

TUGAS PEMROGRAMAN ANDROID

A. JAWABAN SOAL TEORI

1. Apa fungsi setOnClickListener?

Fungsinya adalah untuk menangani event klik pada komponen seperti Button.

2. Apa syarat pemanggilan method setOnClickListener?

Komponen harus sudah diinisialisasi menggunakan findViewById. Contoh:

```
Button myButton; myButton = findViewById(R.id.button);
myButton.setOnClickListener(new View.OnClickListener() {
    @Override    public void
onClick(View v) {
    // aksi klik

}
});
```

3. Error jika findViewById salah atau belum diinisialisasi?

Akan terjadi NullPointerException. Contoh logcat:

```
java.lang.NullPointerException: Attempt to invoke method on null object reference
```

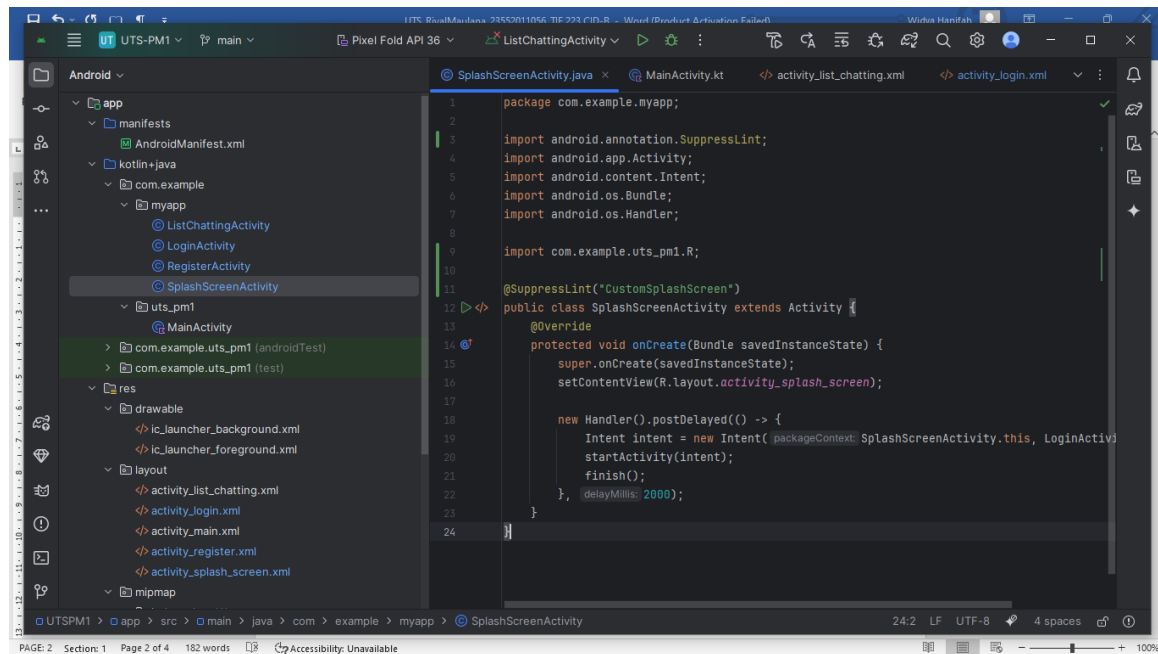
4. Contoh program NullPointerException: TextView textView = findViewById(R.id.salah); textView.setText("Halo"); // Error

