

# Komponen dalam Mendesain Aplikasi

TI2137 - Pengembangan Aplikasi Mobil Front-End



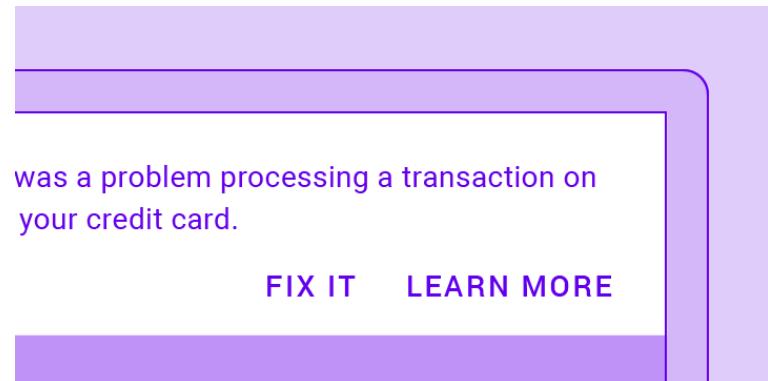
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PRODI. TEKNIK INFORMATIKA (S-1)

# Team Teaching

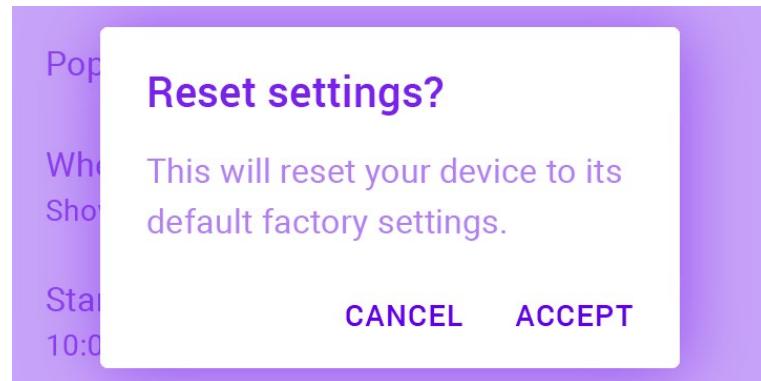
- Sunaryo Winardi, S.Kom., M.TI.
- Sio Jurnalis Pipin, S.Kom., M.Kom.
- M. Taufiq Hidayat Pohan, S.Kom.
- Richy Rotuahta Saragih, S.Kom.



# Komponen dalam Mendesain Aplikasi Part. 7

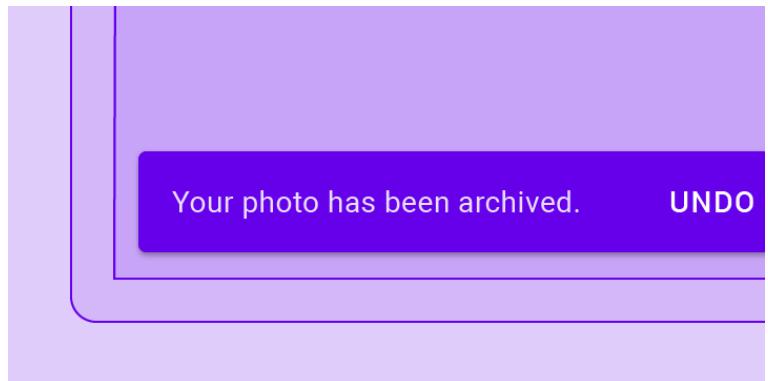


**Banner**



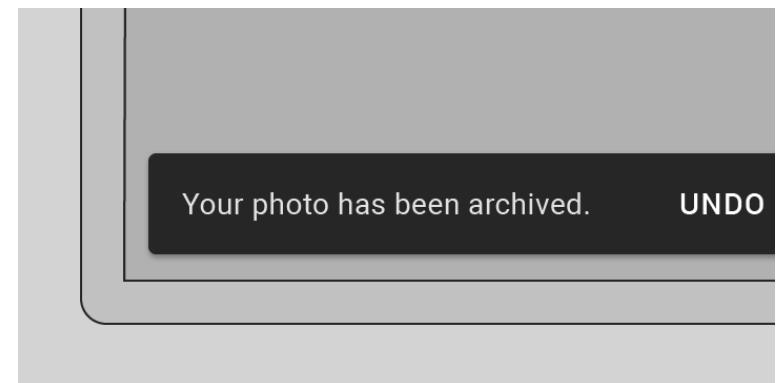
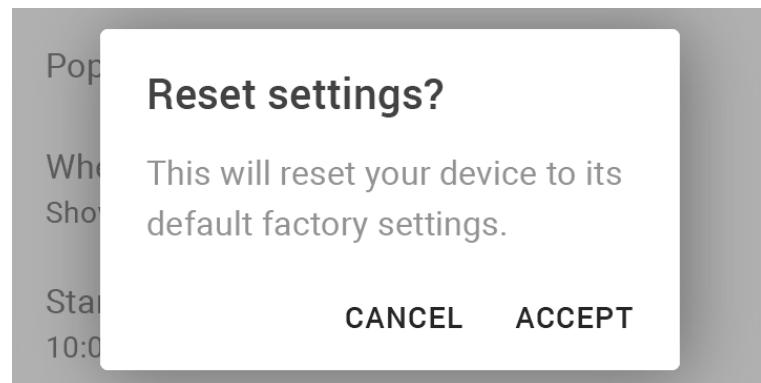
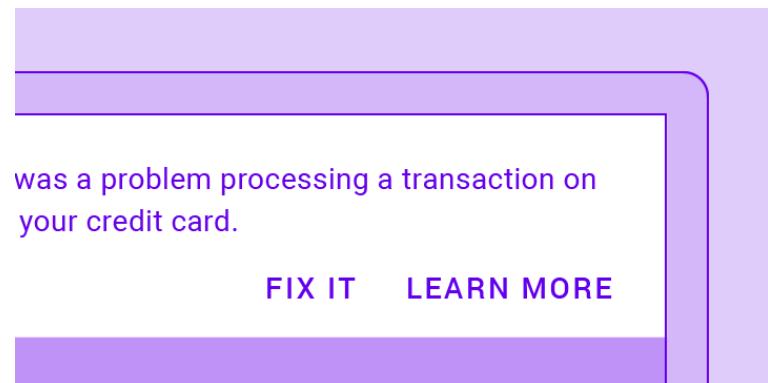
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**Dialog**



**Snackbar**

# Komponen dalam Mendesain Aplikasi Part. 7



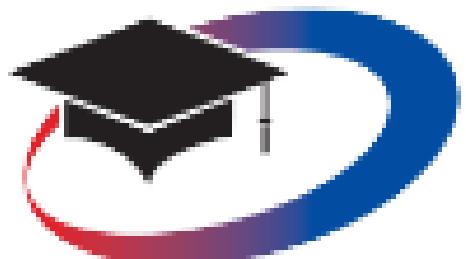
**Banner**

MIKROSKIL

**Dialog**

**Snackbar**

# Banner

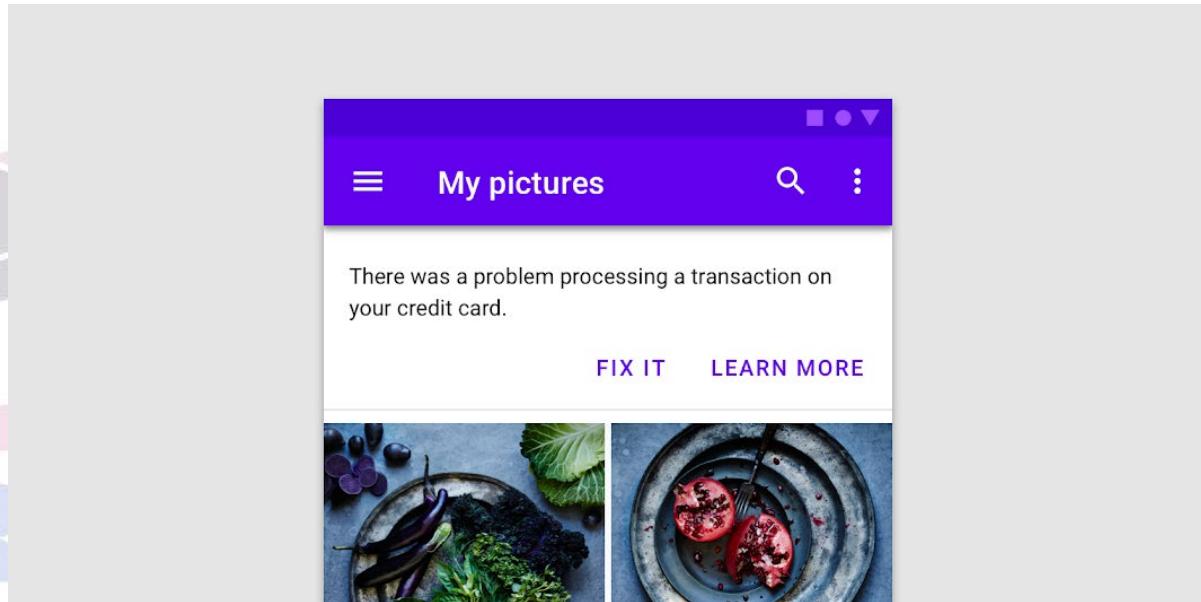


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# Banner adalah...

- Menampilkan pesan penting dan singkat
- Memberikan Tindakan bagi pengguna
- Tampil selalu di bagian paling atas dibawah AppBar

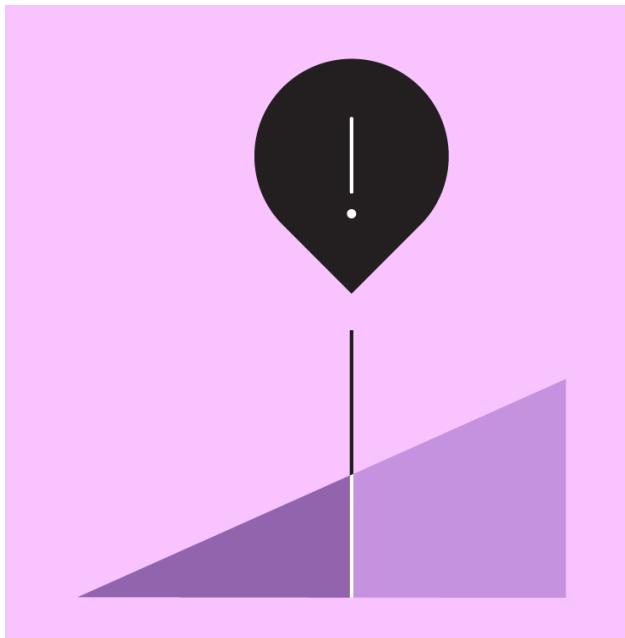


# Penggunaan

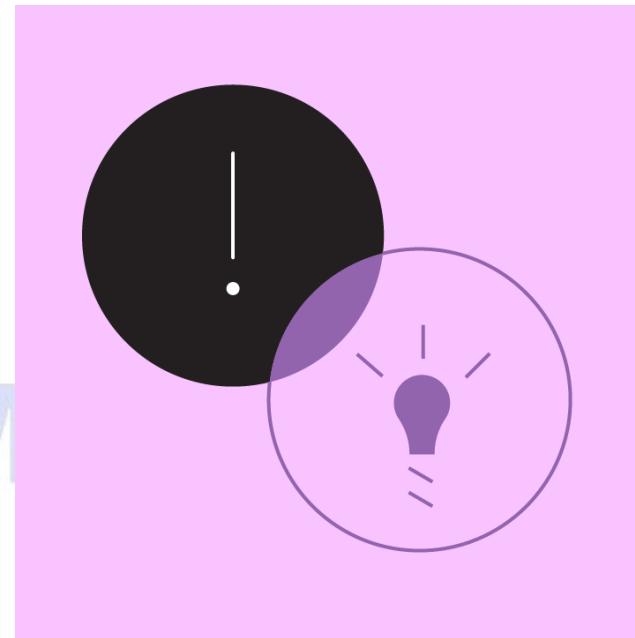
Component	Priority	User Action
SnackBar	Low	Opsional : Bisa hilang otomatis
Banner	Prominent / Medium	Opsional : tetap ada sampai ditutup oleh pengguna, atau jika kondisi penyebab banner muncul teratasi
Dialog	High	Require : Dialog block app hingga user mengambil Tindakan sesuai dengan yang ada di dialog

# Principle of Banner

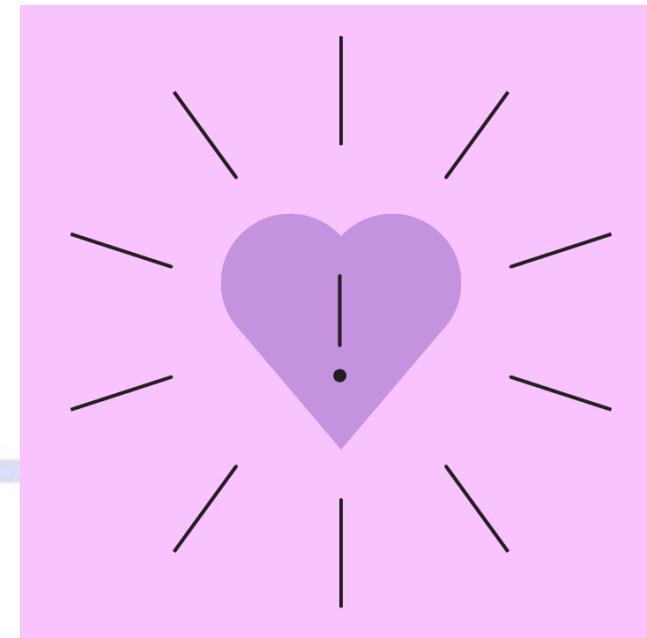
Appropriately  
interruptive



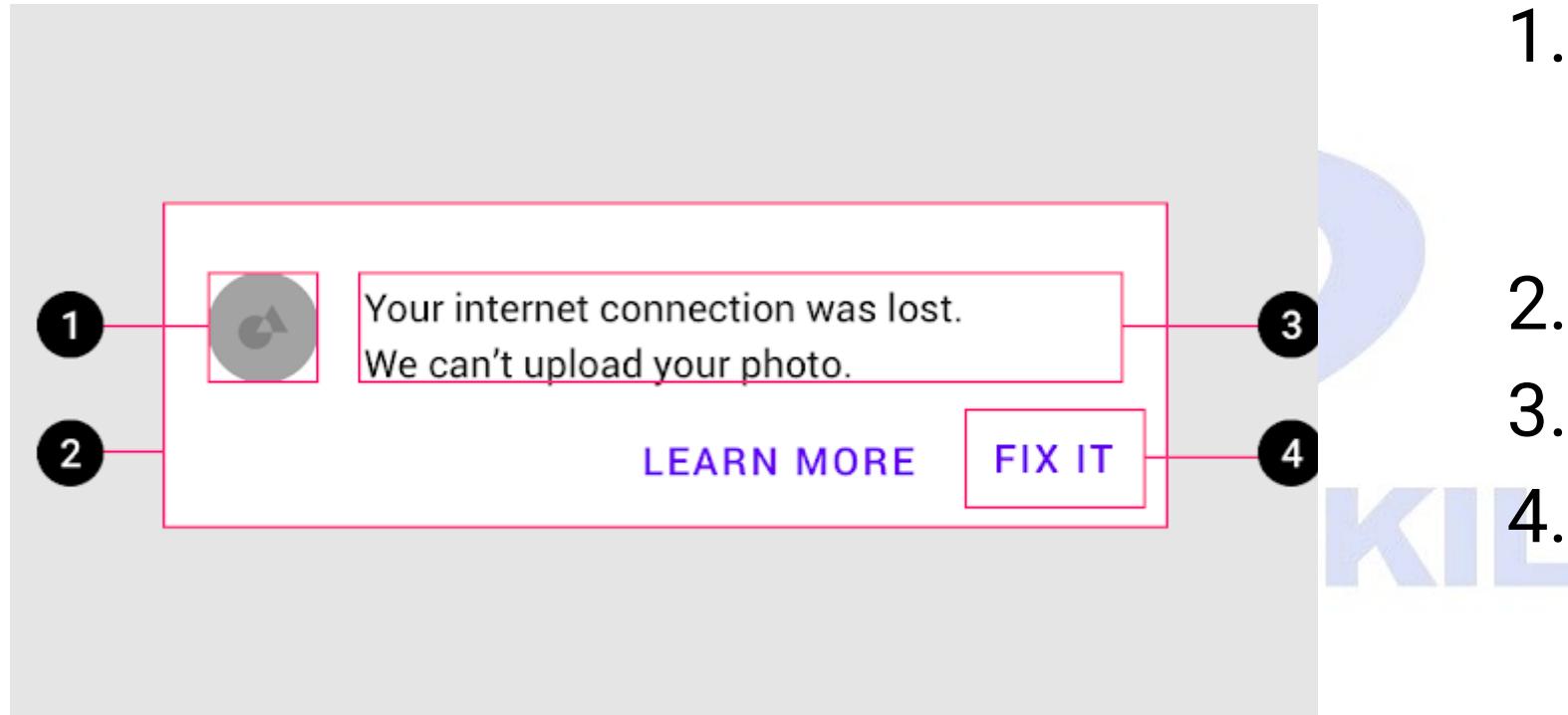
Clear



Focused



# Anatomi



1. Supporting illustration (optional)
2. Container
3. Text
4. Buttons

KIL

# Banner Container

- Berbentuk persegi Panjang, melebar selebar layout aplikasi
- Harus di tempatkan di lokasi yang konsisten dan menonjol di seluruh aplikasi.



# Banner Container

← My saved recipes ⋮

Your password was updated on your other device.  
Please sign in again.

CONTINUE AS A GUEST SIGN IN



☰ Recipe box ⋮

Your password was updated on your other device.  
Please sign in again.

CONTINUE AS A GUEST SIGN IN

Unfortunately, the credit card did not go through,  
please try again.

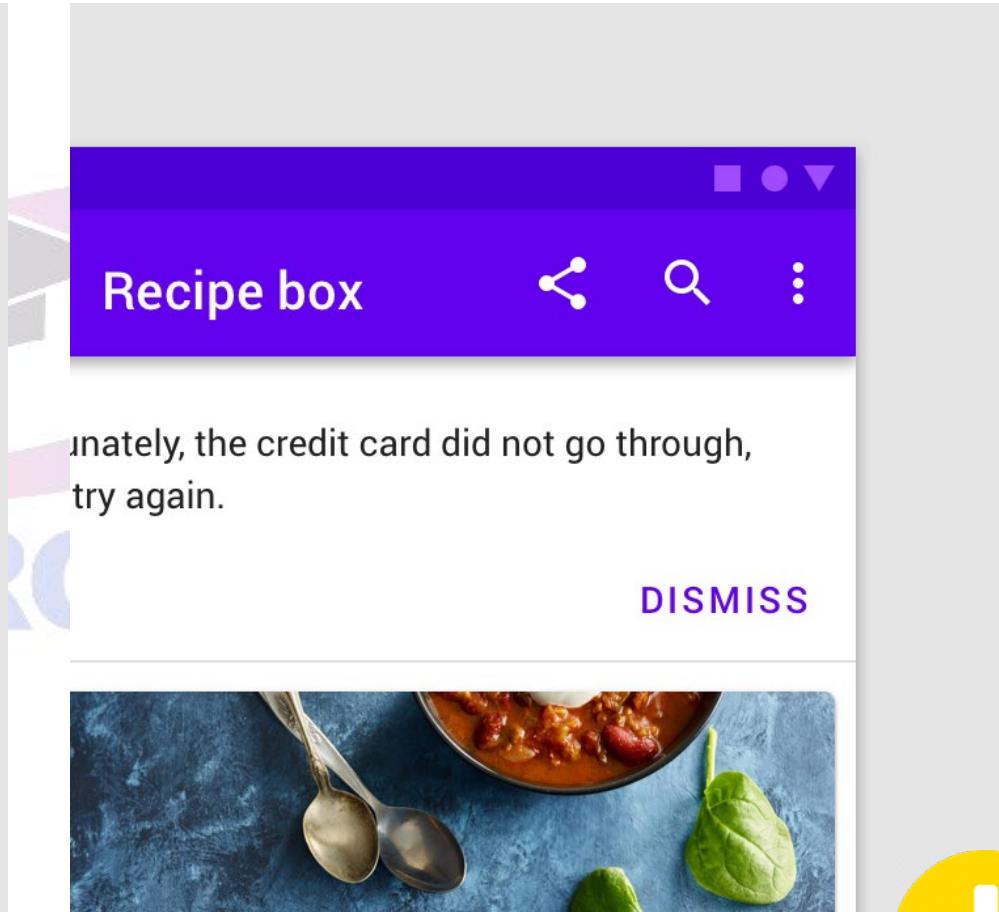
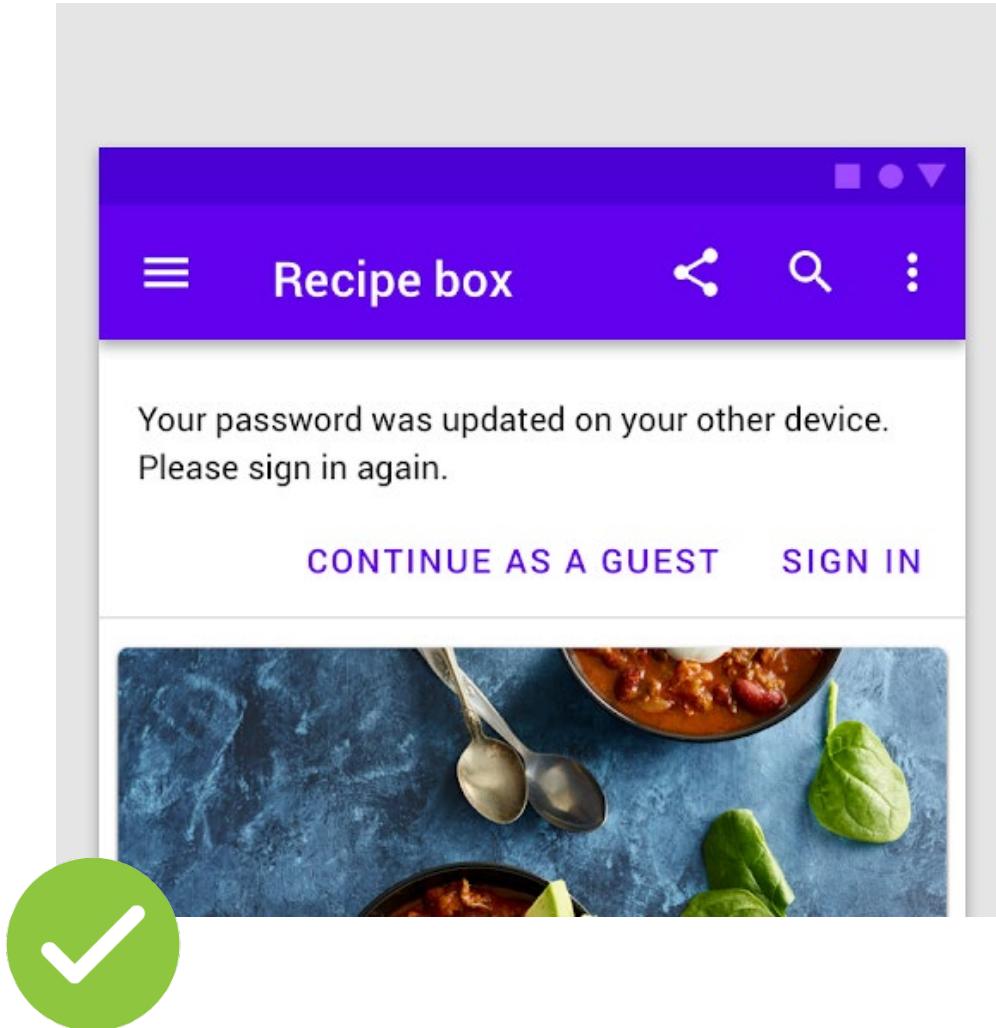
DISMISS UPDATE CREDIT CARD



