

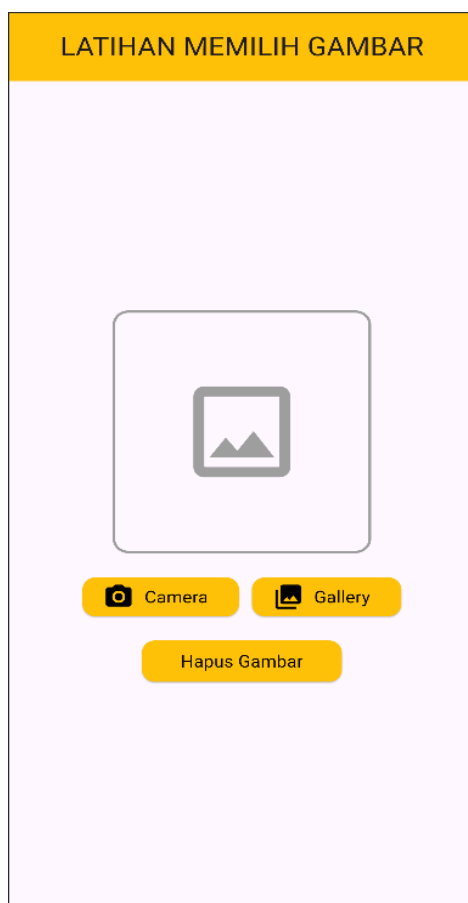
```

        shape: RoundedRectangleBorder(
          borderRadius: BorderRadius.circular(10),
        ),
      ),
    ),
    const SizedBox(width: 10),
    ElevatedButton.icon(
      onPressed: () => _pickImage(ImageSource.gallery),
      icon: const Icon(Icons.photo_library),
      label: const Text('Gallery'),
      style: ElevatedButton.styleFrom(
        backgroundColor: Colors.amber,
        foregroundColor: Colors.black,
        shape: RoundedRectangleBorder(
          borderRadius: BorderRadius.circular(10),
        ),
      ),
    ),
  ],
),
const SizedBox(height: 20),
ElevatedButton(
  onPressed: _clearImage,
  style: ElevatedButton.styleFrom(
    backgroundColor: Colors.amber,
    foregroundColor: Colors.black,
    padding:
      const EdgeInsets.symmetric(horizontal: 30, vertical: 15),
    shape: RoundedRectangleBorder(
      borderRadius: BorderRadius.circular(10),
    ),
  ),
  child: const Text('Hapus Gambar'),
),
],

```

```
),  
,  
);  
}  
}
```

- Screenshoot Output



- Deskripsi Program

Program ini merupakan sebuah aplikasi Flutter untuk memiliki fitur upload gambar, mengambil foto dari kamera dan menghapus foto. Menggunakan paket `image_picker`, aplikasi memungkinkan pengguna untuk memilih gambar dari kamera atau galeri dan menampilkannya di halaman beranda foto. Metode `_pickImage()` digunakan untuk memilih gambar dan menyimpannya ke dalam `image`. Gambar itu kemudian ditampilkan dalam container yg telah dibuat di halaman beranda foto,