5. Kumpulkan dalam bentuk PDF ke Elearning.

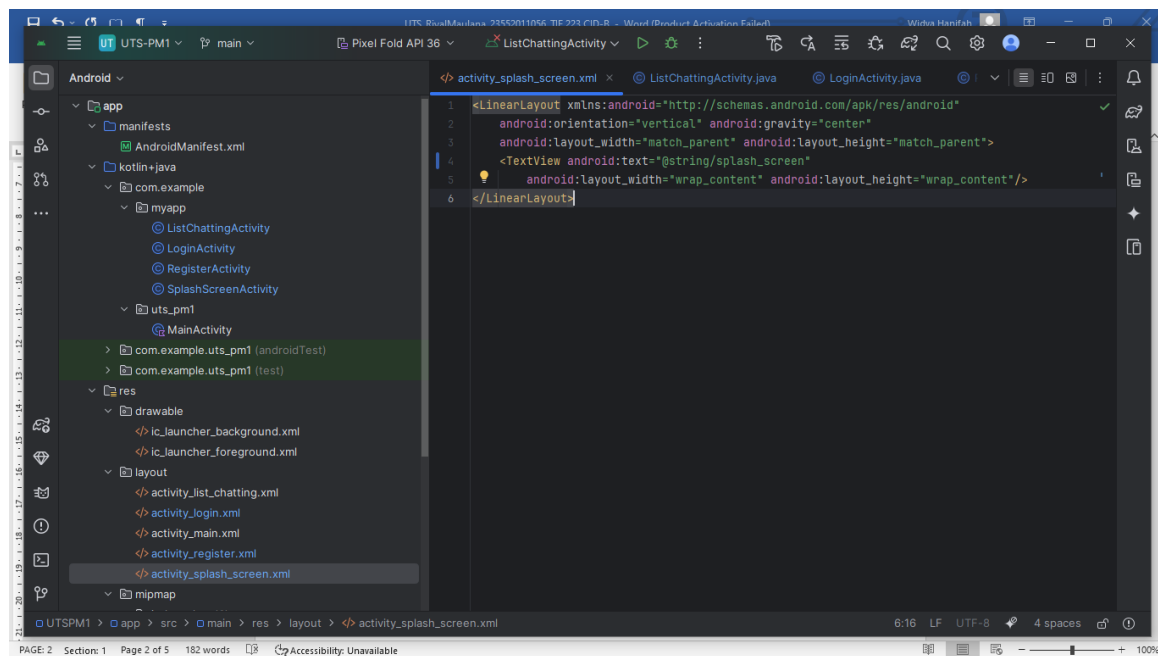
B. JAWABAN STUDI KASUS

1. Aplikasi dengan 4 Activity:

a. SplashScreenActivity



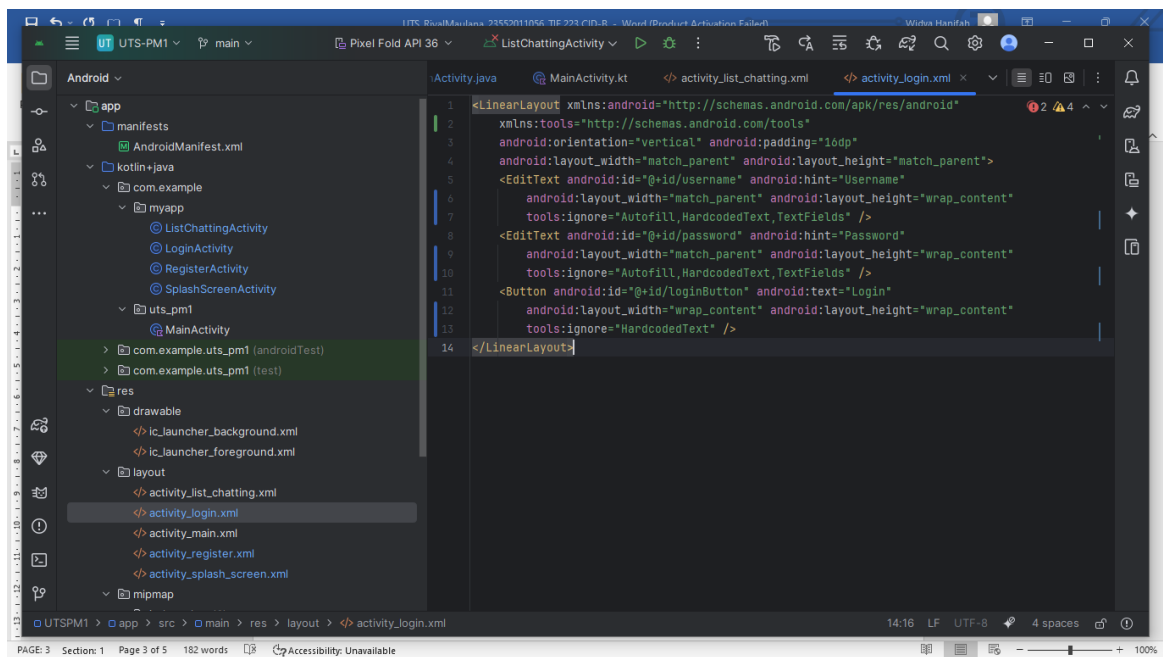
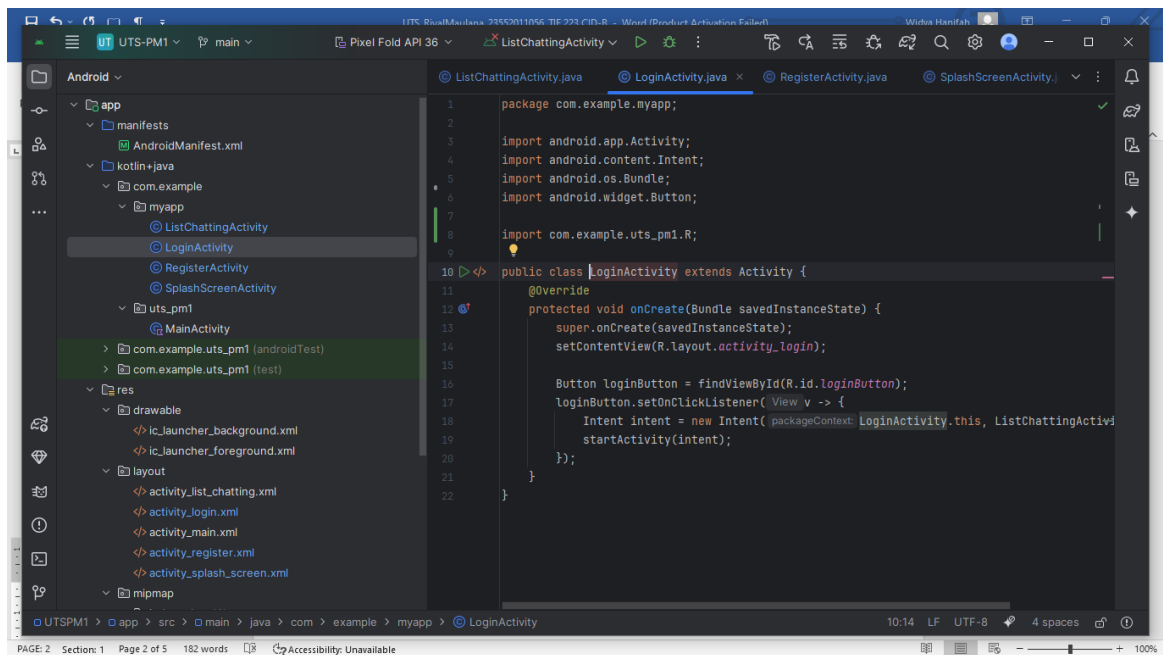
```
1 package com.example.myapp;
2
3 import android.annotation.SuppressLint;
4 import android.app.Activity;
5 import android.content.Intent;
6 import android.os.Bundle;
7 import android.os.Handler;
8
9 import com.example.uts_pm1.R;
10
11 @SuppressWarnings("CustomSplashScreen")
12 public class SplashScreenActivity extends Activity {
13     @Override
14     protected void onCreate(Bundle savedInstanceState) {
15         super.onCreate(savedInstanceState);
16         setContentView(R.layout.activity_splash_screen);
17
18         new Handler().postDelayed(() -> {
19             Intent intent = new Intent( packageContext, LoginActivity.this);
20             startActivity(intent);
21             finish();
22         }, delayMillis: 2000);
23     }
24 }
```



```
1 <LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
2     android:orientation="vertical" android:gravity="center"
3     android:layout_width="match_parent" android:layout_height="match_parent">
4     <TextView android:text="@string/splash_screen"
5         android:layout_width="wrap_content" android:layout_height="wrap_content"/>
6 </LinearLayout>
```