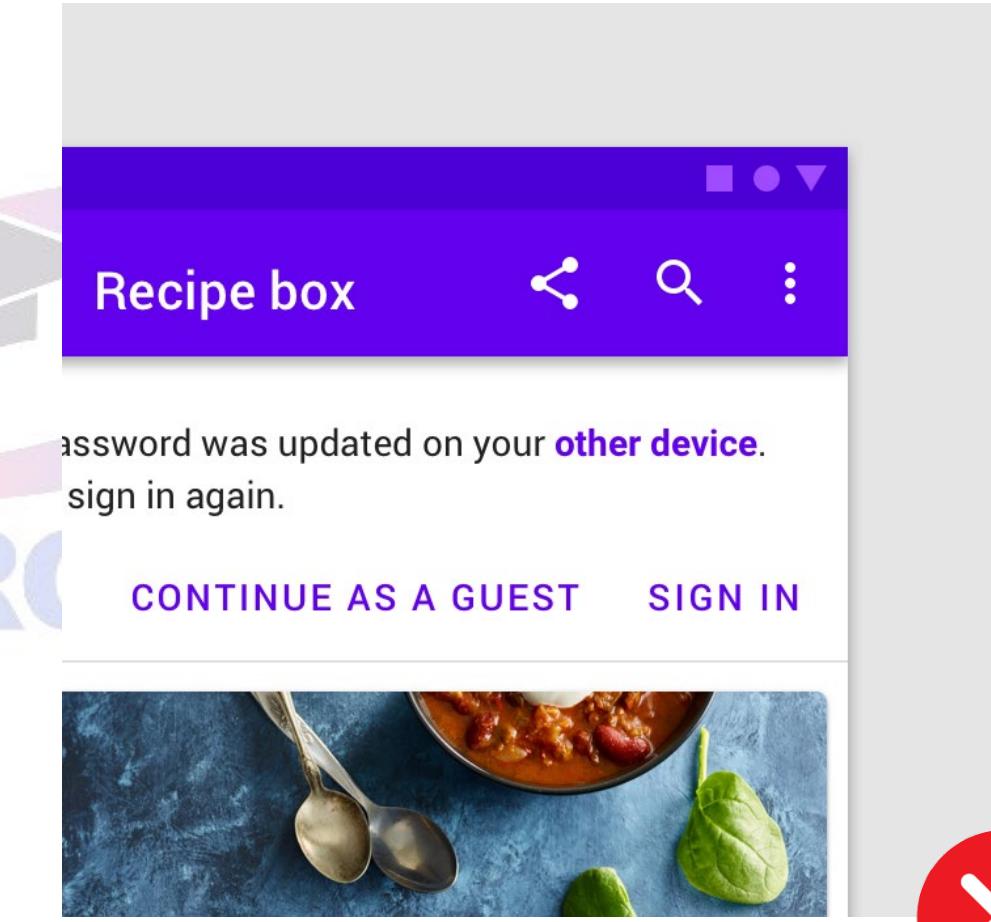
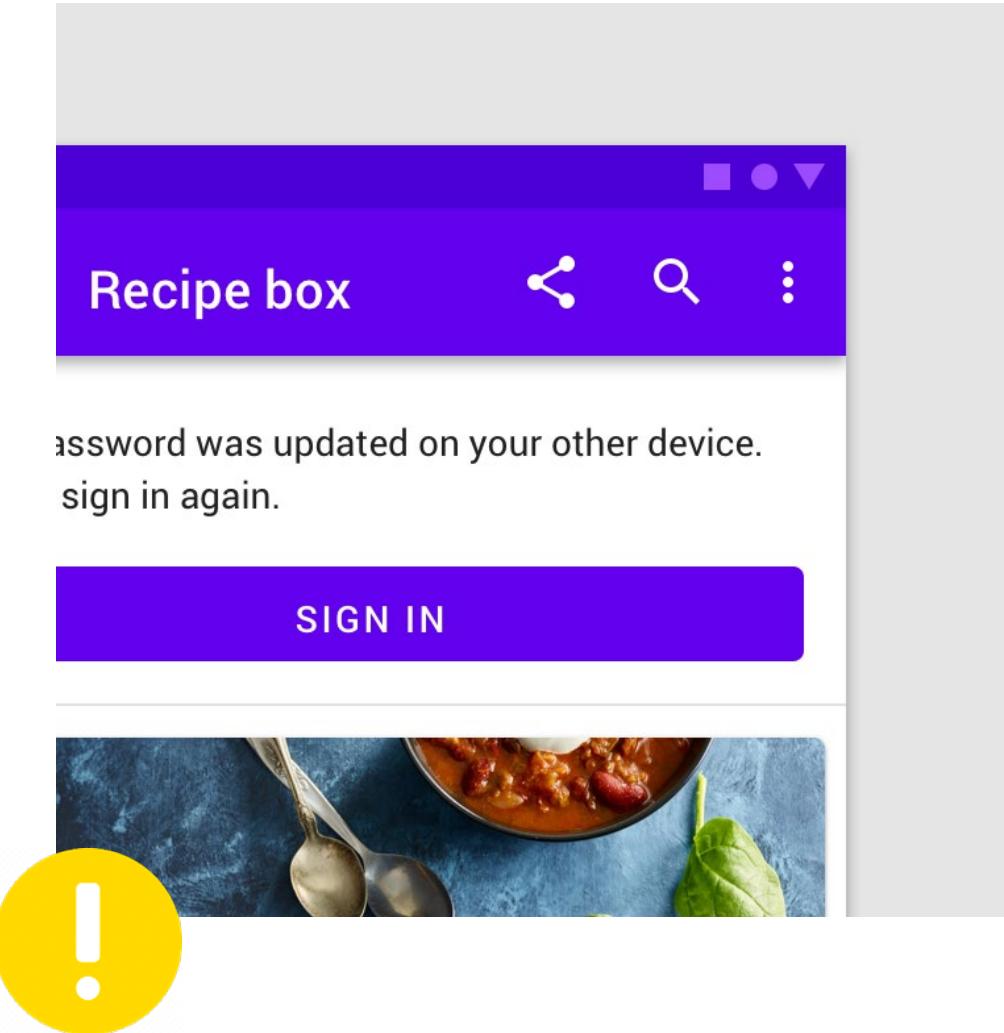
# Buttons

- Harus relevan dengan pesan dari banner
- Harus punya label teks, tidak boleh hanya icon
- Banner bisa berisi 2 tombol
- Tombol cancel/penolakan di sebelah kiri dan konfirmasi di sebelah kanan
- Letakkan tombol di bawah pesan banner atau di baris yang sama (jika muat)

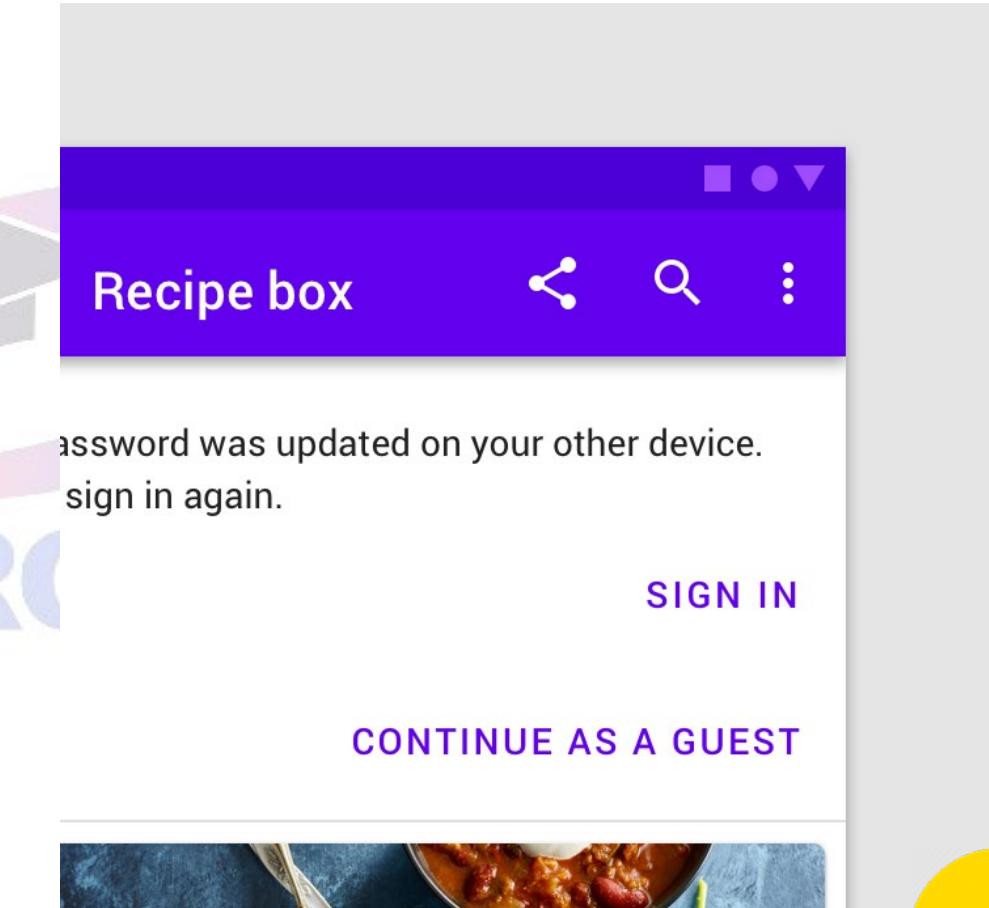
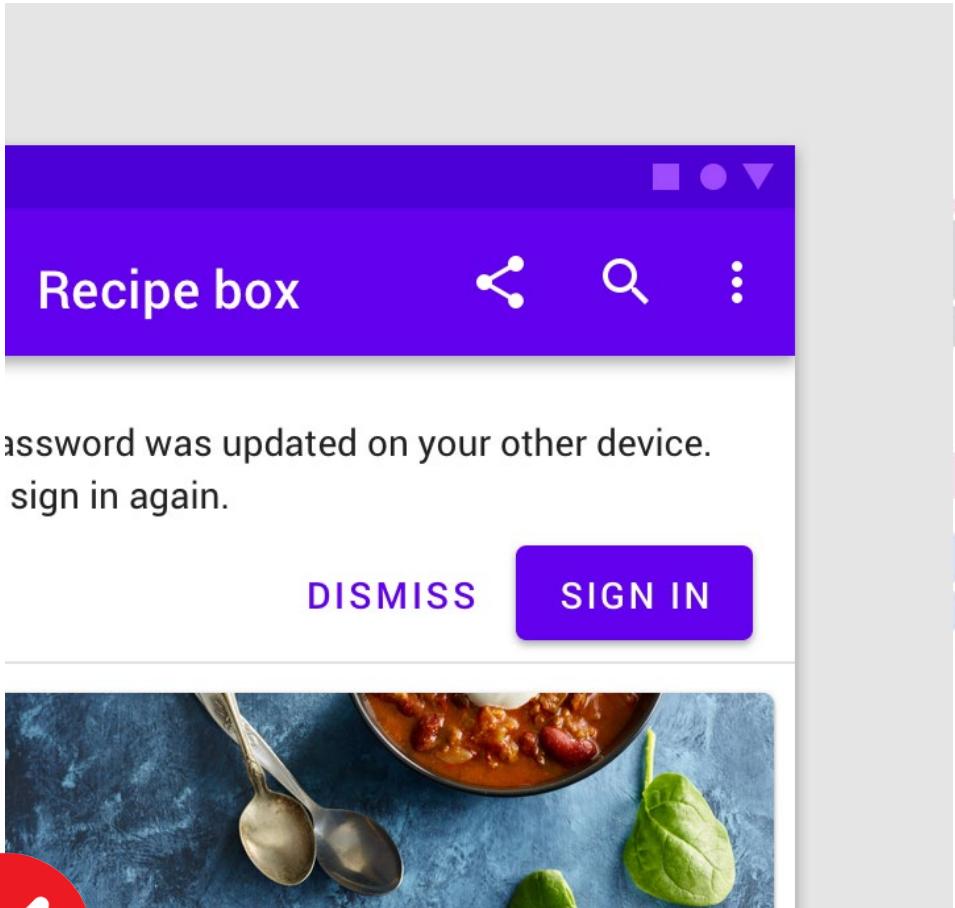
# Buttons



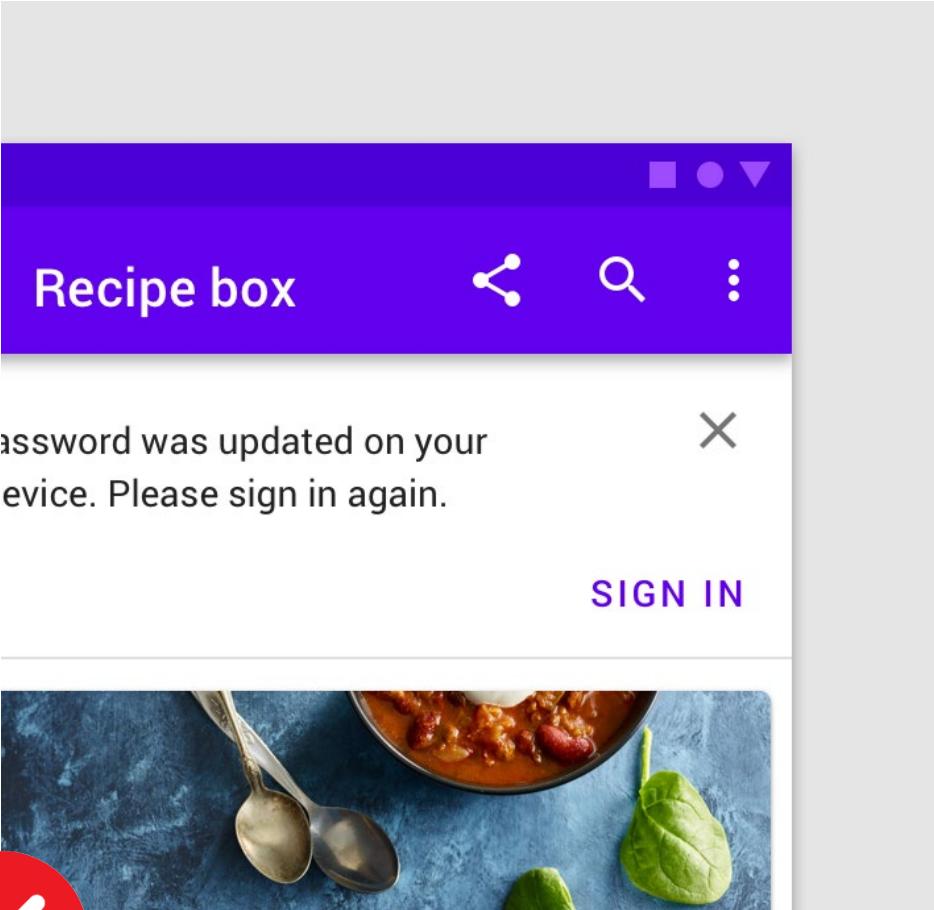
# Buttons



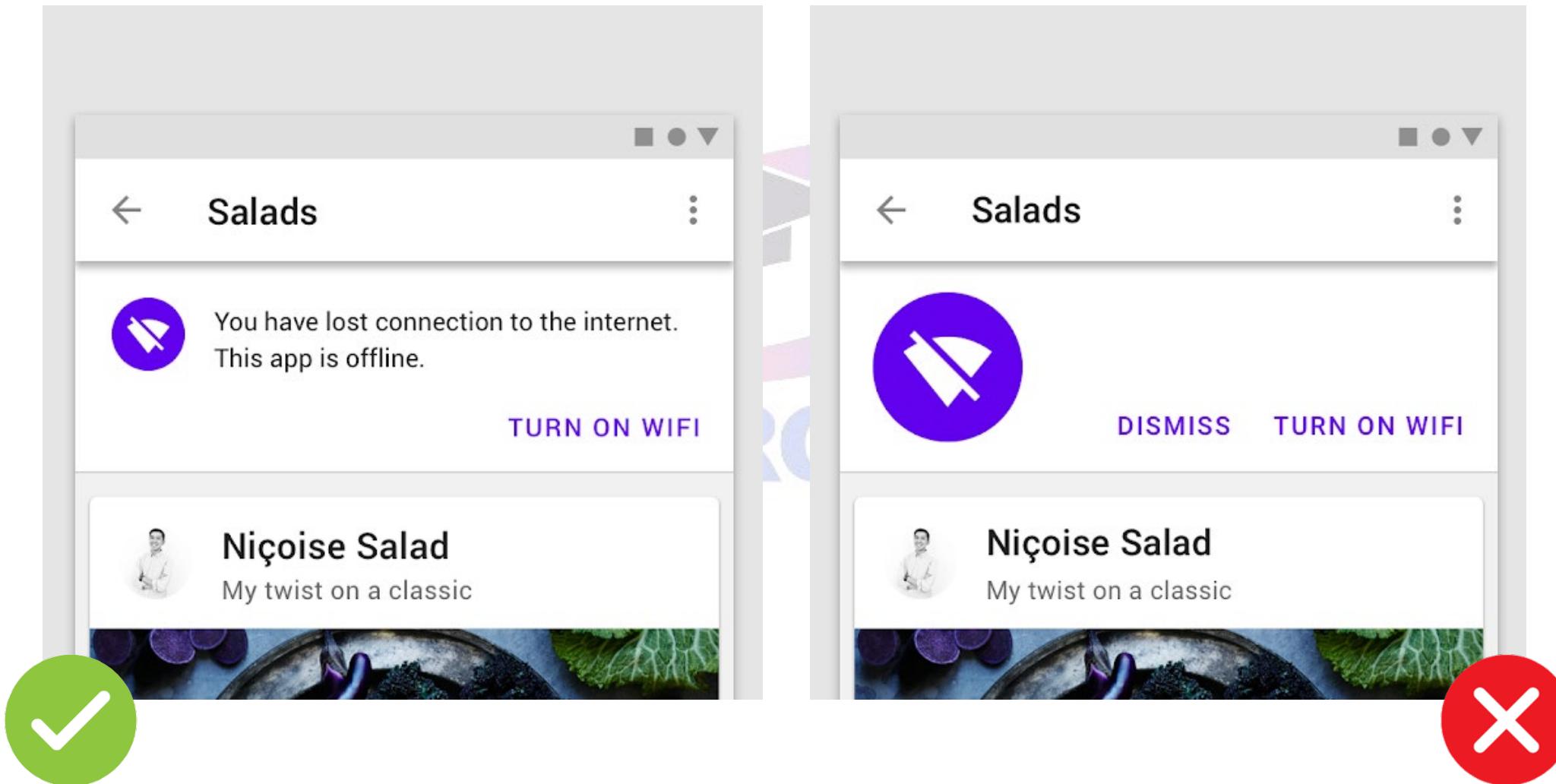
# Buttons



# Buttons



# Supporting Illustration

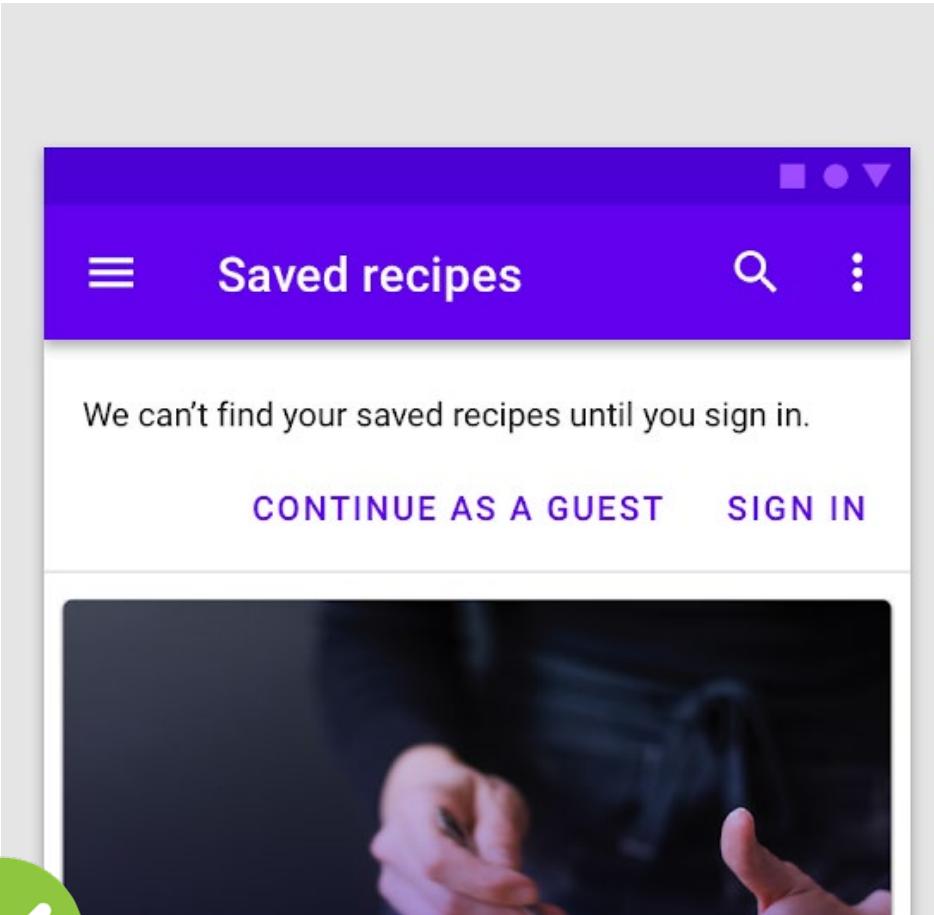


# Penempatan

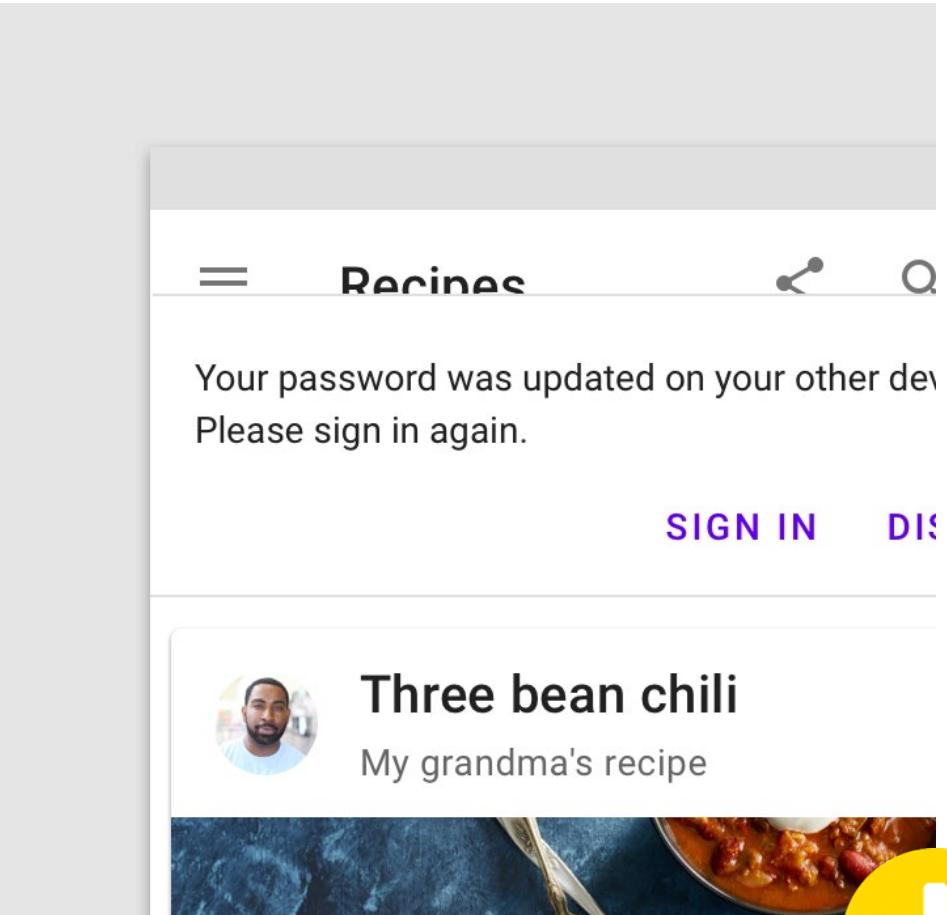
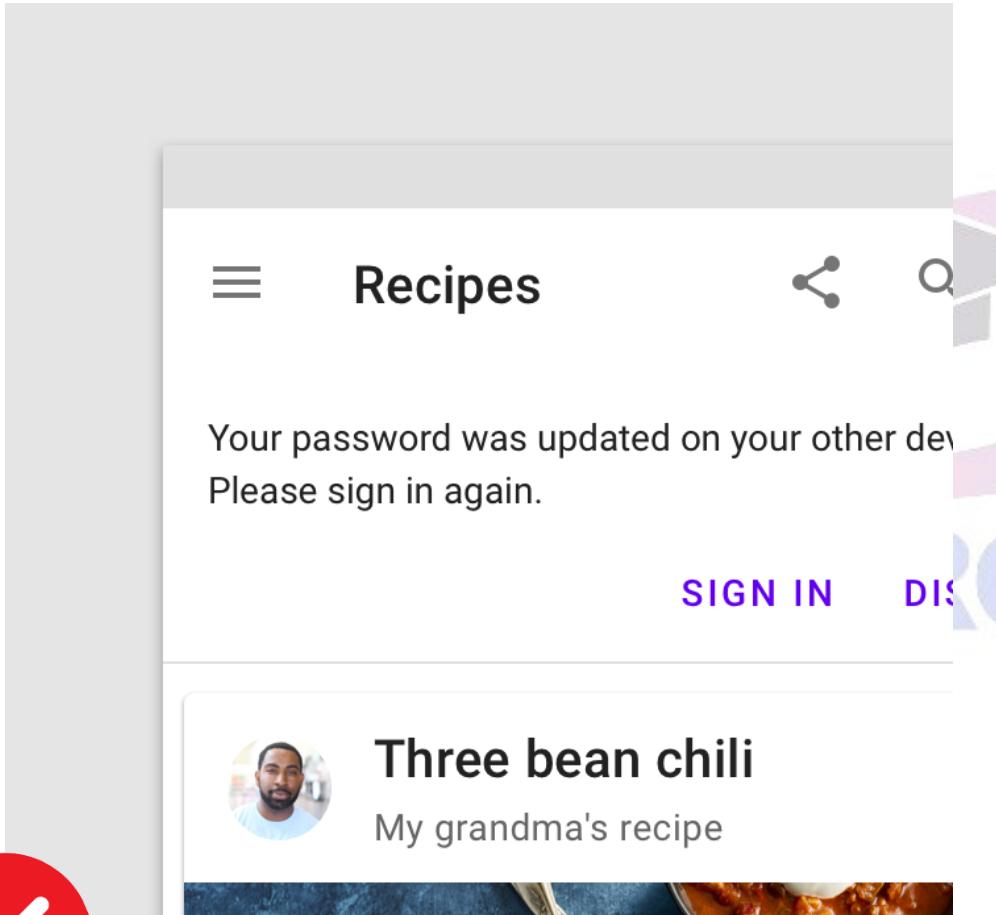
- Diletakkan di bagian paling atas aplikasi (dibawah appbar)
- Banner bisa dalam mode fixed atau scrollable



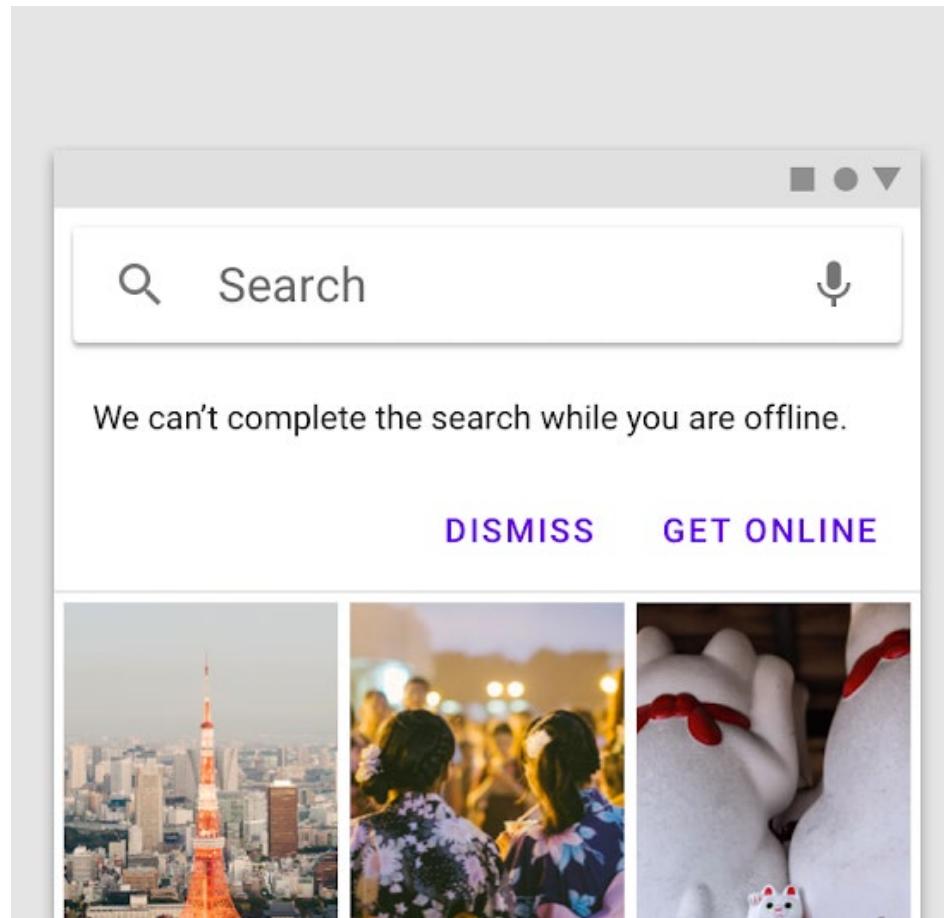
# Placement



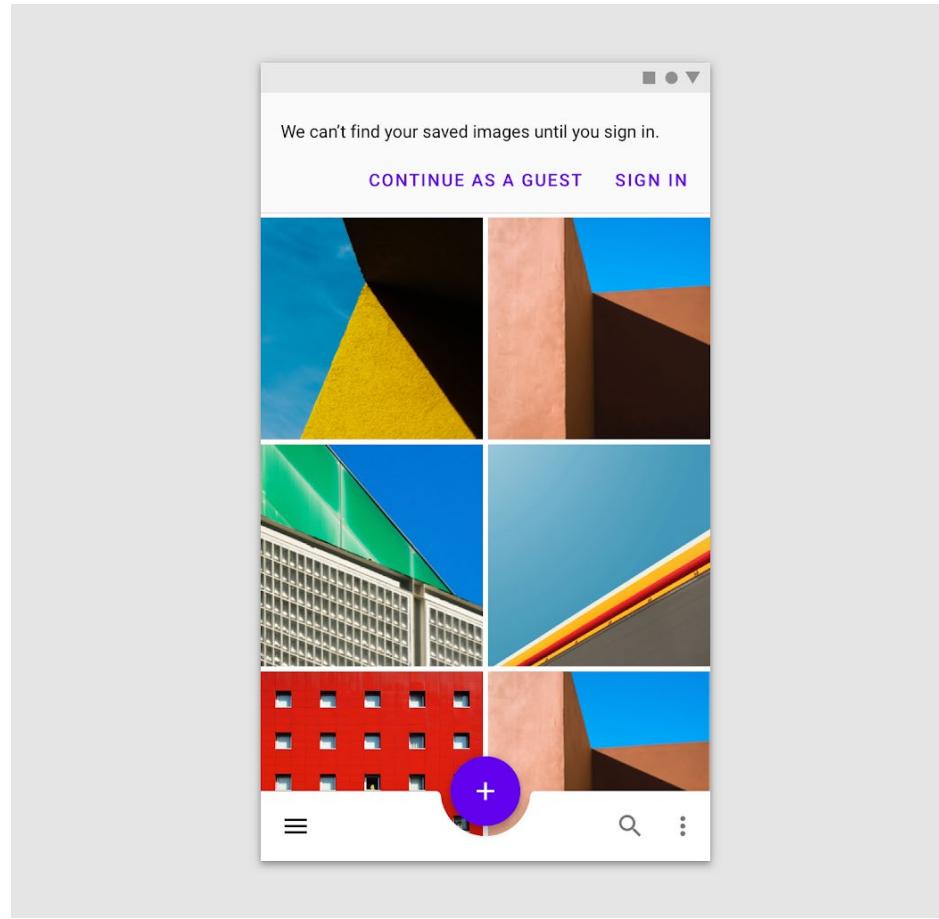
# Placement



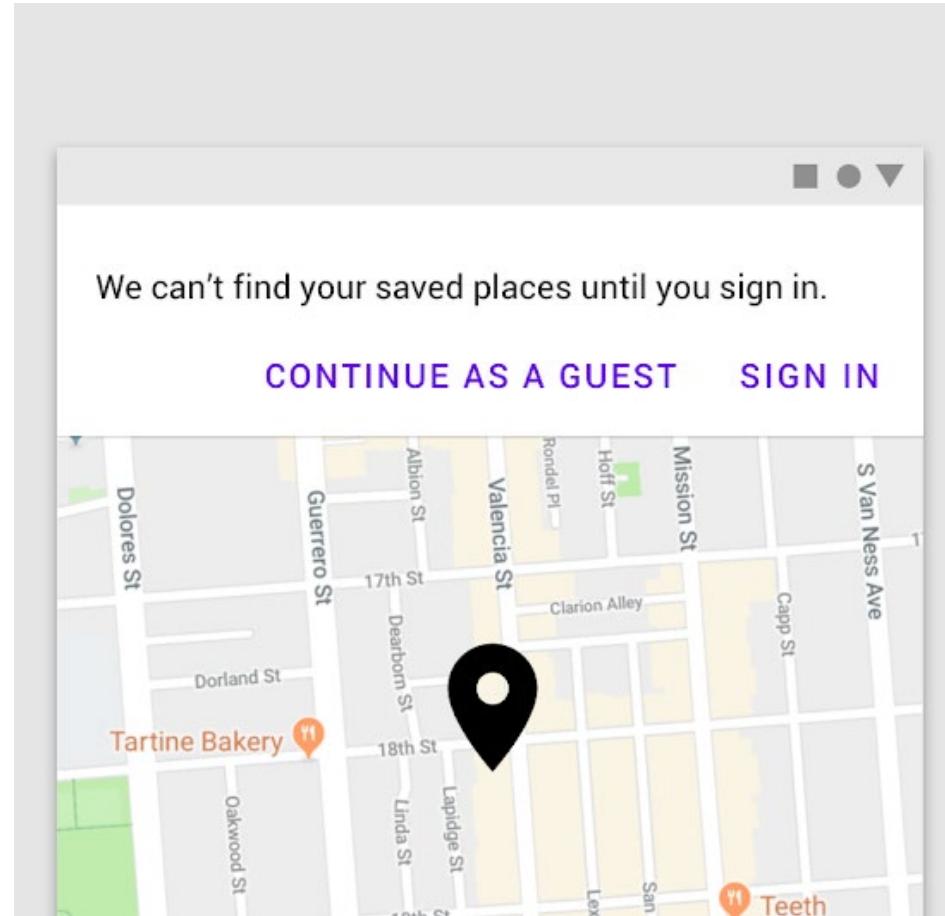
# Banner dengan Persistent Search



# Banner dengan Bottom Navigation



# Banner dengan Pannable Content



# Penerapan di Flutter

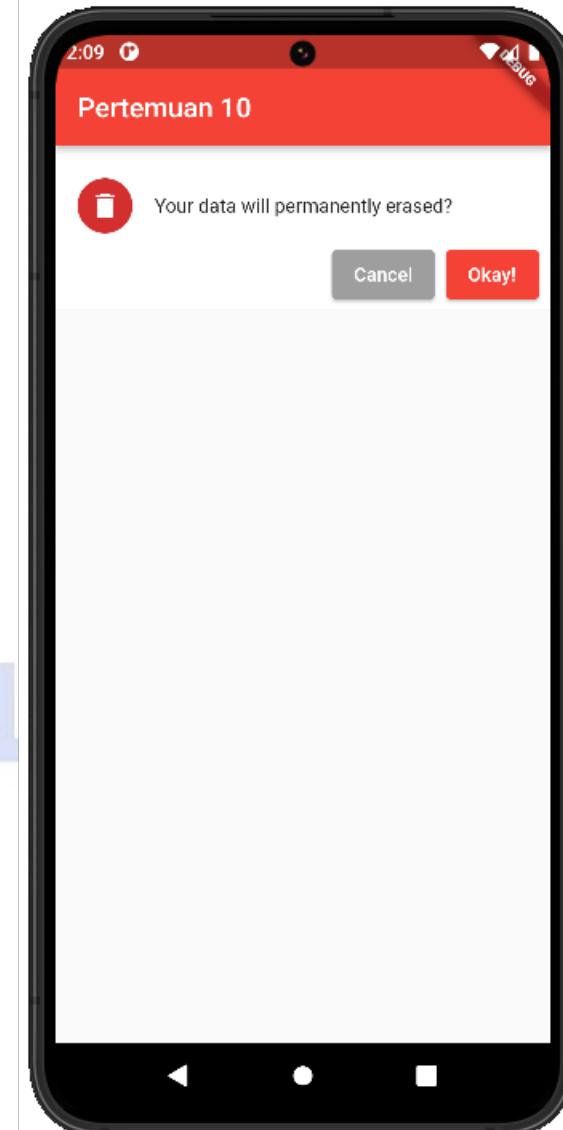


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# Implementasi di Flutter

```
MaterialBanner(  
  content: const Text('Error message text'),  
  leading: const CircleAvatar(child: Icon(Icons.delete)),  
  actions: [  
    ElevatedButton(  
      child: const Text('ACTION 1'),  
      onPressed: () {},  
    ),  
    ElevatedButton(  
      child: const Text('ACTION 2'),  
      onPressed: () {},  
    ),  
  ],  
)
```



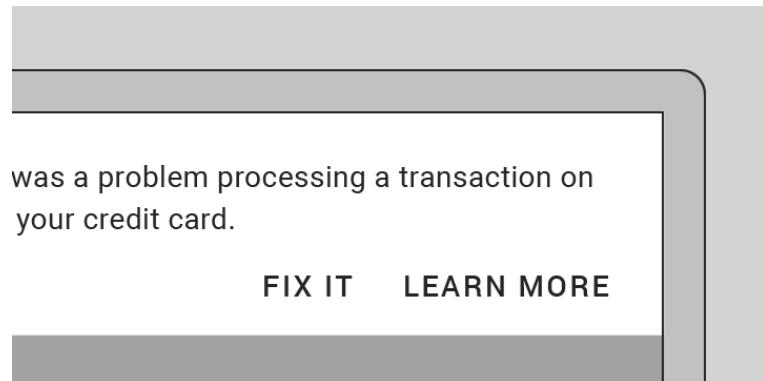
# Property di Banner

Property	Class/Data Type	Deskripsi
action	List<Widget>	Menampilkan widget button yang menjadi action dari banner
backgroundColor	Color?	Set warna background banner
content	Widget	Set Widget yang berisi konten dari Banner (Umumnya Widget Text)
leading	Widget?	Menampilkan widget yang ditampilkan di sebelah kiri nya content pada banner

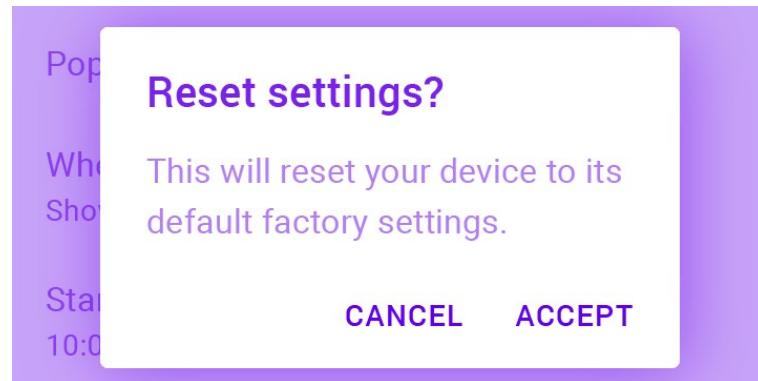


Property lain dapat dilihat [di sini](#)

# Komponen dalam Mendesain Aplikasi Part. 7

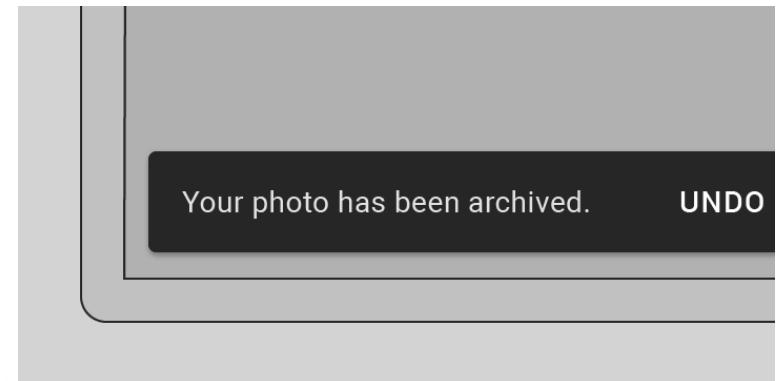


**Banner**



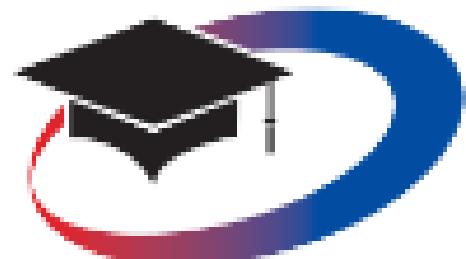
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**Dialog**



**Snackbar**

# Dialog



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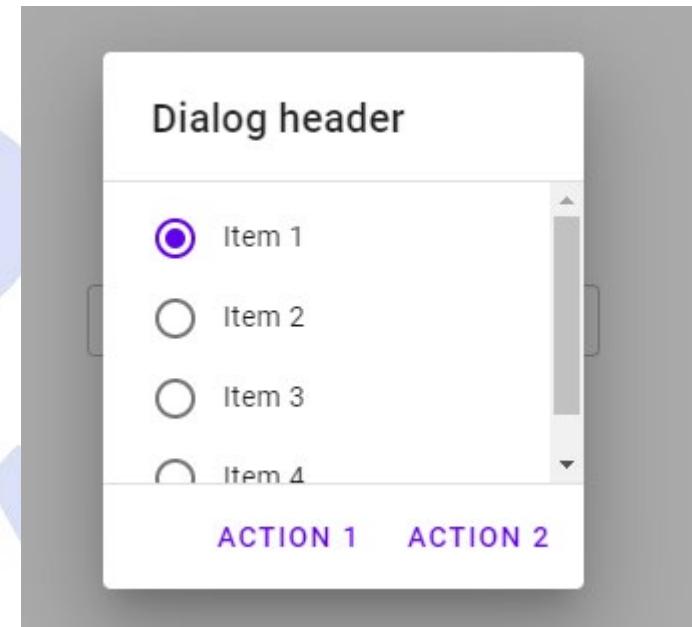
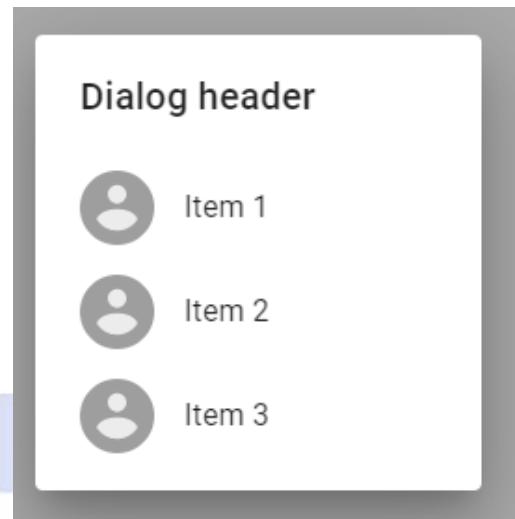
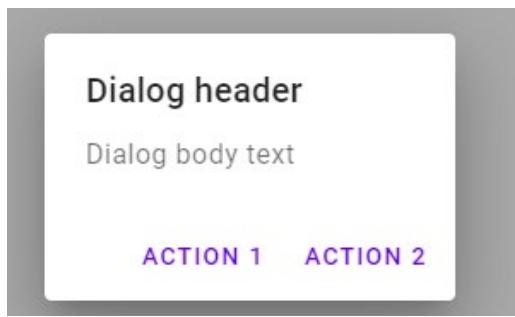
PRODI. TEKNIK INFORMATIKA (S-1)

# Dialog

- Suatu modal window yang muncul di depan konten aplikasi
- Menginfokan pengguna suatu task
- Dapat berisi info kritikal
- Membutuhkan keputusan user