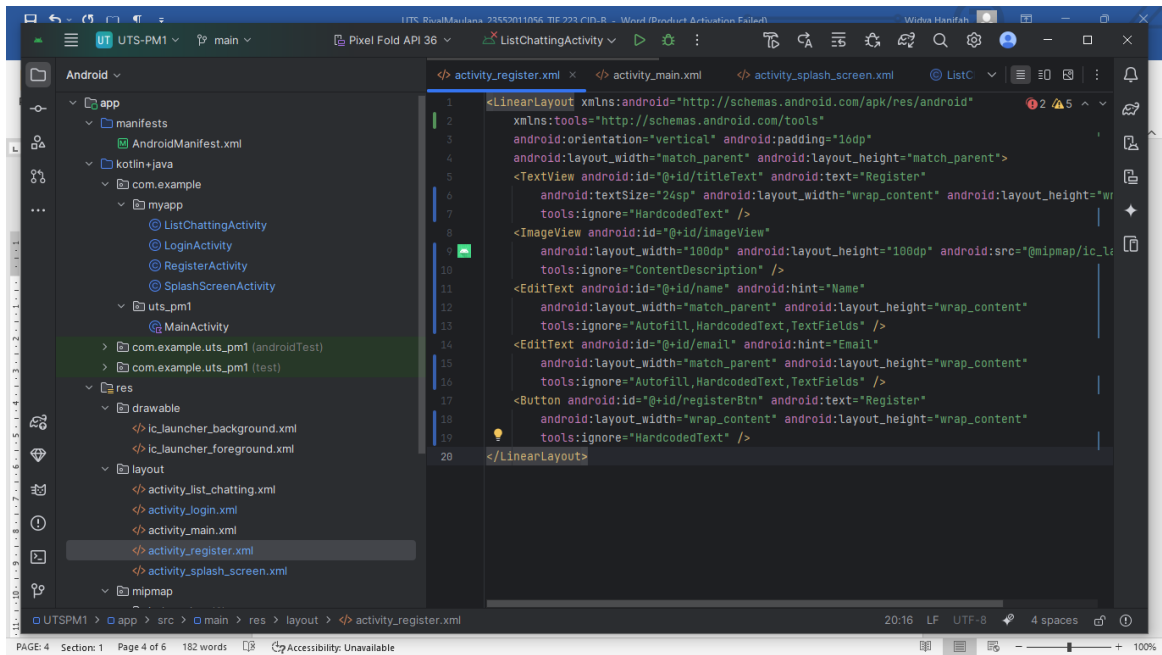
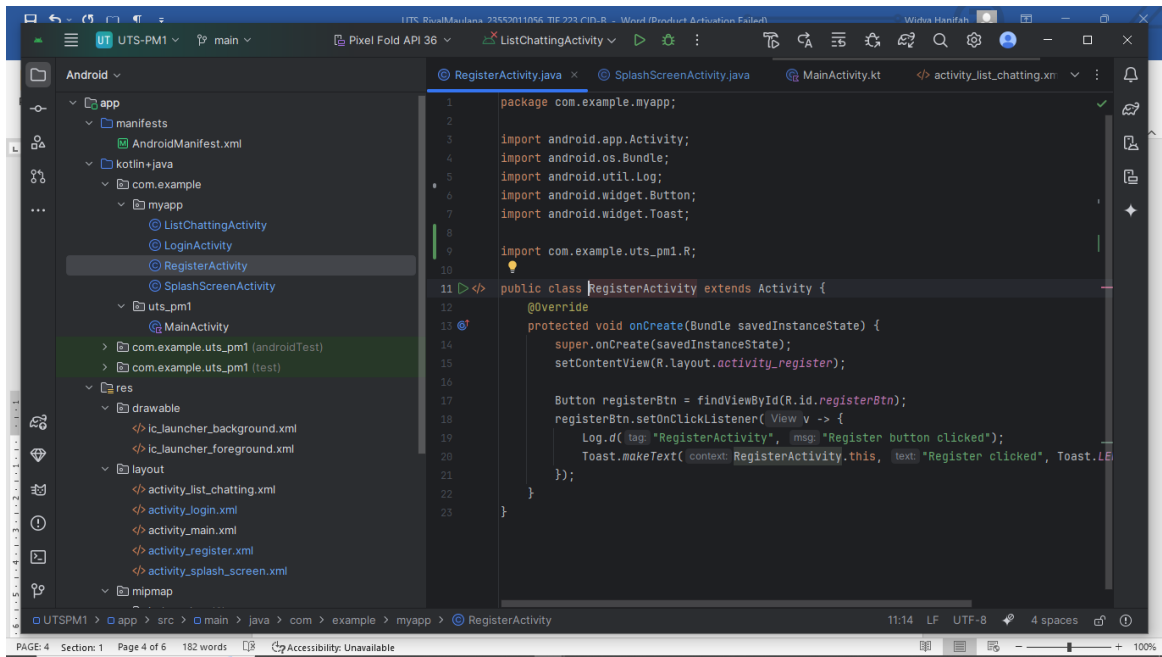
b. LoginActivity

- EditText dan Button untuk login, pindah ke ListChattingActivity



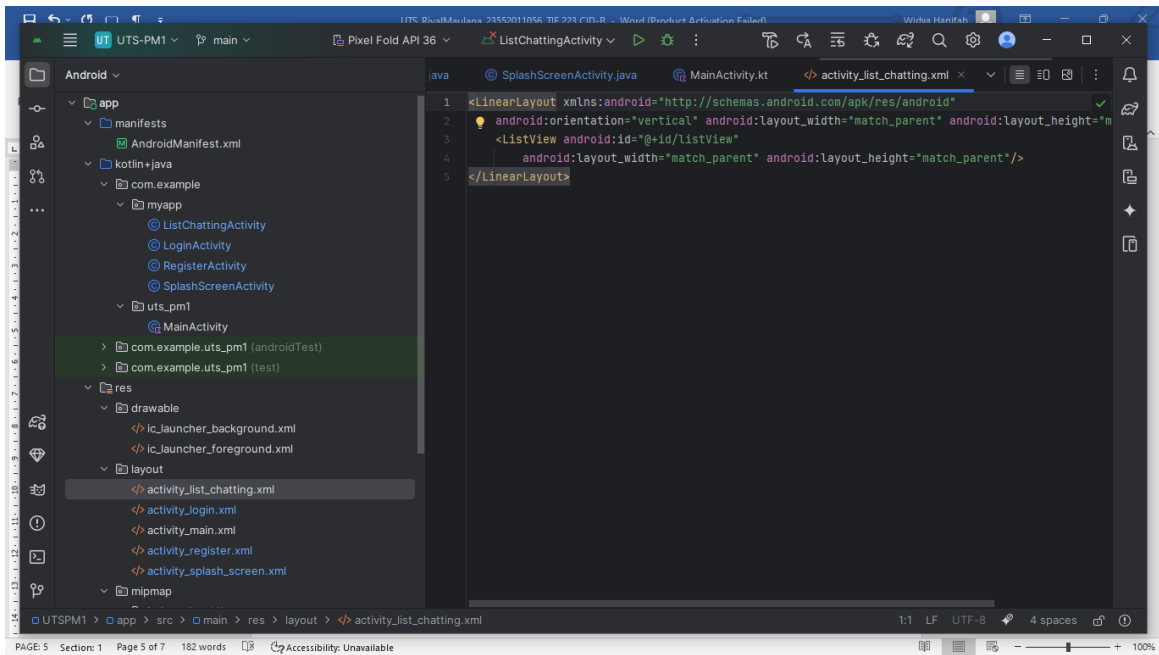
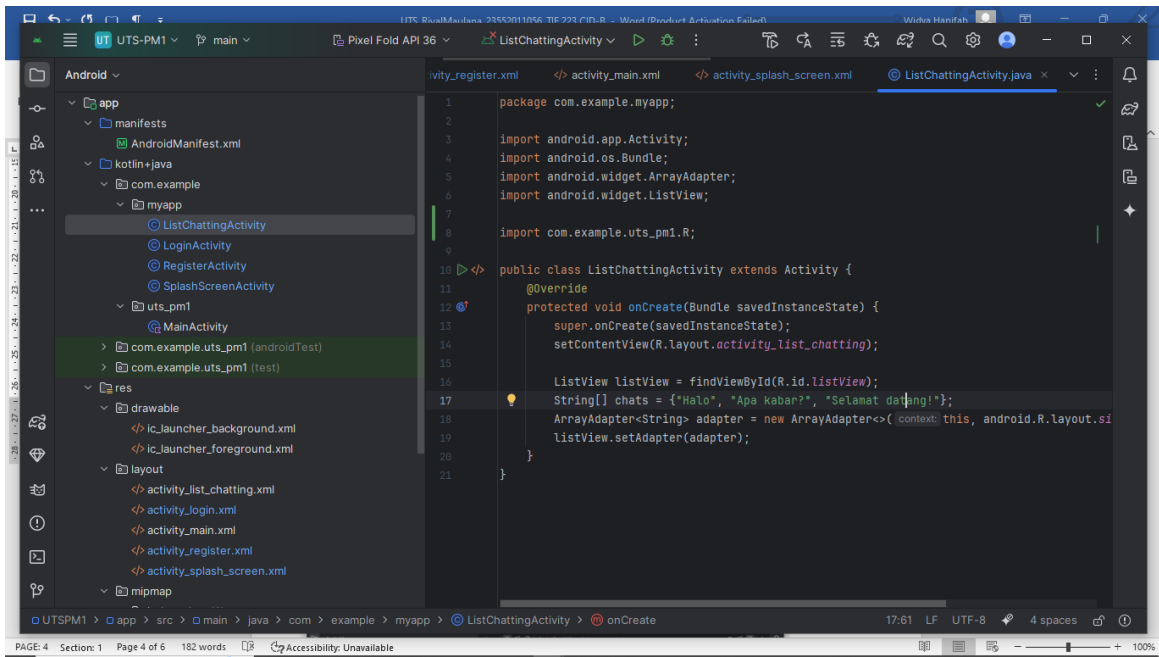
c. RegisterActivit

-terdiri dari TextView, EditText, Button, ImageView - Saat klik Register, tampilkan Log dan Toast