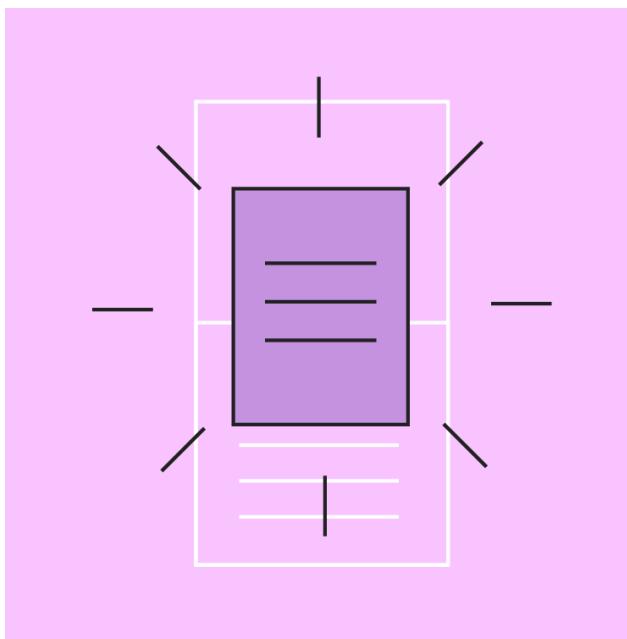


# Floating Action Button (FAB)

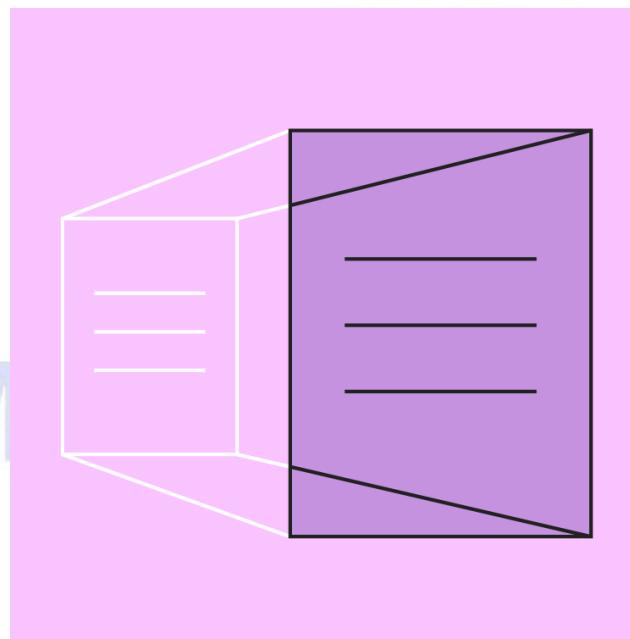


# Principle

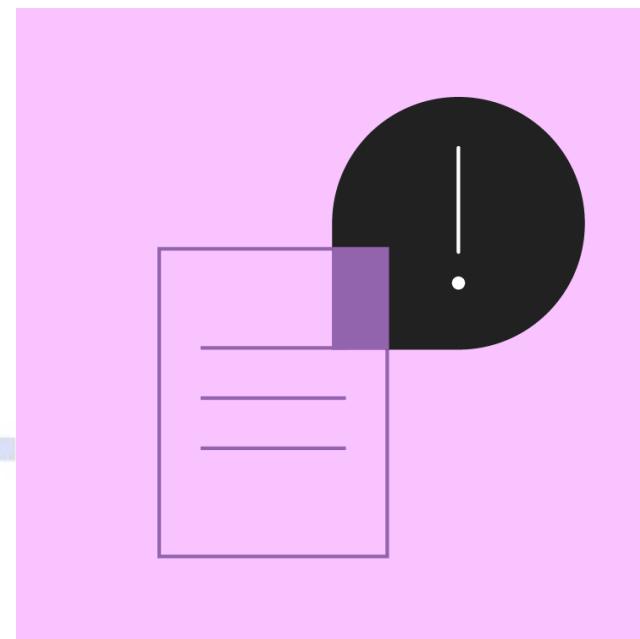
**Focused**



**Direct**



**Helpful**



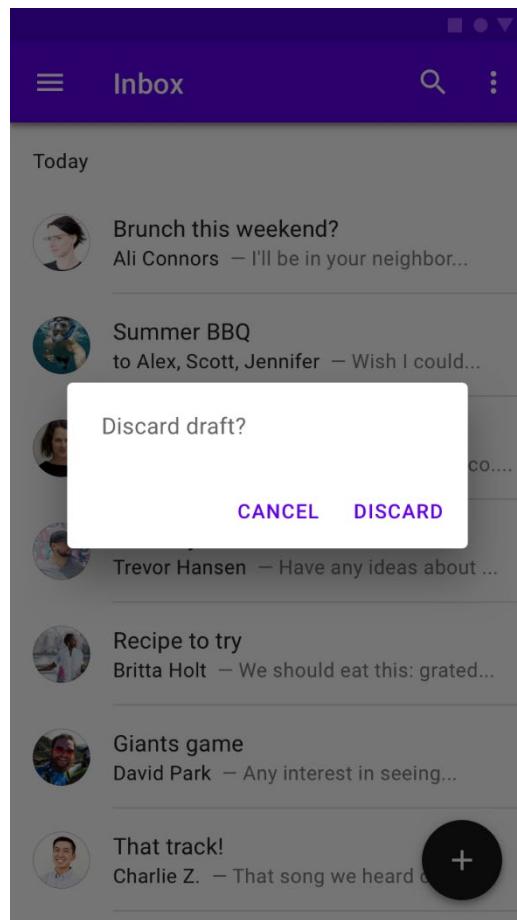
# Kapan pakai Dialog

- Error yang memblok operasi normal dari aplikasi
- Informasi yang kritikal yang membutuhkan konfirmasi user

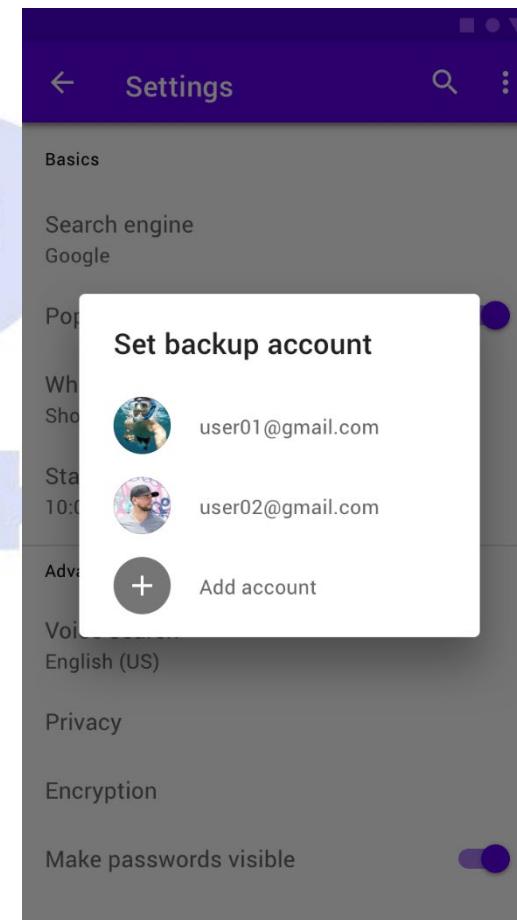


# Tipe Tipe Dialog

## Alert

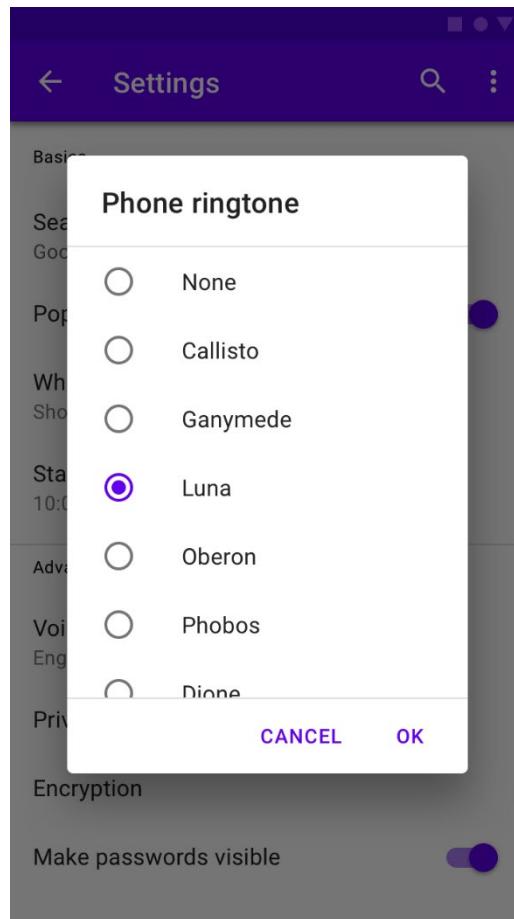


## Simple



# Tipe Tipe Dialog

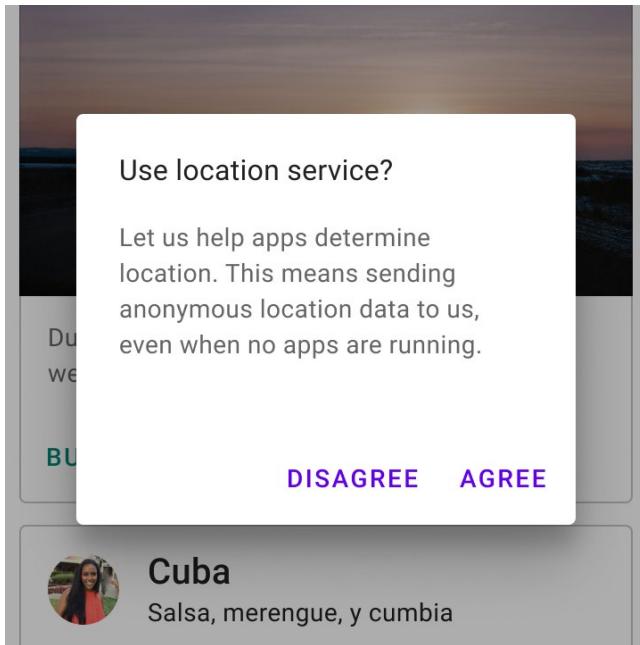
## Confirmation



## Full-Screen

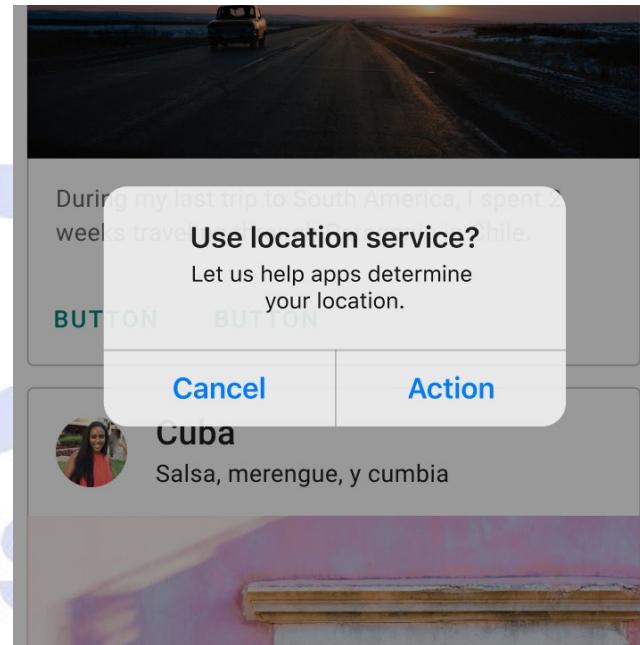
A screenshot of a calendar application's 'New event' screen. The top bar is purple with the text 'New event' and a 'SAVE' button. The form fields include: 'heyfromelizabeth@gmail.com' (with a dropdown arrow), 'Event name' (set to 'Liam's B-day Party'), 'Location' (set to '123 Main Street, San Francisco, CA 94107'), 'From' (set to 'Mon, March 26 2018'), 'Time' (dropdown arrow), 'To' (dropdown arrow), 'End date' (dropdown arrow), 'Time' (dropdown arrow), 'All-day' (checkbox), and 'Timezone' (set to 'Pacific Standard Time').

# Cross-platform Adaptation



**Android**

Gunakan Simple Dialog



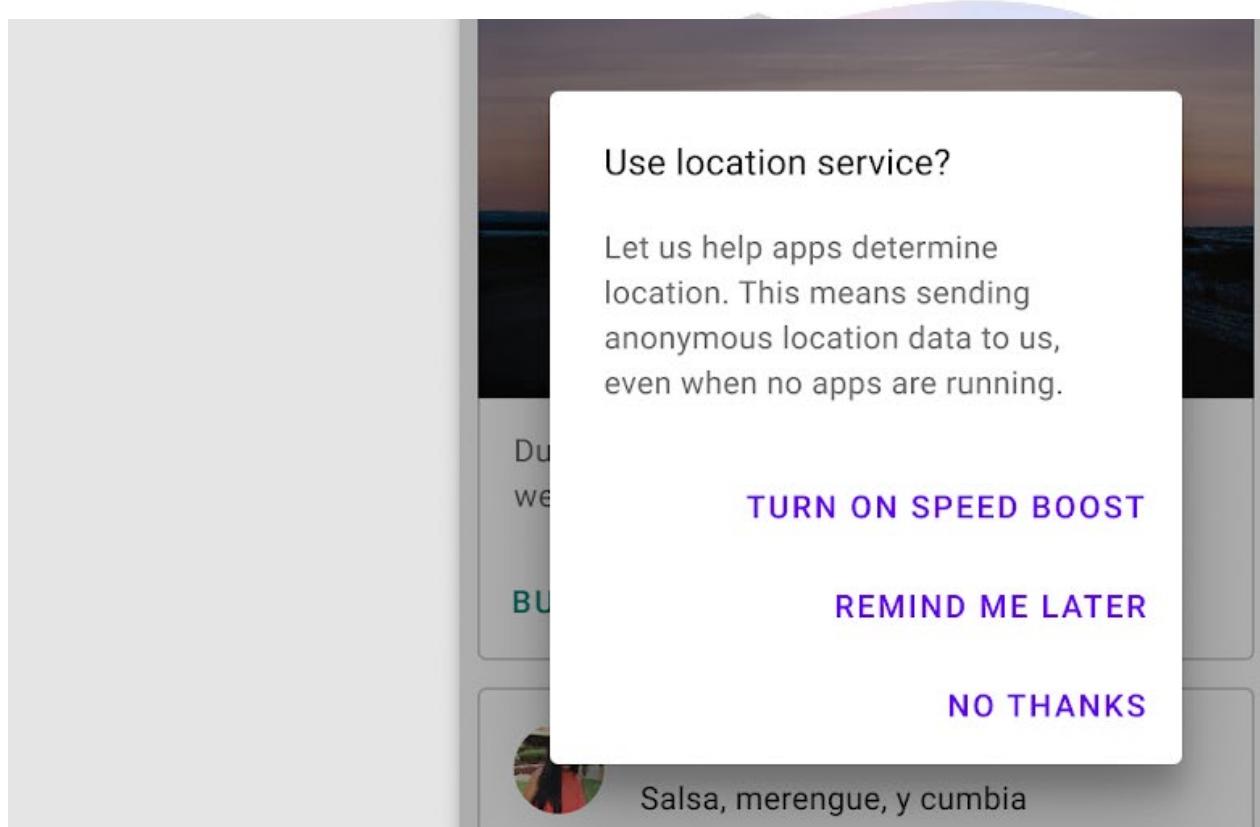
**iOS**

Gunakan alert

# Cross-platform Adaptation

## Android

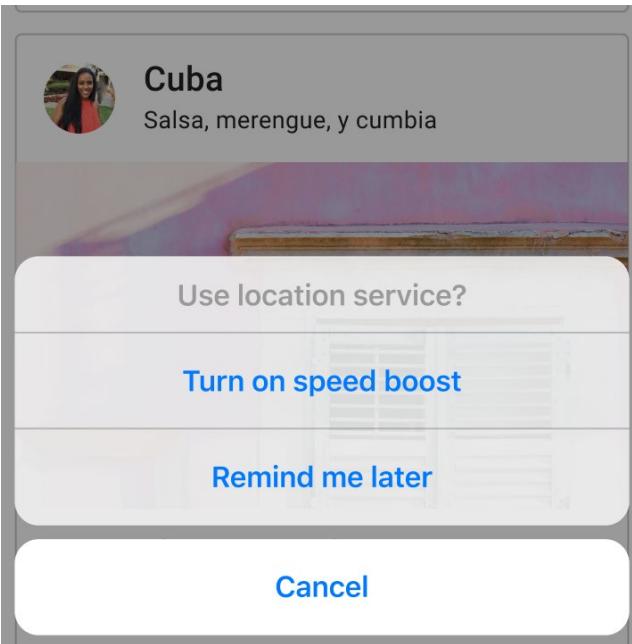
Stack Opsi jika lebih dari 2



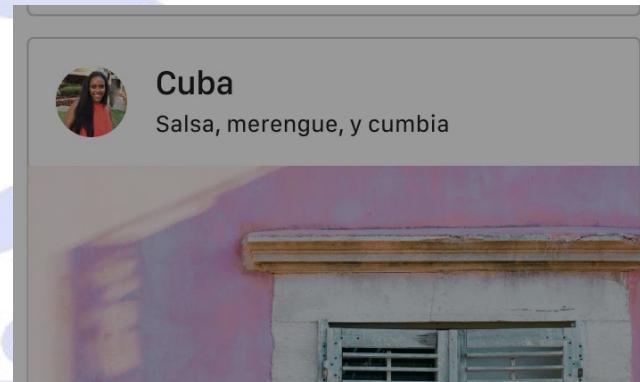
# Cross-platform Adaptation

iOS

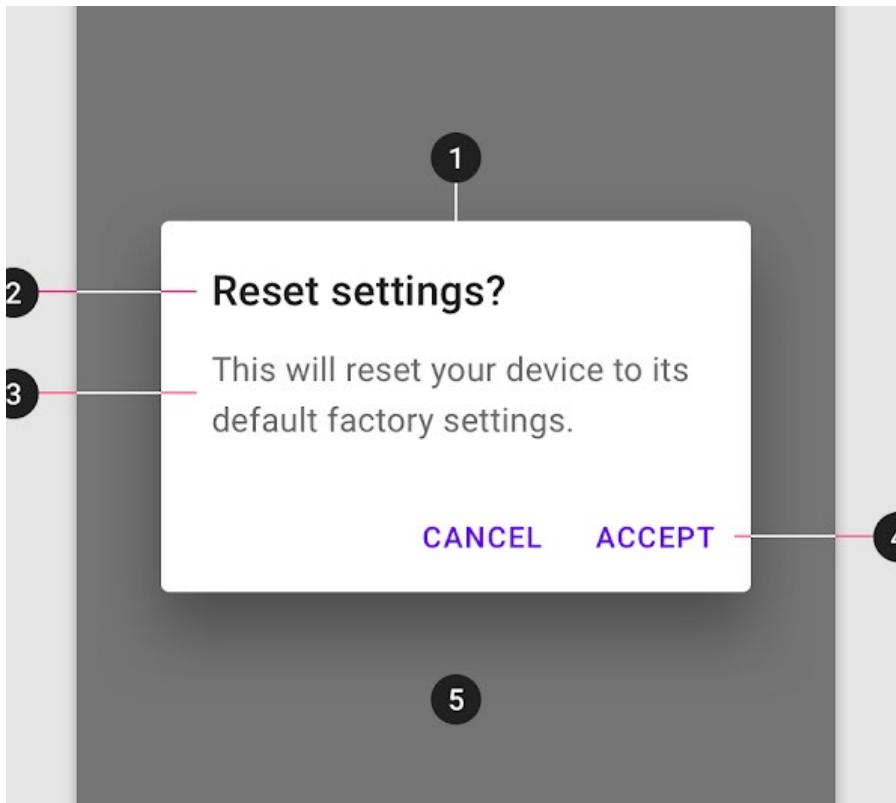
Gunakan Action Sheet



Gunakan Bottom Sheet



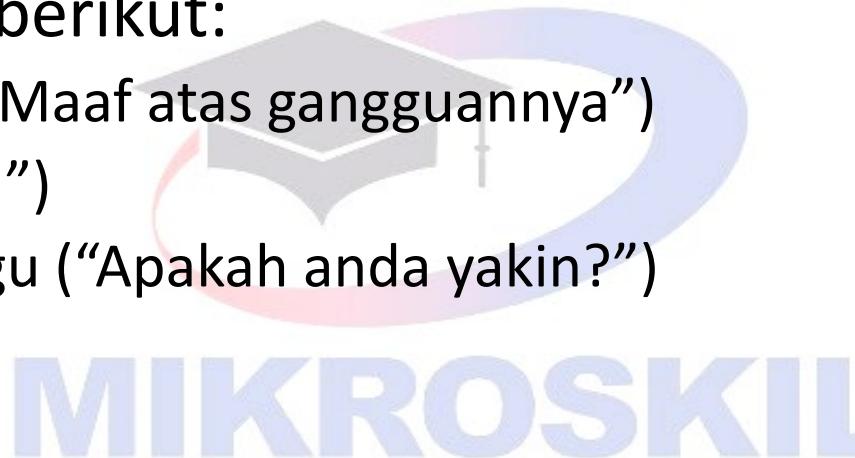
# Anatomi



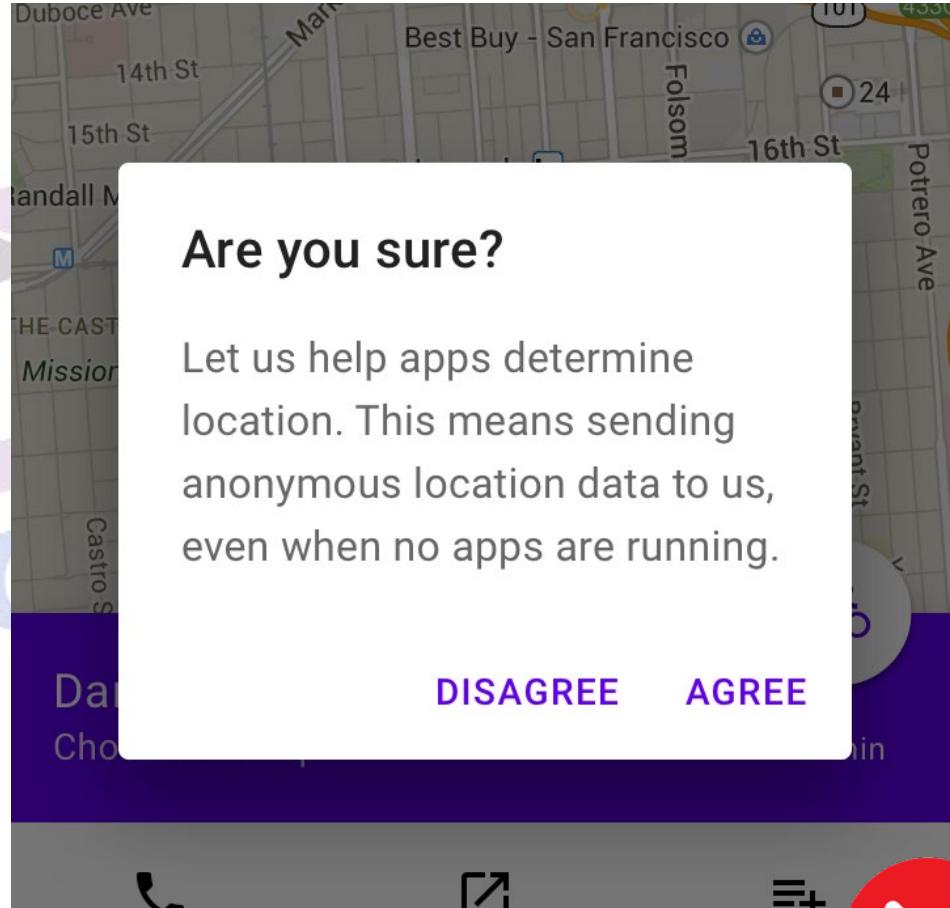
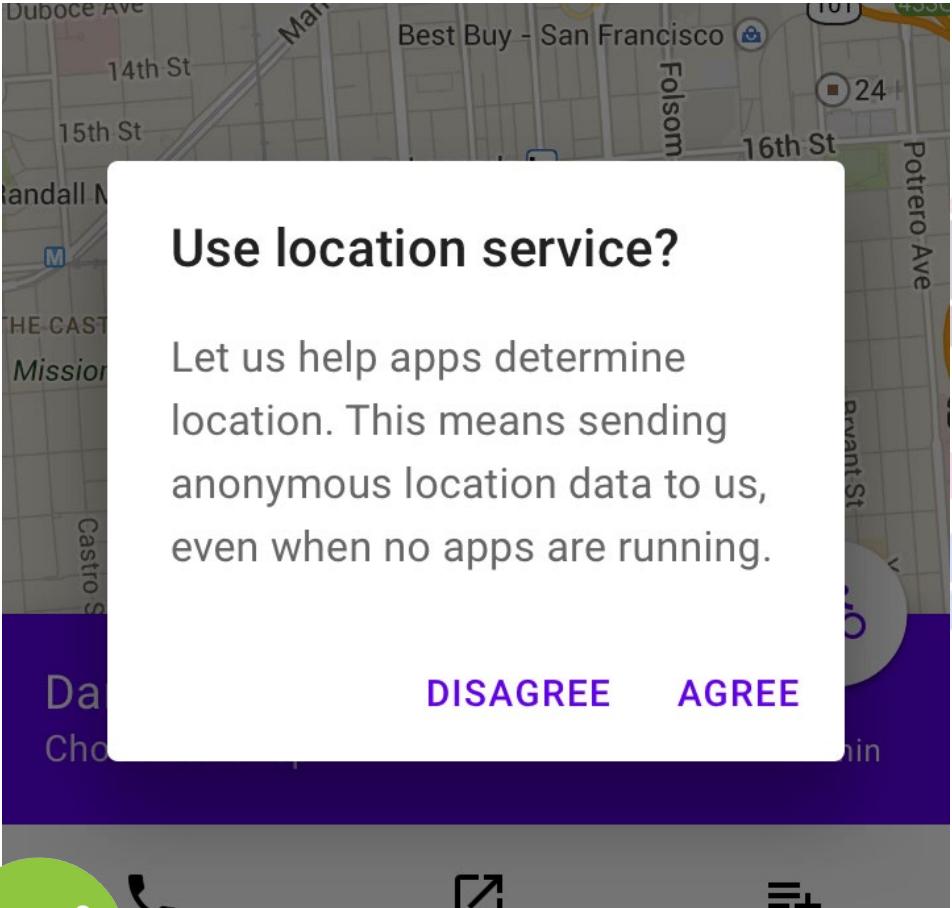
1. Container
2. Title (optional)
3. Supporting text
4. Buttons
5. Scrim

# Title

- Berisi pernyataan / pertanyaan yang singkat dan jelas
- Hindari pernyataan berikut:
  - Permintaan maaf (“Maaf atas gangguannya”)
  - Alarm (“Peringatan!”)
  - Sesuatu yang ambigu (“Apakah anda yakin?”)

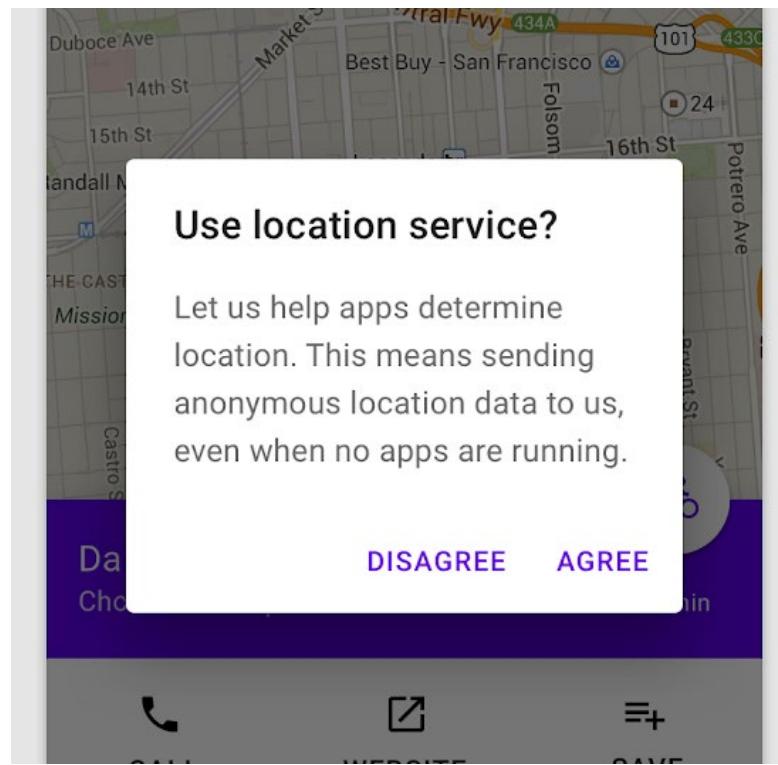


# Title

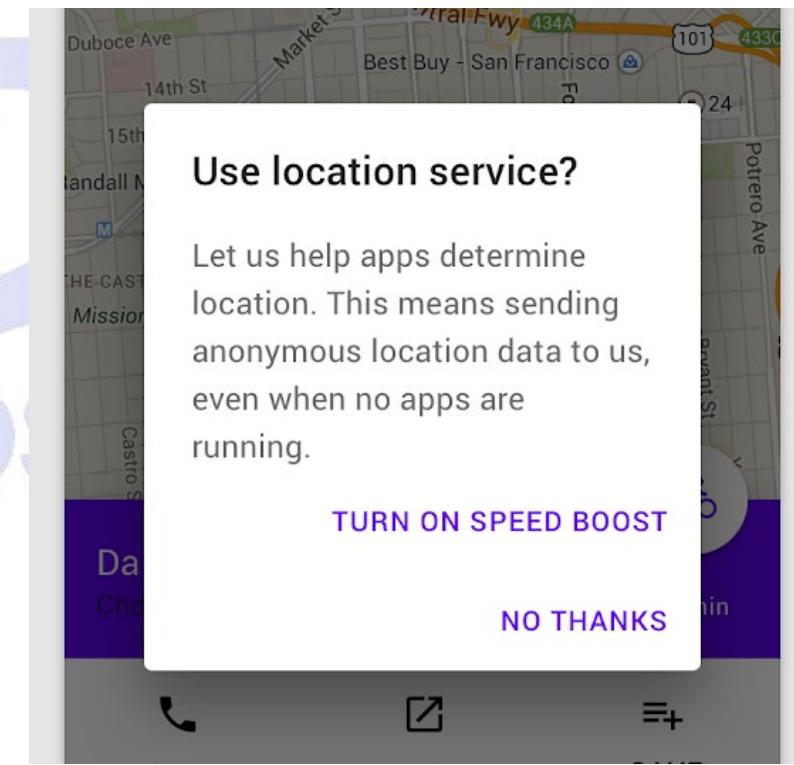


# Button

## Side by side button (recommended)



## Stacked full-width buttons



# Actions

Ada 3 jenis action pada dialog

1. Confirmation Action

Contohnya Dialog untuk menghapus sesuatu (Delete Dialog)

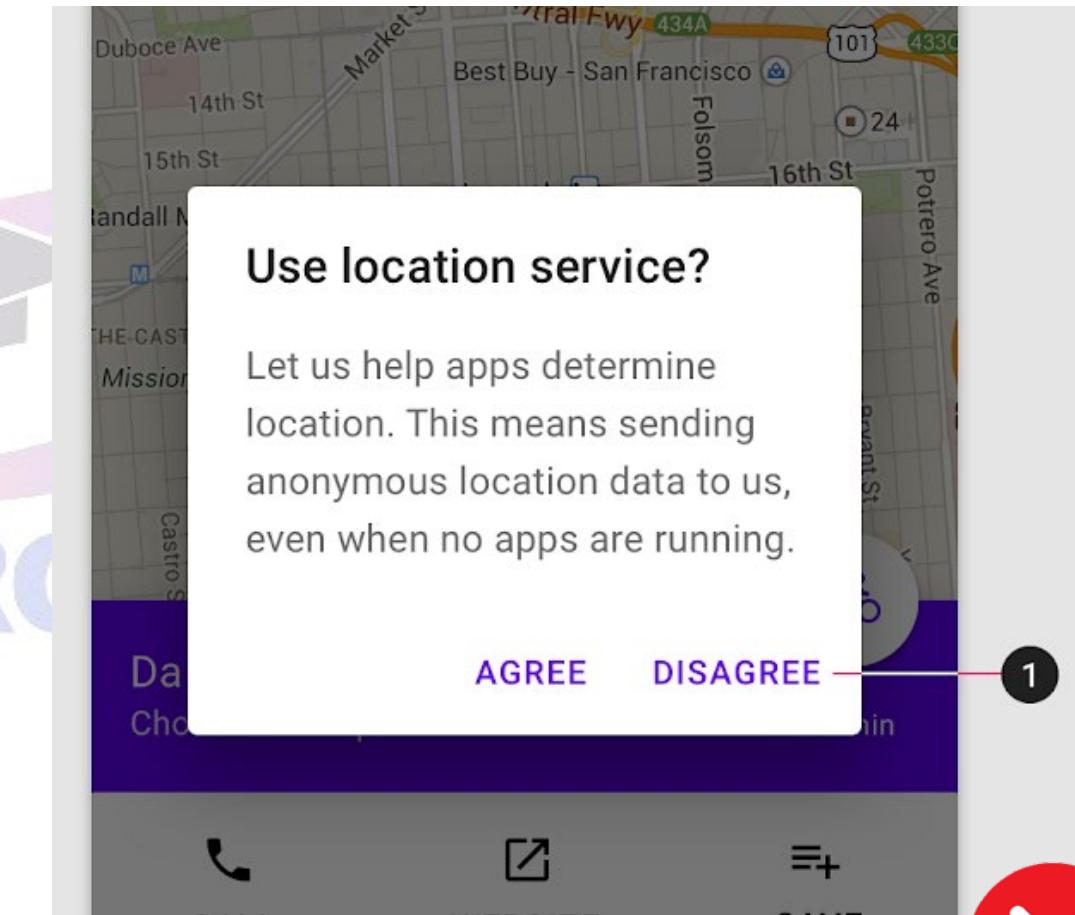
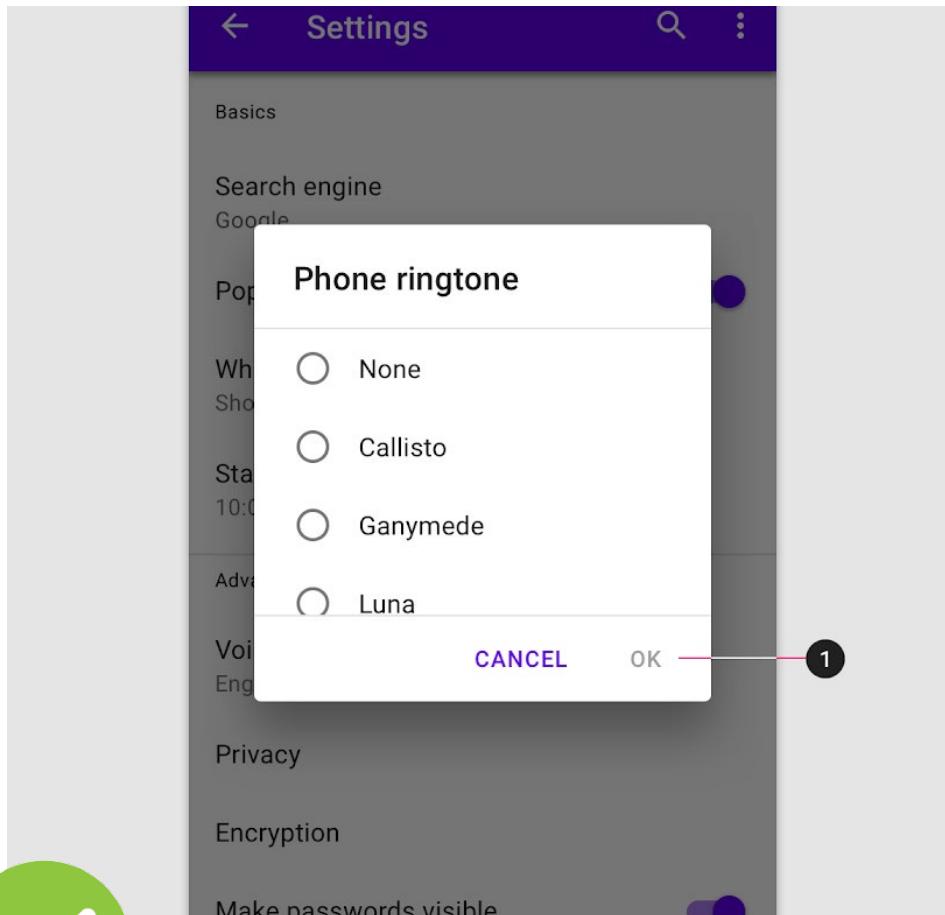
2. Dismissive Action

Suatu action untuk mengabaikan Tindakan yang diusulkan

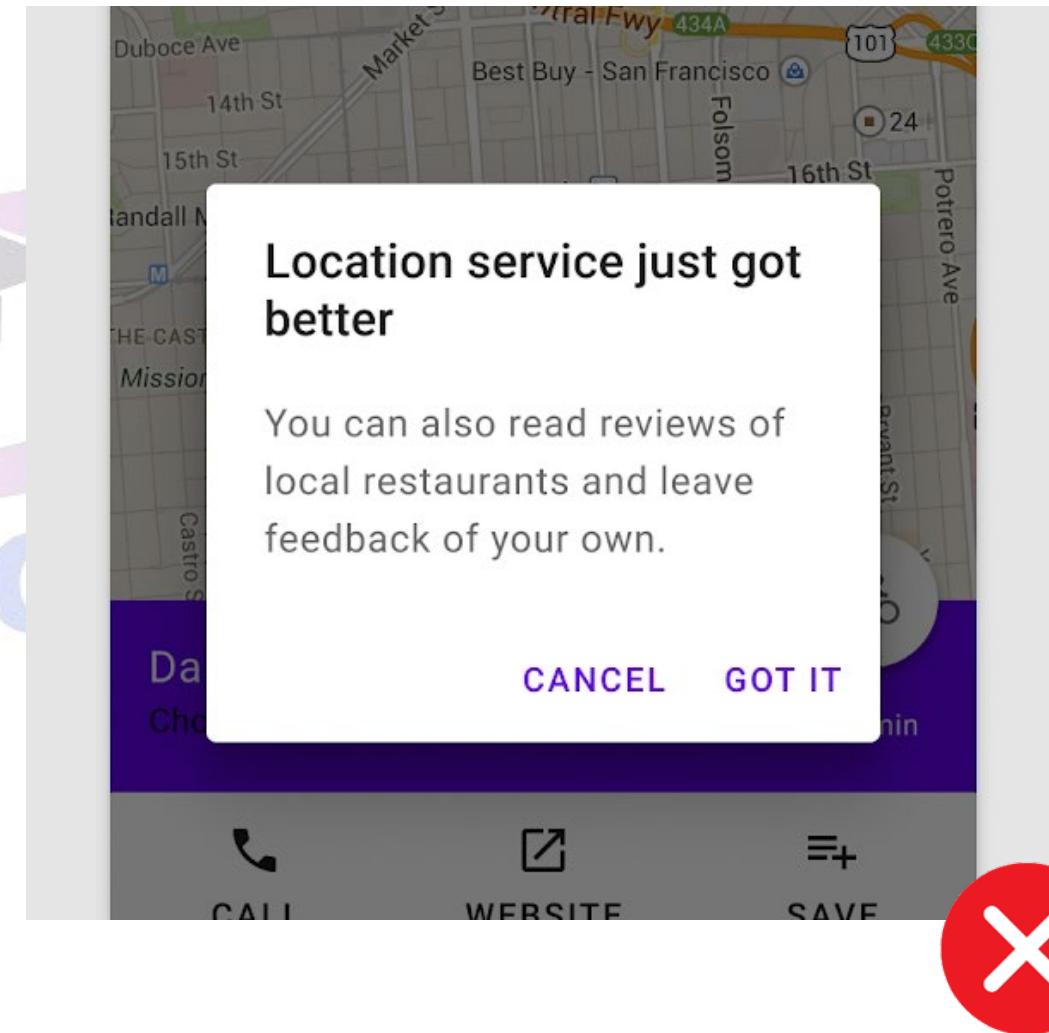
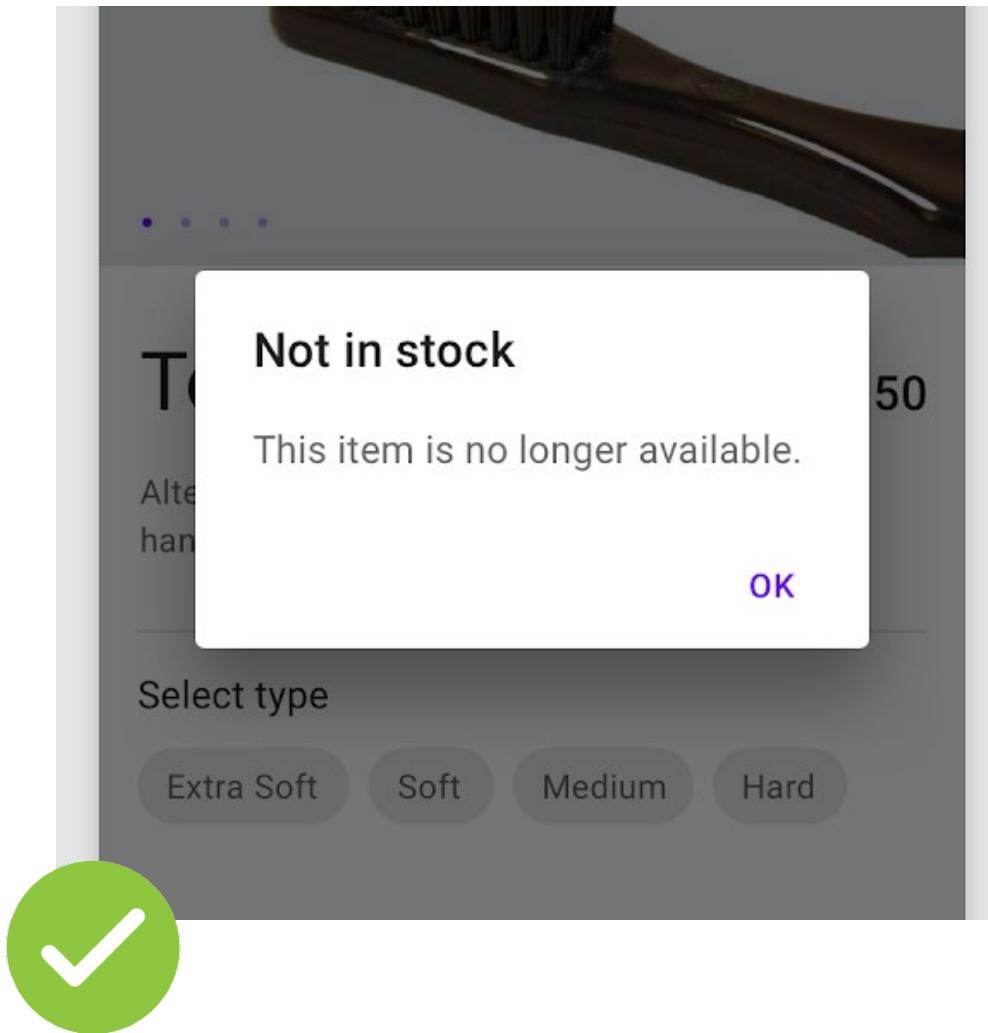
3. Acknowledgement Action

Suatu action dimana app membutuhkan konfirmasi pengguna

# Actions



# Actions

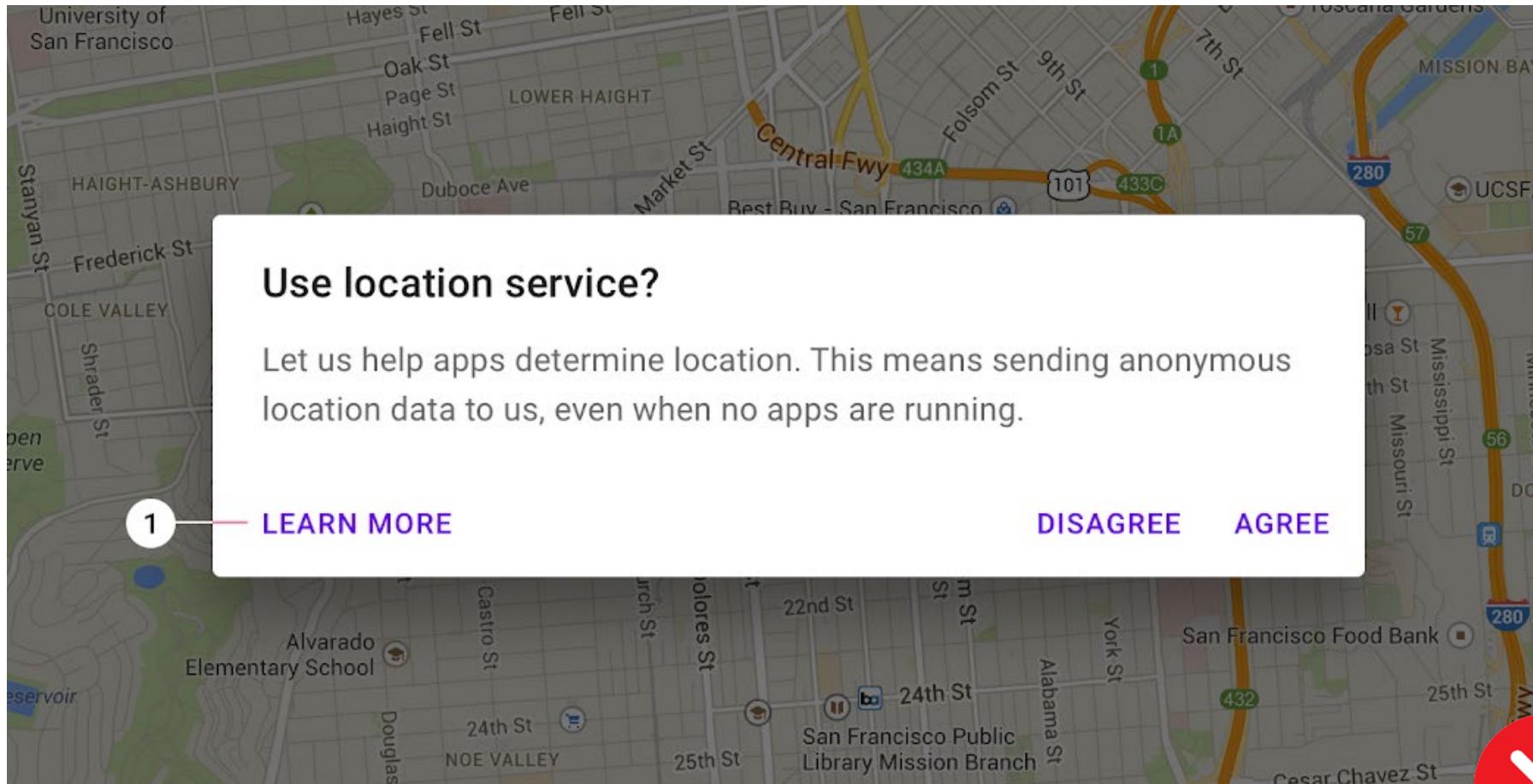


# Number of Actions

Dialog umumnya memiliki maksimal 2 aksi

- Jika hanya ada 1 aksi, itu pasti acknowledgement action
- Jika ada 2 aksi, salah satunya pasti confirmation action, dan satunya dismissing action
- Opsi aksi ketiga seperti “Learn more” **tidak direkomendasikan** karena akan membawa user meninggalkan dialog yang belum selesai.