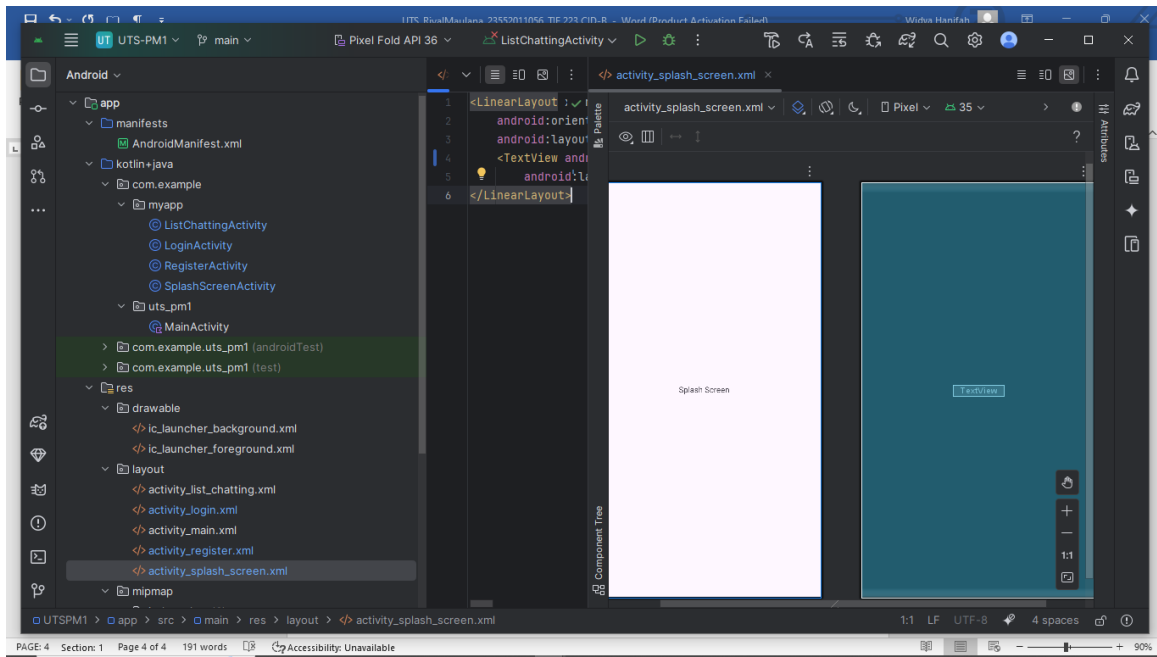


d. ListChattingActivity

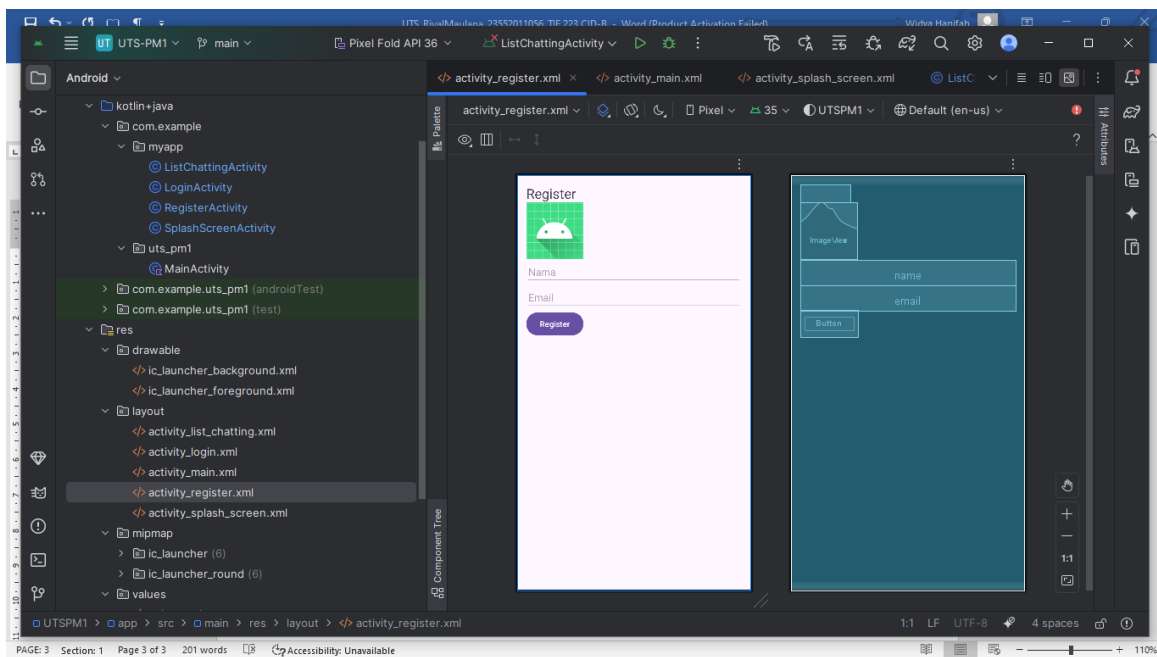
-Menampilkan data chat dalam ListView



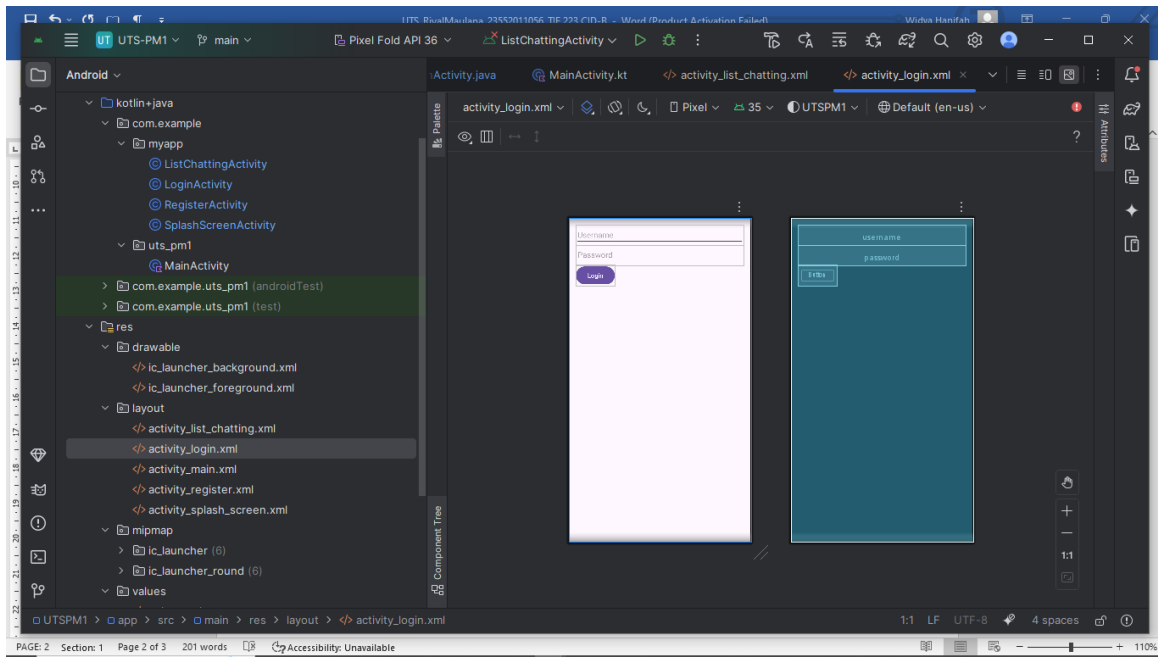