# Number of Actions

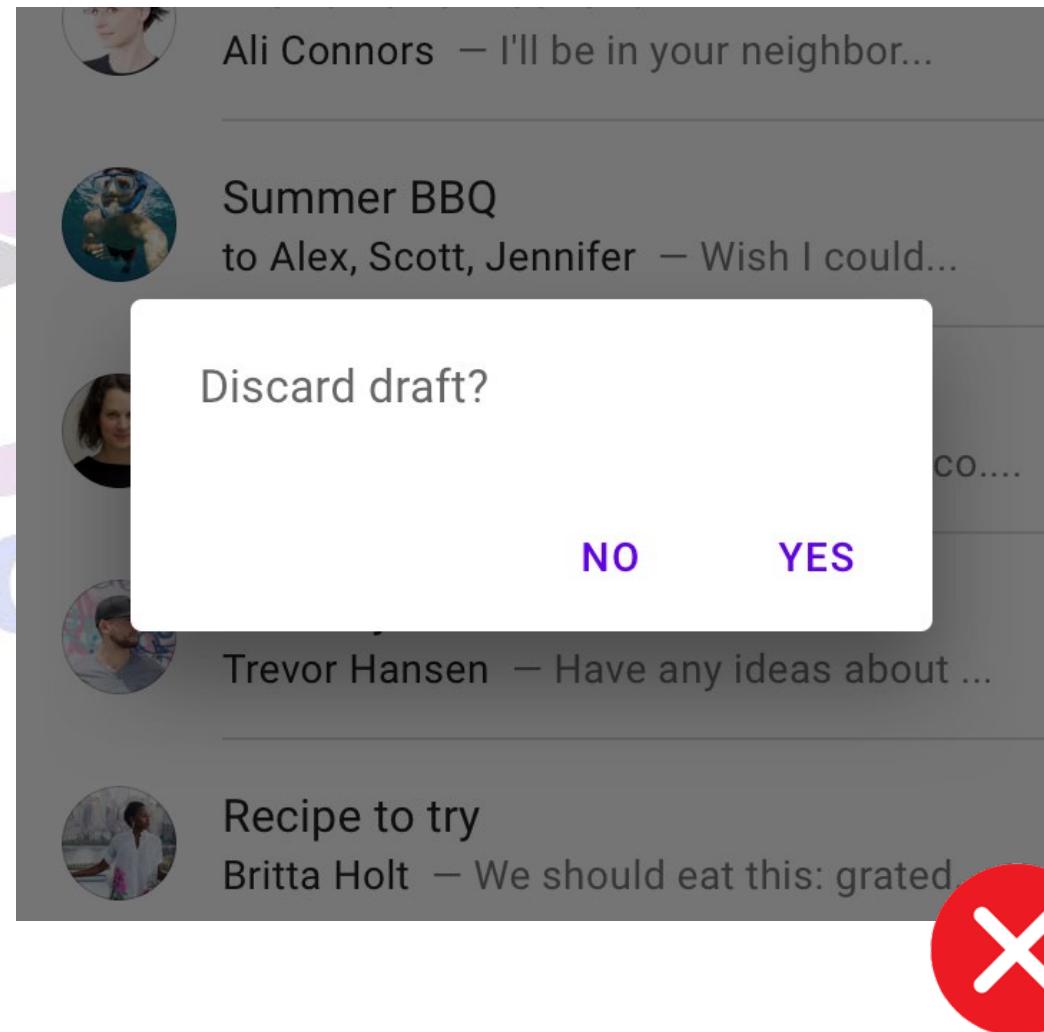
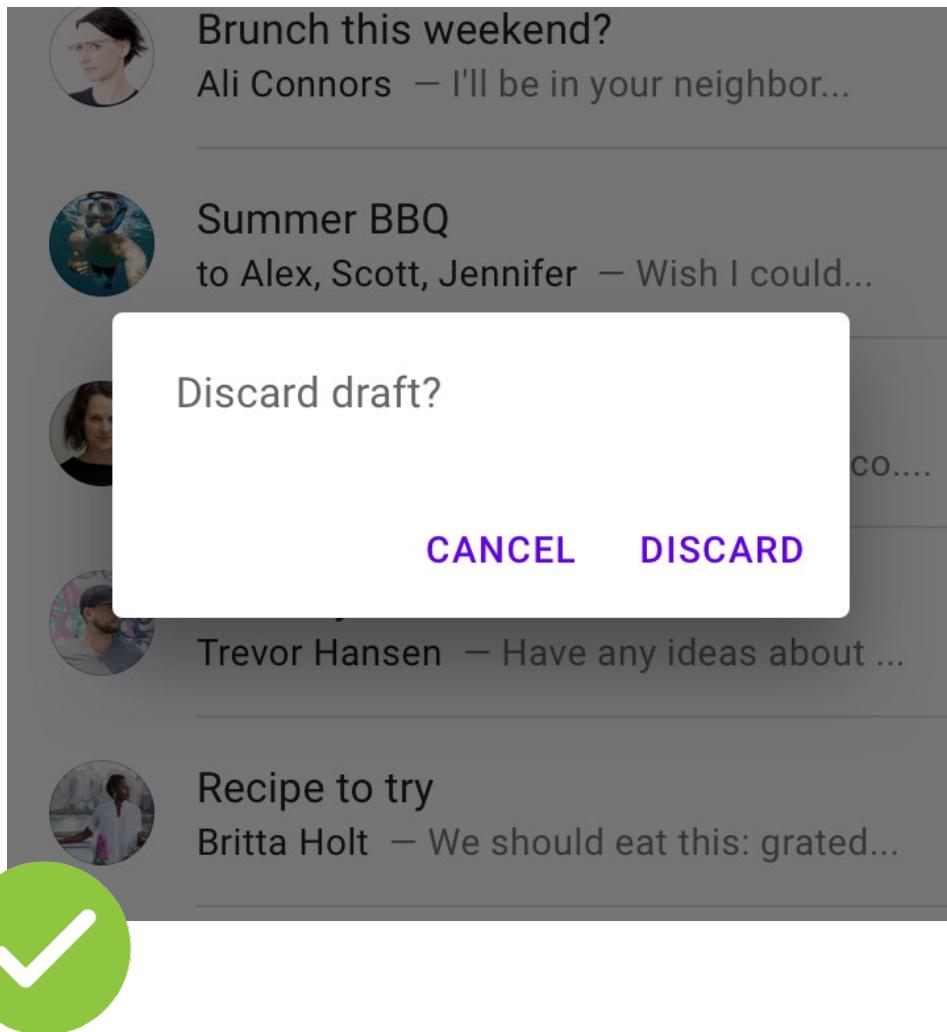


# Alert Dialog

Alert dialog mengintrupsi user dengan informasi yang urgen, detail, atau aksi

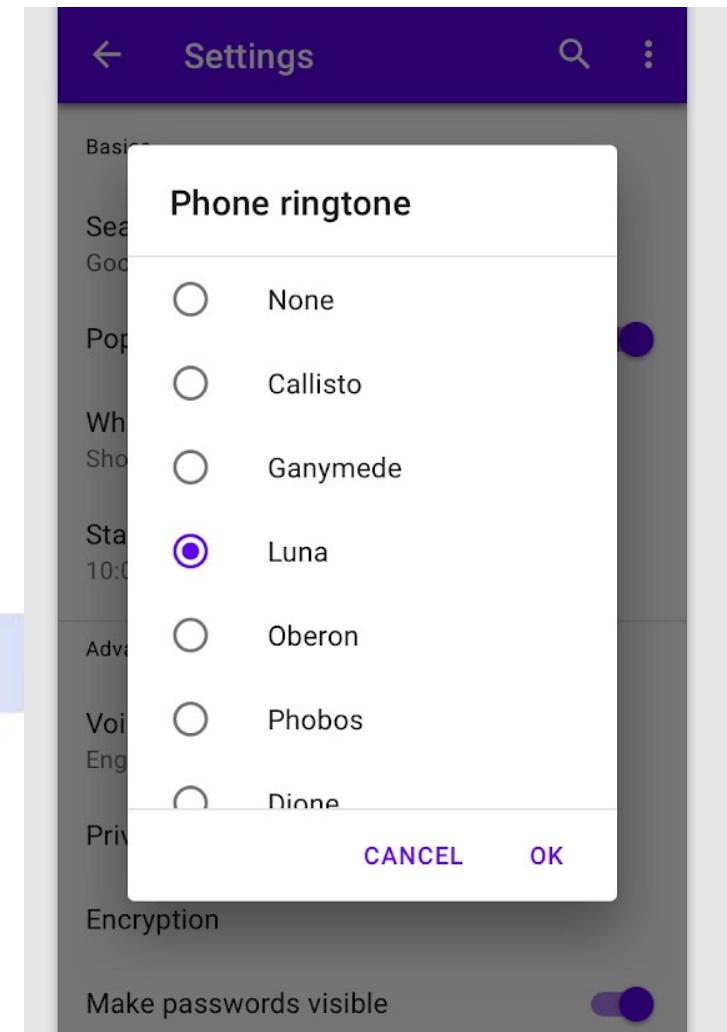
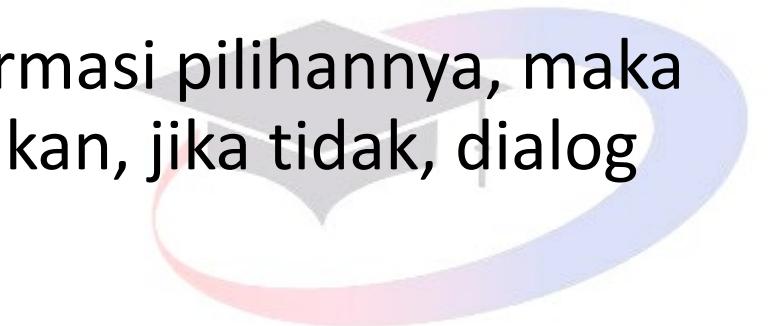


# Alert Dialog



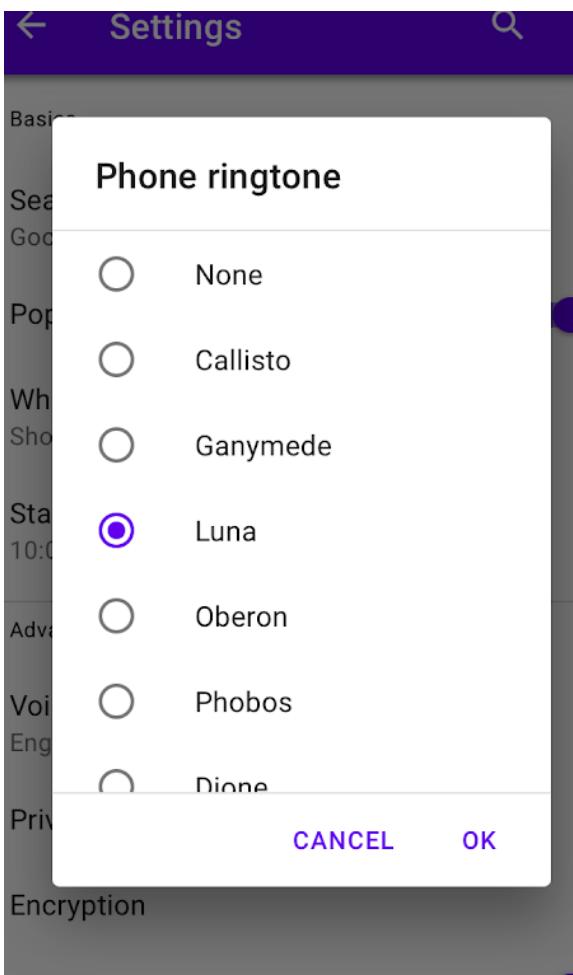
# Confirm Dialog

- Memungkin user melakukan konfirmasi pilihannya sebelum di commit
- Jika user mengkonfirmasi pilihannya, maka opsinya akan dijalankan, jika tidak, dialog akan dismiss

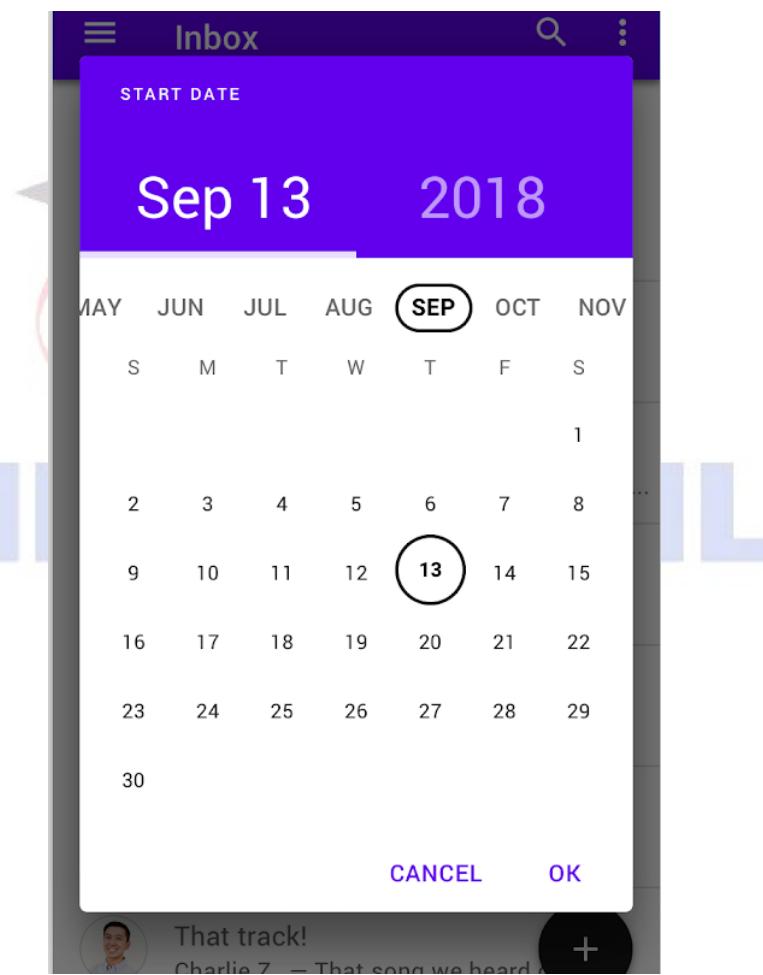


# Confirm Dialog

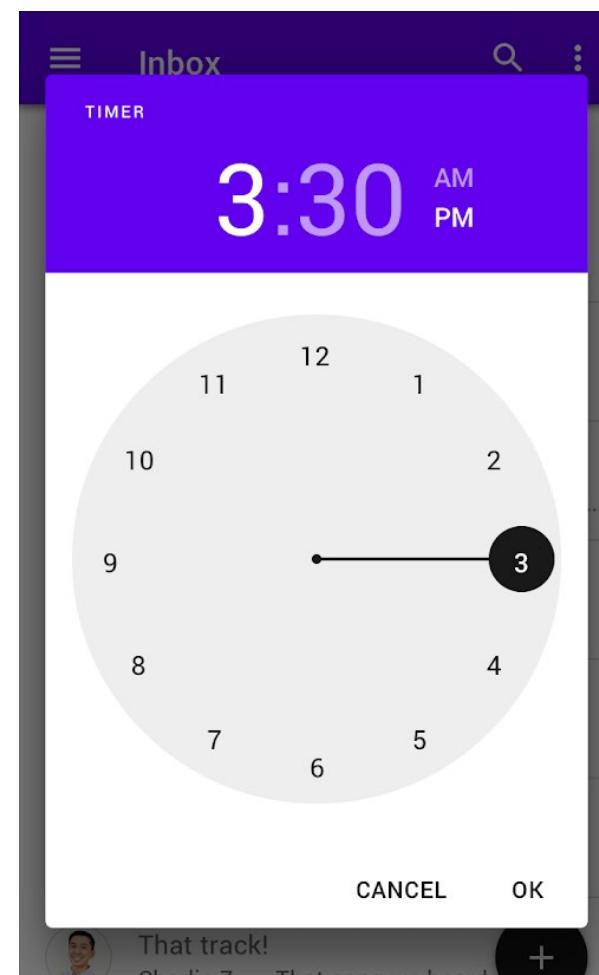
## List



## Date picker



## Time picker

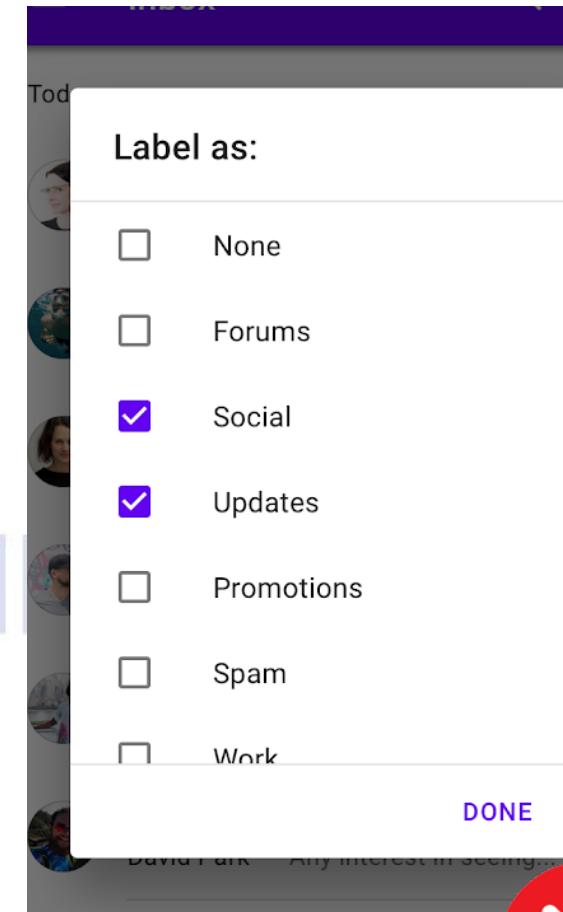
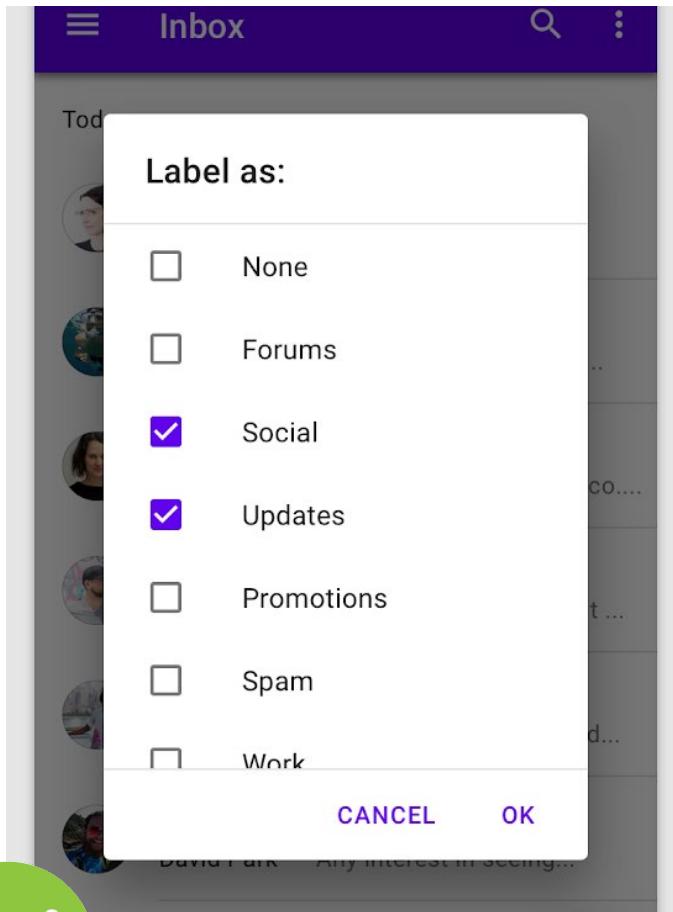


# Confirm Dialog : Button

- Menyediakan tombol konfirmasi dan Cancel.
- Jika tombol konfirmasi dipilih, pilihan dikonfirmasi.
- Jika tombol cancel dipilih, atau area di luar dialog, tindakan dibatalkan.

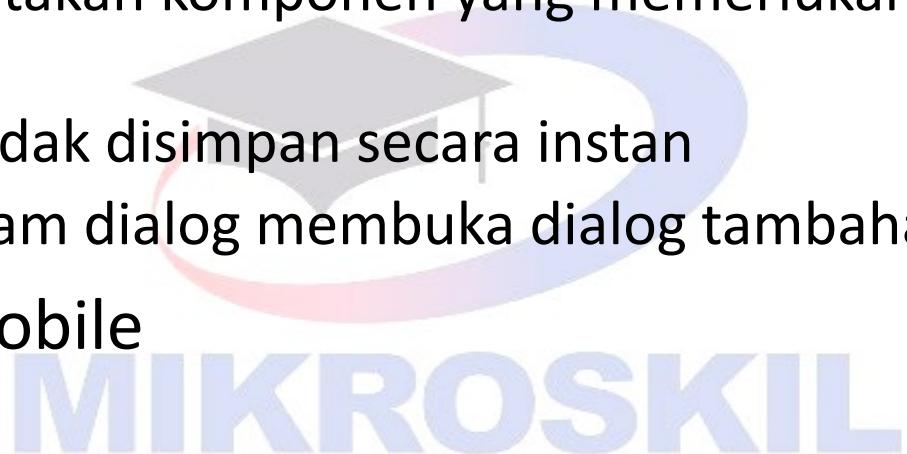


# Confirmation Dialog : Button

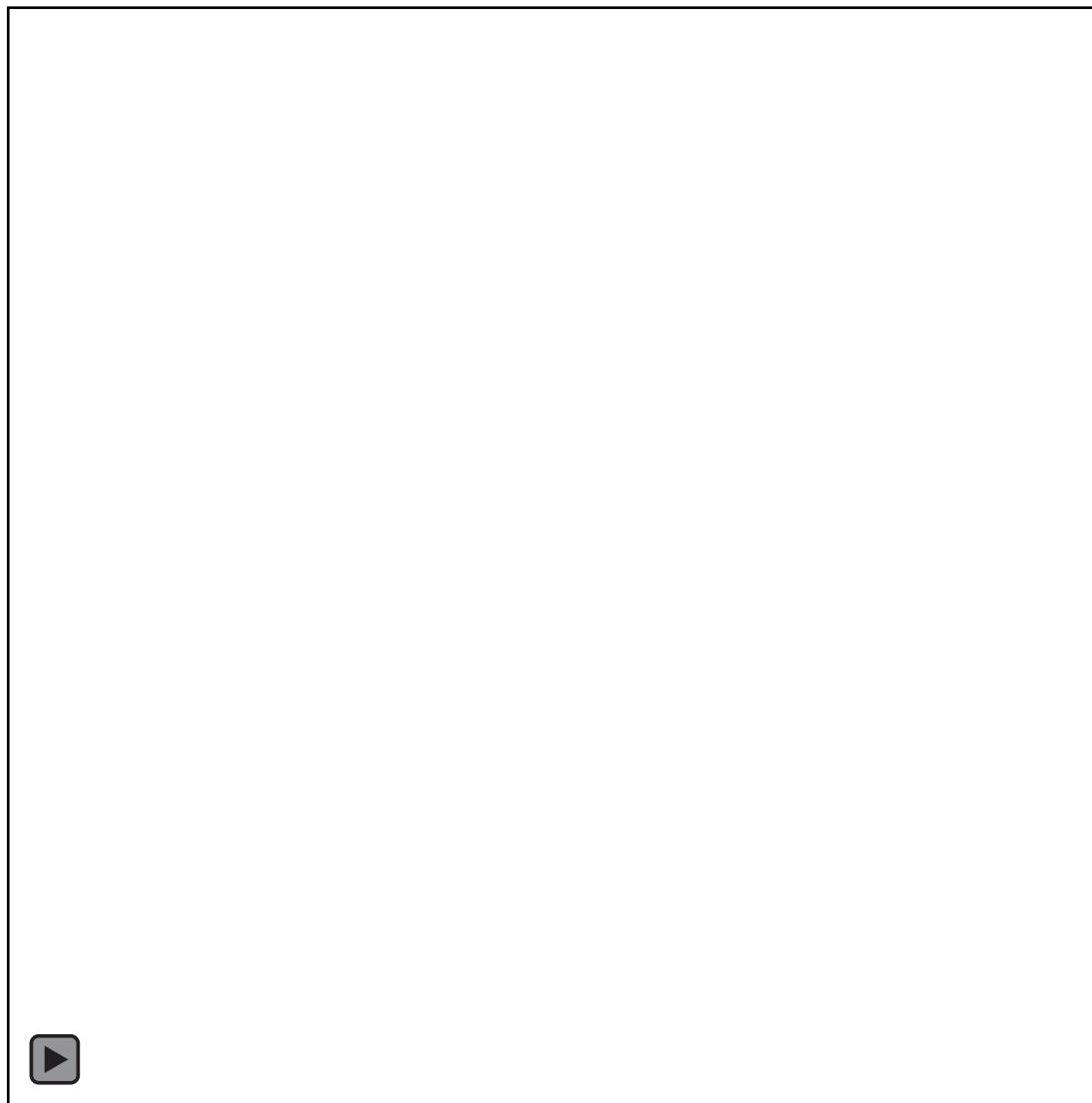


# Full-Screen Dialog

- Digunakan jika task memenuhi kriteria sebagai berikut
  - Dialog yang menyertakan komponen yang memerlukan input keyboard, seperti form fields
  - Ketika perubahan tidak disimpan secara instan
  - Saat komponen dalam dialog membuka dialog tambahan
- Hanya tersedia di mobile