2. Splashscreen harus dibuat baik (handler 2 detik)



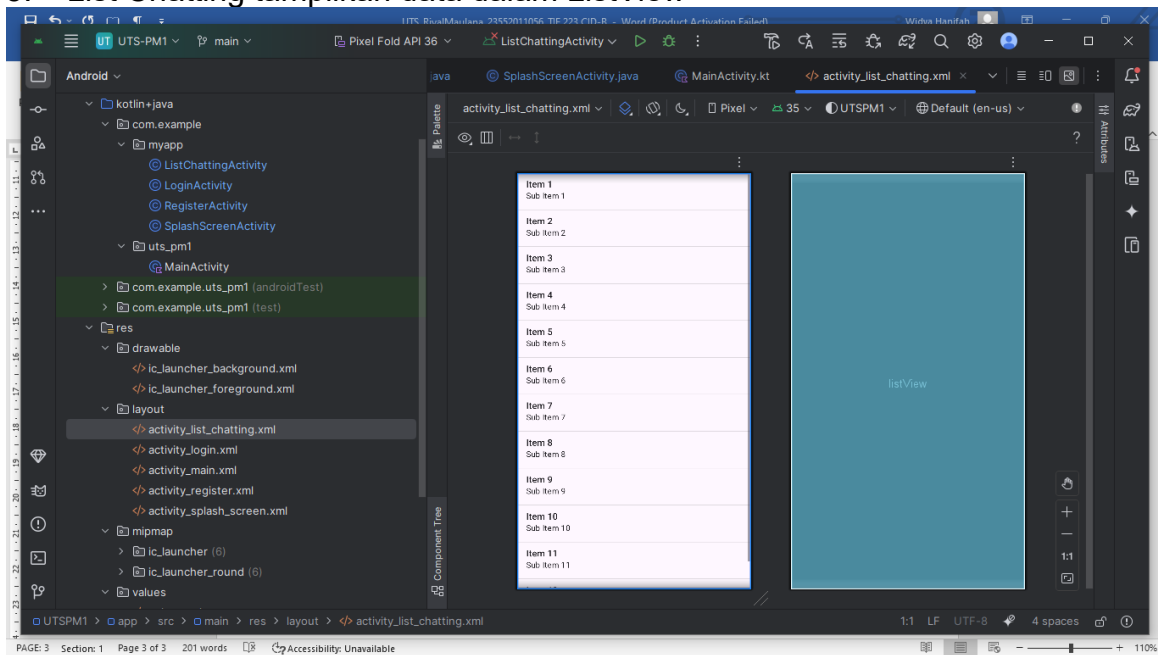
3. RegisterActivity wajib ada TextView, EditText, Button, ImageView