# Full-Screen Dialog



# Behavior : Saving Selection

- Untuk menyimpan perubahan, user menekan tombol “Save”
- Untuk membatalkan perubahan dan keluar dari dialog, user bisa tekan tombol “X” atau “Back”



# Behavior : Confirmation

- Tombol konfirmasi akan dalam mode **disable sampai semua field terisi.**
- Gunakan kata yang deskritif seperti
  - Save
  - Send
  - Share
  - Update
  - Create
- Jangan gunakan Bahasa yang ambigu seperti
  - Done
  - OK
  - Close



# Behavior : Confirmation

- Jika tidak ada perubahan yang dibuat, dialog akan ditutup dan tidak diperlukan konfirmasi keluar dari dialog
- Jika pengguna telah membuat perubahan, pengguna akan diminta untuk mengonfirmasi tindakan cancel

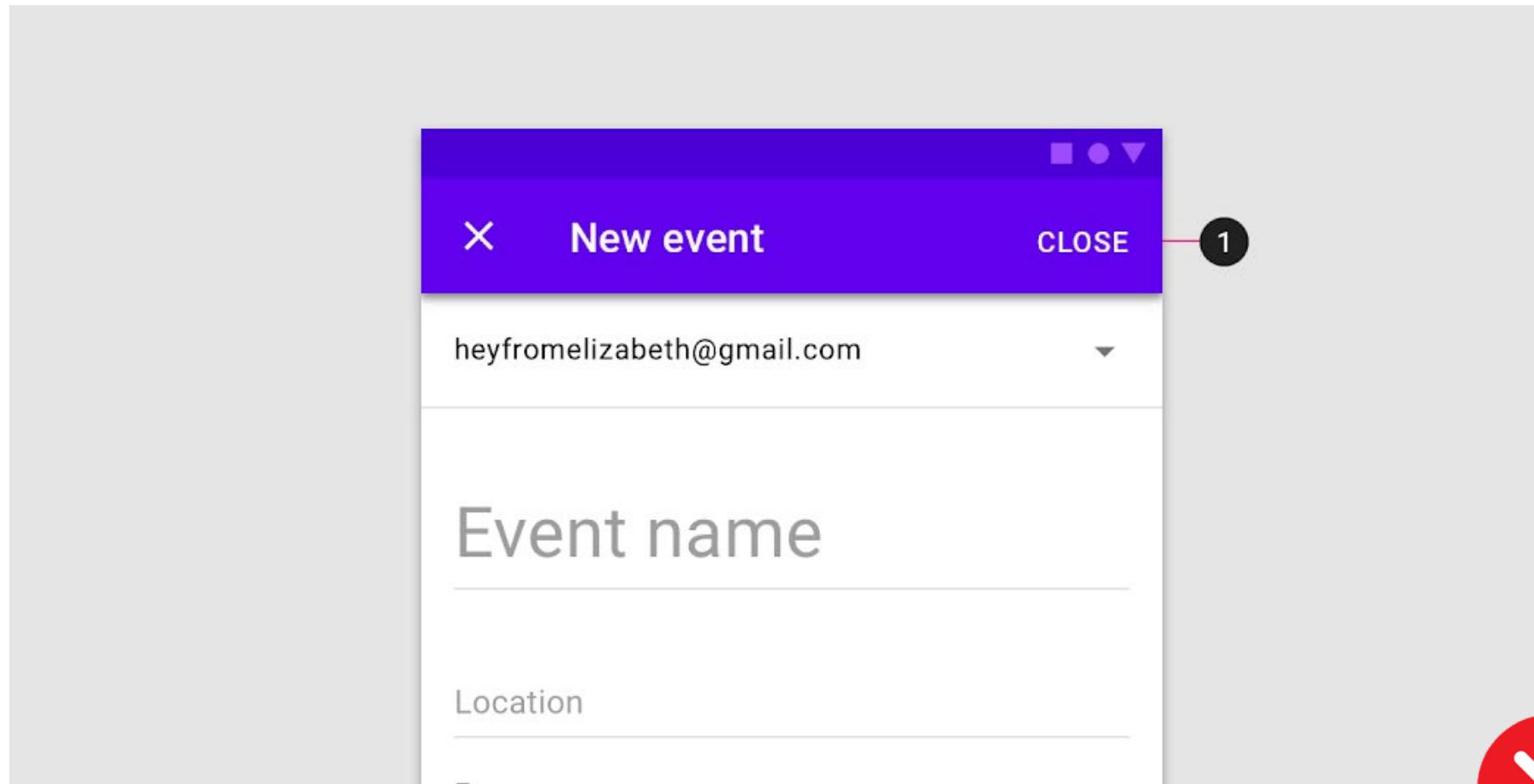


# Behavior : Saving Selection

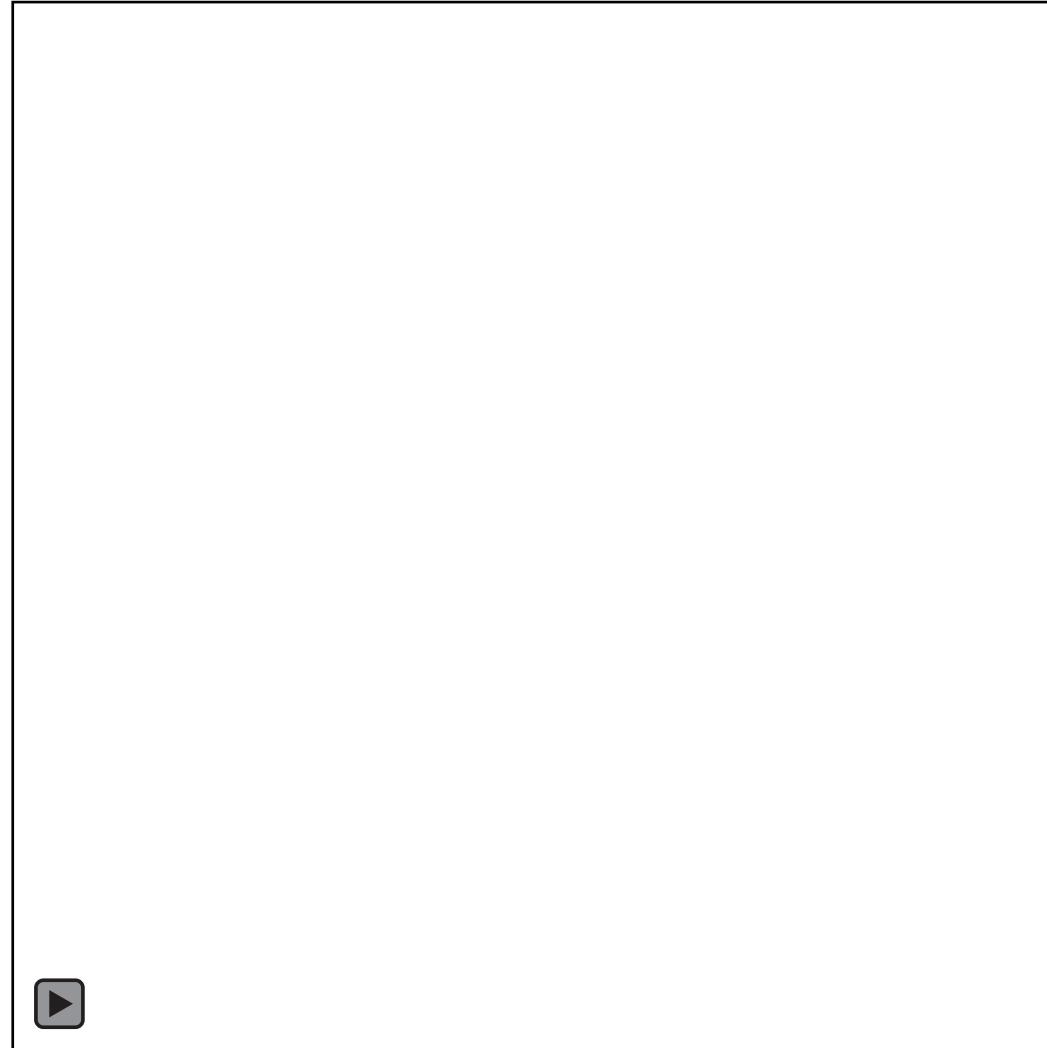
- Untuk menyimpan perubahan, user menekan tombol “Save”
- Untuk membatalkan perubahan dan keluar dari dialog, user bisa tekan tombol “X” atau “Back”



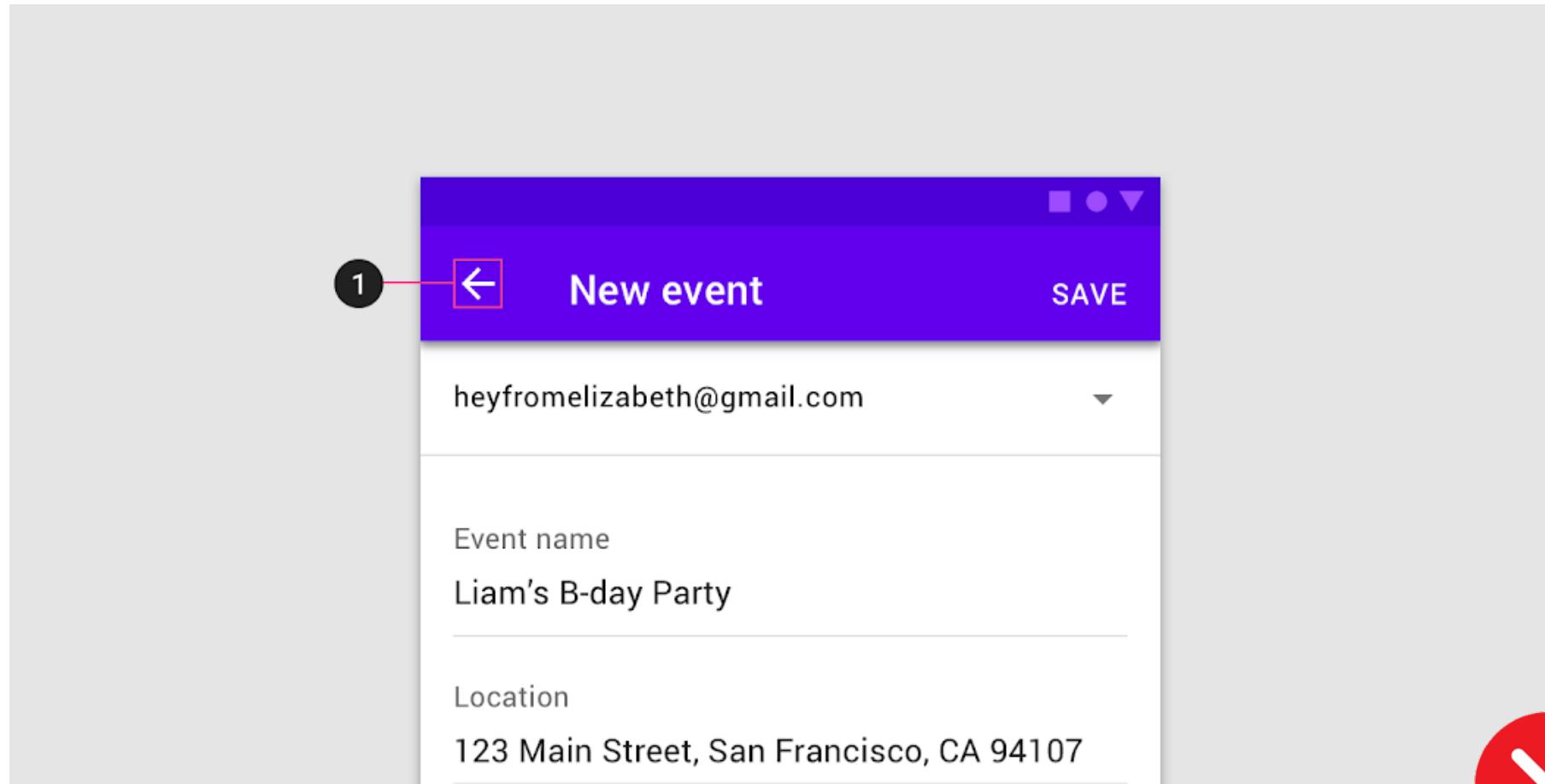
# Behavior : Saving Selection



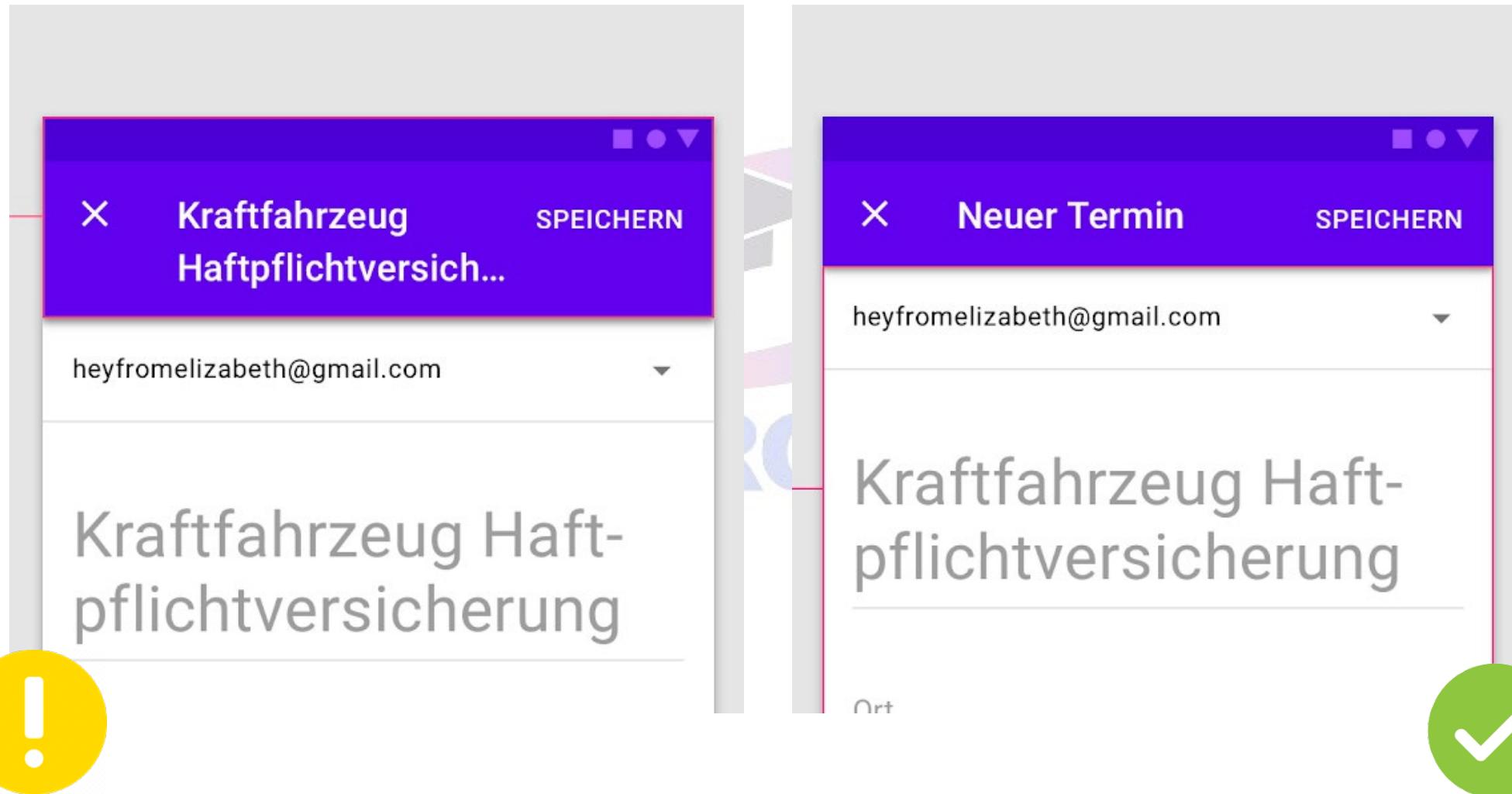
# Behavior : Dialog Windows



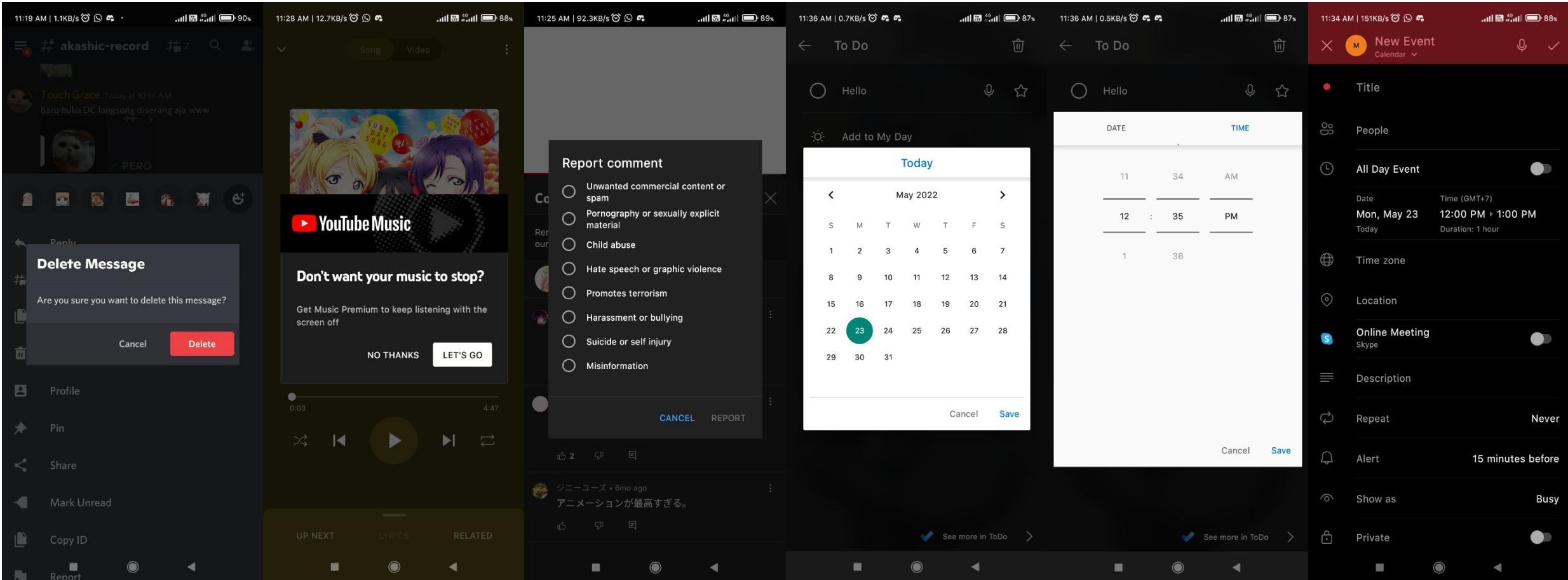
# Layout : Navigation



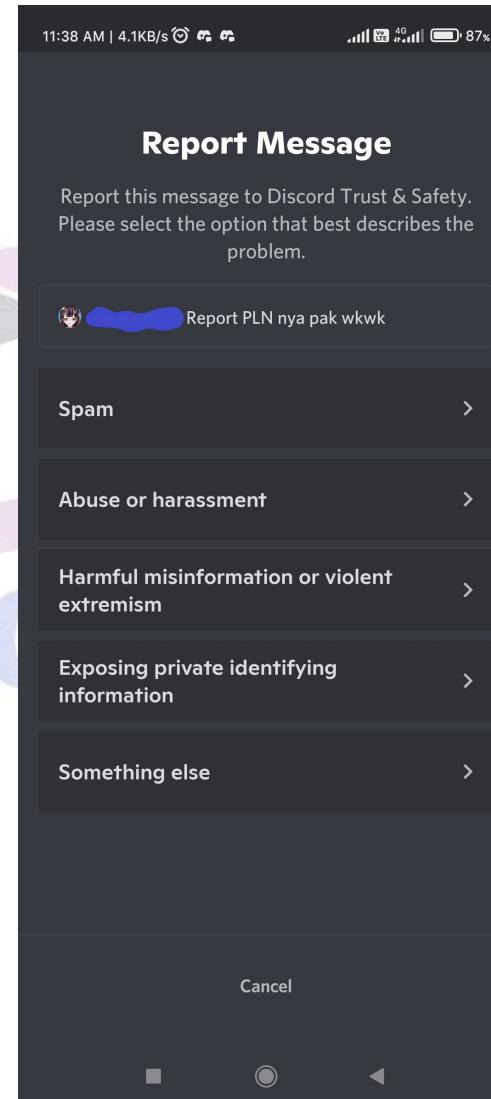
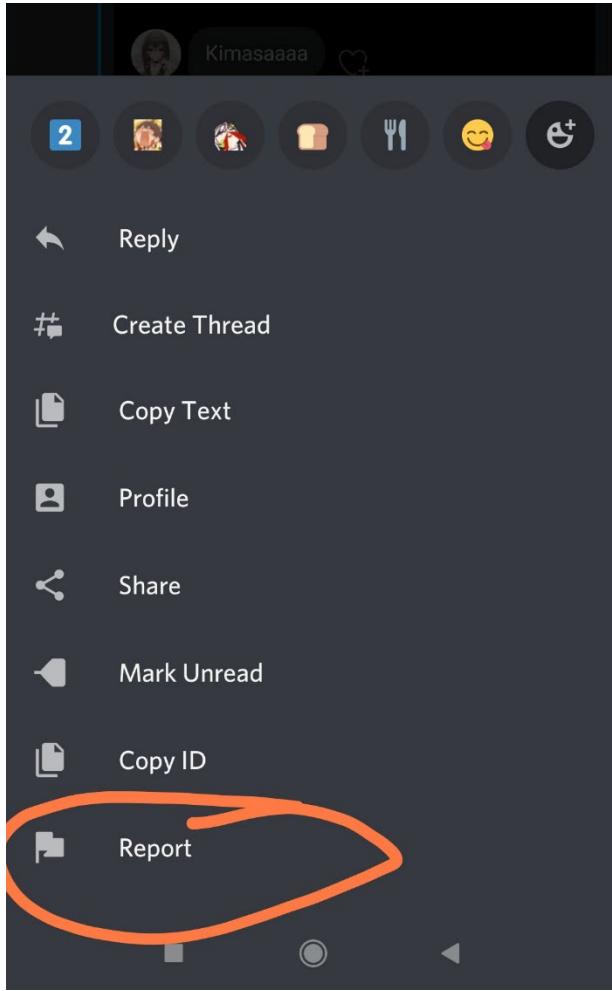
# Layout : Titles