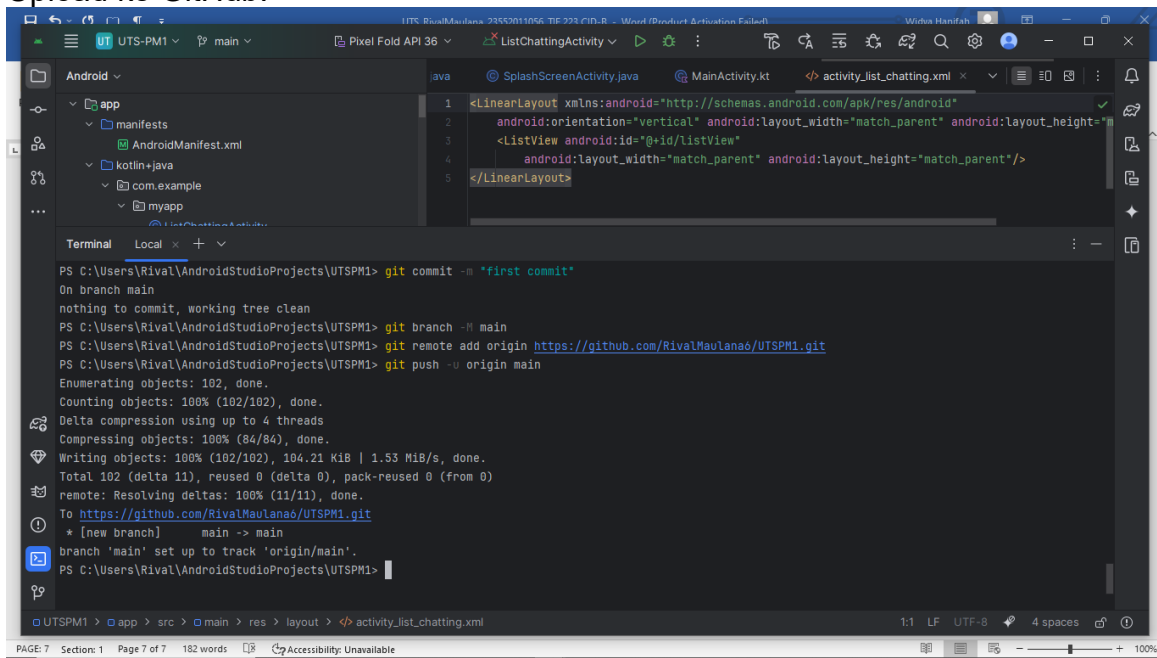
4. Log dan Toast saat Register diklik



5. List Chatting tampilkan data dalam ListView



6. Upload ke GitHub:



The screenshot shows the Android Studio IDE. The top toolbar includes icons for running, debugging, and other development tools. The main editor displays the XML code for `activity_list_chatting.xml`, which defines a vertical `LinearLayout` containing a `ListView`. The `ListView` has an `android:id="@+id/listView"` and its layout parameters are set to `match_parent` for both width and height.

The bottom panel shows the `Terminal` window with the following output:

```
PS C:\Users\Rival\AndroidStudioProjects\UTSPM1> git commit -m "first commit"
On branch main
nothing to commit, working tree clean
PS C:\Users\Rival\AndroidStudioProjects\UTSPM1> git branch -M main
PS C:\Users\Rival\AndroidStudioProjects\UTSPM1> git remote add origin https://github.com/RivalMaulana6/UTSPM1.git
PS C:\Users\Rival\AndroidStudioProjects\UTSPM1> git push -u origin main
Enumerating objects: 102, done.
Counting objects: 100% (102/102), done.
Delta compression using up to 4 threads
Compressing objects: 100% (84/84), done.
Writing objects: 100% (102/102), 104.21 KiB | 1.53 MiB/s, done.
Total 102 (delta 11), reused 0 (delta 0), pack-reused 0 (from 0)
remote: Resolving deltas: 100% (11/11), done.
To https://github.com/RivalMaulana6/UTSPM1.git
 * [new branch]    main -> main
branch 'main' set up to track 'origin/main'.
PS C:\Users\Rival\AndroidStudioProjects\UTSPM1>
```

[RivalMaulana6/UTSPM1](https://github.com/RivalMaulana6/UTSPM1)

7. Jelaskan kode Kotlin (bisa dikirim untuk dijelaskan lebih lanjut)