# Contoh Implementasi Dialog



# Apakah ini termasuk Dialog?



# Penerapan di Flutter



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# Dialog di Flutter

Ada 4 Jenis Dialog yang disediakan di Flutter

1. Alert
2. Simple
3. Full-screen

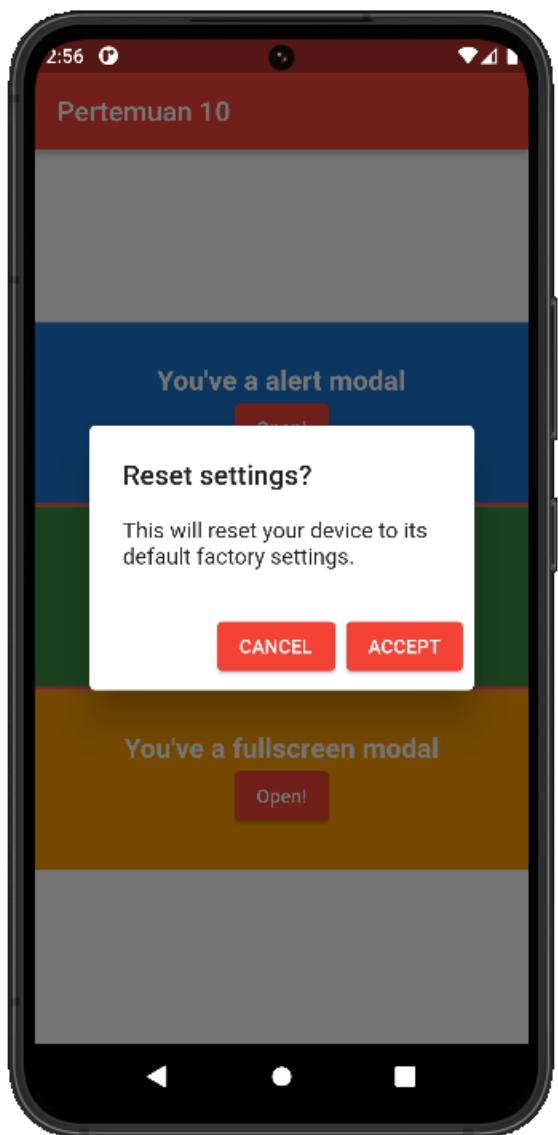


# AlertDialog

```
 alertDialog(BuildContext context) {
  var dialog = AlertDialog(
    title: const Text('Reset settings?'),
    content: const Text(
      'This will reset your device to its default factory settings.'),
    actions: [
      ElevatedButton(
        onPressed: () {
          Navigator.pop(context);
        },
        child: Text('CANCEL'),
      ),
      ElevatedButton(
        onPressed: () {
          Navigator.pop(context);
        },
        child: Text('ACCEPT'),
      ),
    ],
  );
  showDialog(
    context: context,
    builder: (context) {
      return dialog;
    },
  );
}
```

```
 Container(
  width: double.infinity,
  color: Colors.blue[700],
  padding: EdgeInsets.symmetric(vertical: 30),
  child: Column(
    mainAxisAlignment: MainAxisAlignment.spaceEvenly,
    children: [
      Text(
        "You've a alert modal",
        style: TextStyle(
          color: Colors.white,
          fontWeight: FontWeight.w700,
          fontSize: 20,
        ),
      ),
      ElevatedButton(
        onPressed: () {
          alertDialog(context);
        },
        child: const Text("Open!"),
        style: OutlinedButton.styleFrom(primary: Colors.white),
      ),
    ],
  ),
),
```

# AlertDialog



# AlertDialog

<https://www.youtube.com/watch?v=75CsnyRxf5I>



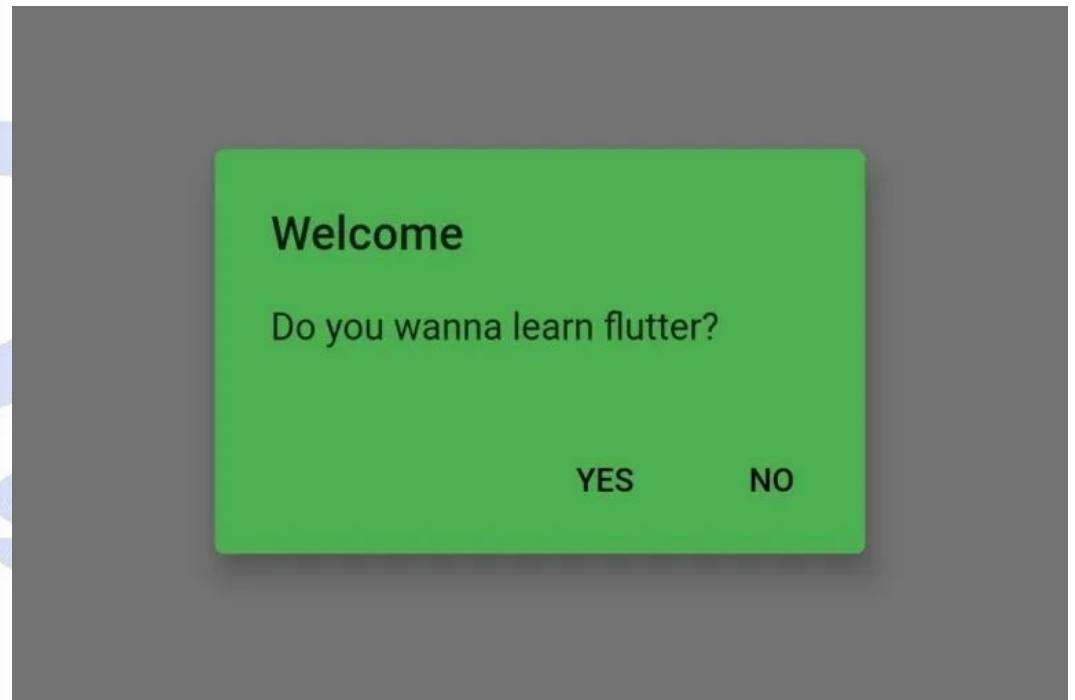
# Property pada AlertDialog

Property	Class/Data Type	Tujuan
title	Widget	Menambahkan Widget Title pada Dialog
titlePadding	EdgeInsetsGeometry	Menambahkan Padding pada Title
content	Widget	Menambahkan Widget sebagai konten pada Dialog (Umumnya Widget Text)
contentTextStyle	TextStyle	Set Style pada konten (Jika content menggunakan Widget Text)
actions	List<Widget>	Menambahkan Action pada Dialog
scrollable	bool	Set dialog bisa scrollable (Default false)
backgroundColor	Color	Set background color pada Dialog
elevation	double	Set ketebalan elevasi pada dialog

Mau lebih detail? Klik [disini](#) dan [di sini](#)

# AlertDialog

```
AlertDialog(  
    title: Text('Welcome'),  
    content: Text('Do you wanna learn flutter?'),  
    actions: [  
        TextButton(  
            onPressed: () {  
                Navigator.of(context).pop();  
            },  
            child: Text('YES', style: TextStyle(color: Colors.black),),  
        ),  
        TextButton(  
            onPressed: () {  
                Navigator.of(context).pop();  
            },  
            child: Text('NO', style: TextStyle(color: Colors.black),),  
        ),  
    ],  
    elevation: 10,  
    backgroundColor: Colors.green,  
,
```



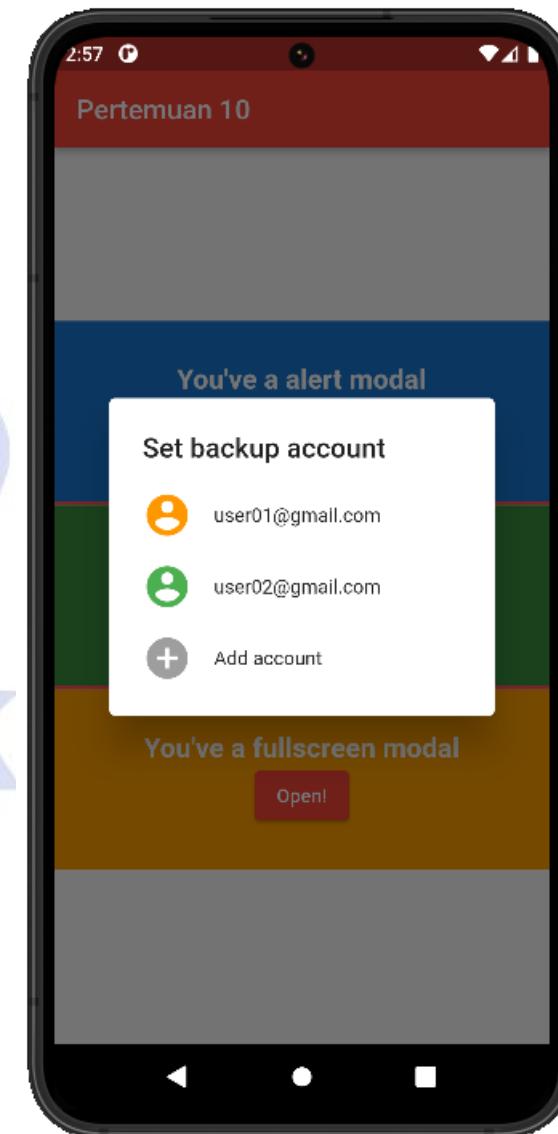
# SimpleDialog

```
simpleDialog(BuildContext context) {
  var dialog = SimpleDialog(
    title: Text('Set backup account'),
    children: [
      SimpleDialogItem(
        icon: Icons.account_circle,
        color: Colors.orange,
        text: 'user01@gmail.com',
        onPressed: () {
          Navigator.pop(context, 'user01@gmail.com');
        },
      ),
      SimpleDialogItem(
        icon: Icons.account_circle,
        color: Colors.green,
        text: 'user02@gmail.com',
        onPressed: () {
          Navigator.pop(context, 'user02@gmail.com');
        },
      ),
      SimpleDialogItem(
        icon: Icons.add_circle,
        color: Colors.grey,
        text: 'Add account',
        onPressed: () {
          Navigator.pop(context, 'user02@gmail.com');
        },
      ),
    ],
  );
  showDialog(
    context: context,
    builder: (context) {
      return dialog;
    },
  );
}
```

```
Container(
  width: double.infinity,
  color: Colors.green[700],
  padding: EdgeInsets.symmetric(vertical: 30),
  child: Column(
    mainAxisAlignment: MainAxisAlignment.center,
    children: [
      Text(
        "You've a simple modal",
        style: TextStyle(
          color: Colors.white,
          fontWeight: FontWeight.w700,
          fontSize: 20,
        ),
      ),
      ElevatedButton(
        onPressed: () {
          simpleDialog(context);
        },
        child: const Text("Open!"),
        style: OutlinedButton.styleFrom(primary: Colors.white),
      ),
    ],
  ),
),
```

# SimpleDialog

```
● ● ●  
  
class SimpleDialogItem extends StatelessWidget {  
  const SimpleDialogItem({  
    Key? key,  
    required this.icon,  
    required this.color,  
    required this.text,  
    required this.onPressed,  
  }) : super(key: key);  
  
  final IconData icon;  
  final Color color;  
  final String text;  
  final VoidCallback onPressed;  
  
  @override  
  Widget build(BuildContext context) {  
    return SimpleDialogOption(  
      onPressed: onPressed,  
      child: Row(  
        mainAxisAlignment: MainAxisAlignment.start,  
        crossAxisAlignment: CrossAxisAlignment.center,  
        children: [  
          Icon(icon, size: 36.0, color: color),  
          Padding(  
            padding: const EdgeInsetsDirectional.only(start: 16.0),  
            child: Text(text),  
          ),  
        ],  
      );  
  }  
}
```



# Property pada SimpleDialog

Property	Class/Data Type	Tujuan
title	Widget	Menambahkan Widget Title pada Dialog
titlePadding	EdgeInsetsGeometry	Menambahkan Padding pada Title
titleTextStyle	TextStyle	Set Style pada title (Jika title menggunakan Widget Text)
children	List<Widget>	Menambahkan Action pada Dialog
shape	ShapeBorder	Set bentuk dari Dialog
backgroundColor	Color	Set background color pada Dialog
elevation	double	Set ketebalan elevasi pada dialog

Mau lebih detail? Klik [disini](#) dan [di sini](#)

# SimpleDialog

```
SimpleDialog(  
    title: Text('Choose food'),  
    children:[  
        SimpleDialogOption(  
            onPressed: () {  
                Navigator.pop(context, "Pizza"); },  
            child: const Text('Pizza'),  
        ),  
        SimpleDialogOption(  
            onPressed: () {  
                Navigator.pop(context, "Burger");  
            },  
            child: const Text('Burger'),  
        ),  
    ],  
    elevation: 10,  
    backgroundColor: Colors.yellowAccent,  
,
```

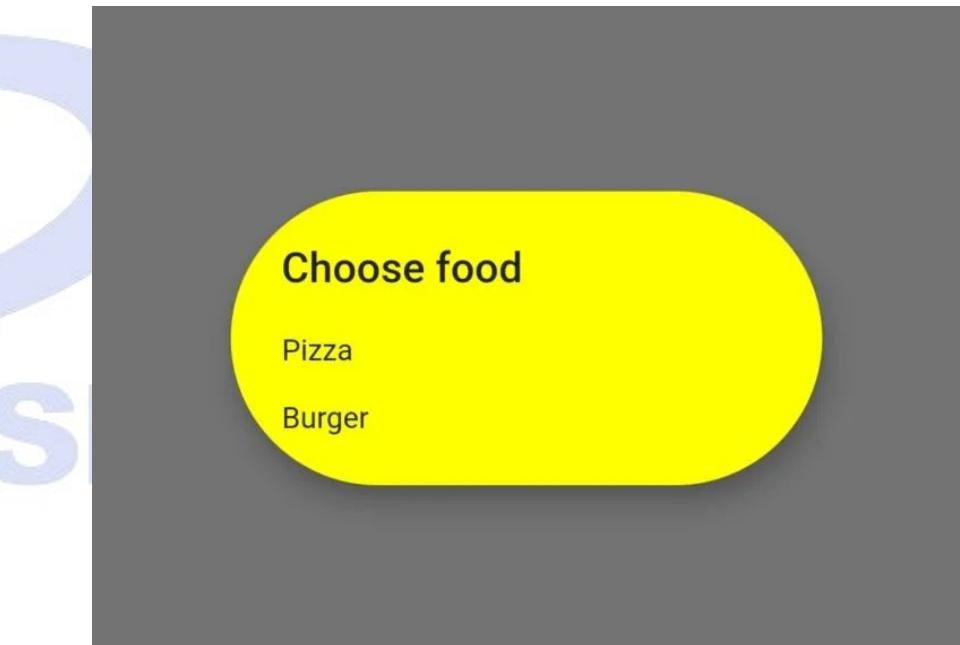
Choose food

Pizza

Burger

# SimpleDialog

```
SimpleDialog(  
    title: Text('Choose food'),  
    children:[  
        SimpleDialogOption(  
            onPressed: () {  
                Navigator.pop(context, "Pizza"); },  
            child: const Text('Pizza'),  
        ),  
        SimpleDialogOption(  
            onPressed: () {  
                Navigator.pop(context, "Burger");  
            },  
            child: const Text('Burger'),  
        ),  
    ],  
    elevation: 10,  
    backgroundColor: Colors.yellowAccent,  
    shape: StadiumBorder(),  
,
```



# FullScreen Dialog

Ada 2 cara untuk buat Full-screen Dialog pada Flutter

- showGeneralDialog()
- MaterialPageRoute



# Property pada showGeneralDialog()

Property	Class/Data Type	Tujuan
pageBuilder	BuildContext	Menentukan Halaman yang akan dituju Ketika dialog muncul
barrierDismissible	bool	Set apakah halaman tersebut akan tertutup dengan menekan barrier modal. (Default : false)
barrierColor	Color	Menentukan warna dari Barrier
transissionDuration	Duration	Set durasi dari transisi Ketika dialog terbuka ataupun tertutup
transissionBuilder	RouteTransitionsBuilder?	Mengatur bagaimana rute tiba dan keluar dari layar.

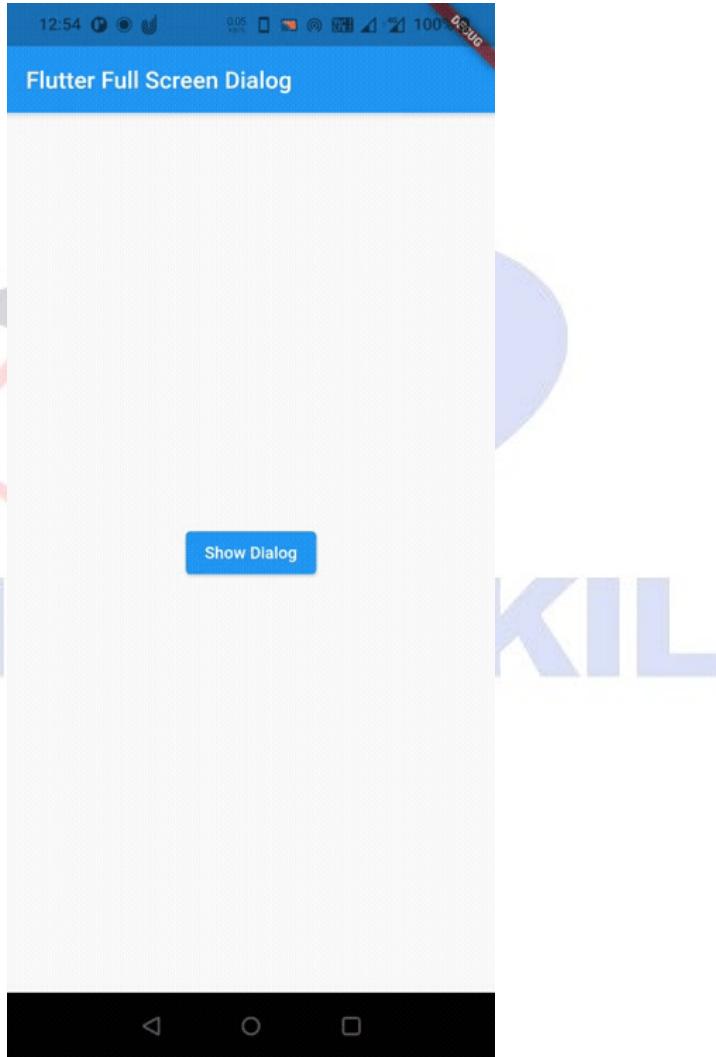
Mau lebih detail? Klik [disini](#) dan [di sini](#)

# showGeneralDialog()

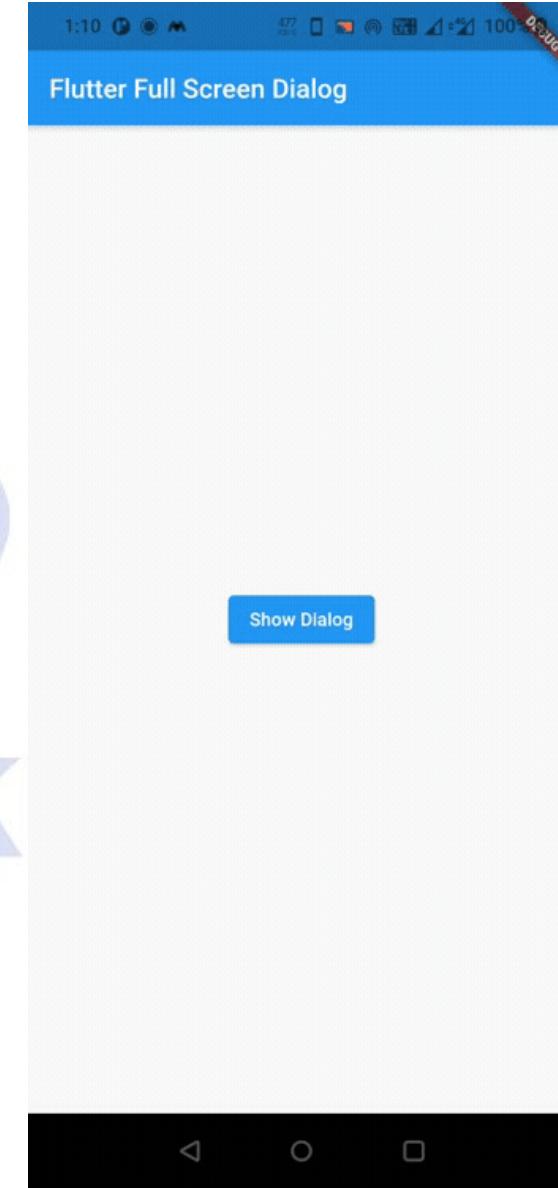
```
class _MyHomePageState extends State<MyHomePage> {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text("Flutter Full Screen Dialog"),
      ),
      body: Center(
        child: Column(
          mainAxisAlignment: MainAxisAlignment.center,
          children: <Widget>[
            ElevatedButton(
              onPressed: () {
                _displayDialog(context);
              },
              child: Text("Show Dialog"),
            ),
          ],
        ),
      );
    }
}
```

```
_displayDialog(BuildContext context) {
  showGeneralDialog(
    context: context,
    barrierDismissible: false,
    transitionDuration: Duration(milliseconds: 2000),
    transitionBuilder: (context, animation, secondaryAnimation, child) {
      return FadeTransition(
        opacity: animation,
        child: ScaleTransition(
          scale: animation,
          child: child,
        ),
      );
    },
    pageBuilder: (context, animation, secondaryAnimation) {
      return SafeArea(
        child: Container(
          width: MediaQuery.of(context).size.width,
          height: MediaQuery.of(context).size.height,
          padding: EdgeInsets.all(20),
          color: Colors.white,
          child: Center(
            child:Column(
              mainAxisSize: MainAxisSize.min,
              children:<Widget> [
                Text('Hai This Is Full Screen Dialog',
                  style: TextStyle(color: Colors.red, fontSize: 20.0),
                ),
                ElevatedButton(
                  onPressed: () {
                    Navigator.of(context).pop();
                  },
                  child: Text("DISMISS",
                    style: TextStyle(color: Colors.white),
                  ),
                ),
              ],
            ),
          );
    });
  }
}
```

# showGeneralDialog()



# showGeneralDialog()



# Property pada MaterialPageRoute

Property	Class/Data Type	Tujuan
builder	WidgetBuilder	Berisi widget yang akan kita tampilkan dalam Full-screen dialog
Settings	RouteSettings?	Set Settingan Ketika Route pada halaman berjalan
maintainState	bool	Set apakah route tersebut akan berada di memori Ketika inactive
fullscreenDialog	bool	Set apakah route yang dituju digunakan untuk FullScreen Dialog atau bukan. (Default : false)

Mau lebih detail? Klik [disini](#) dan [di sini](#)

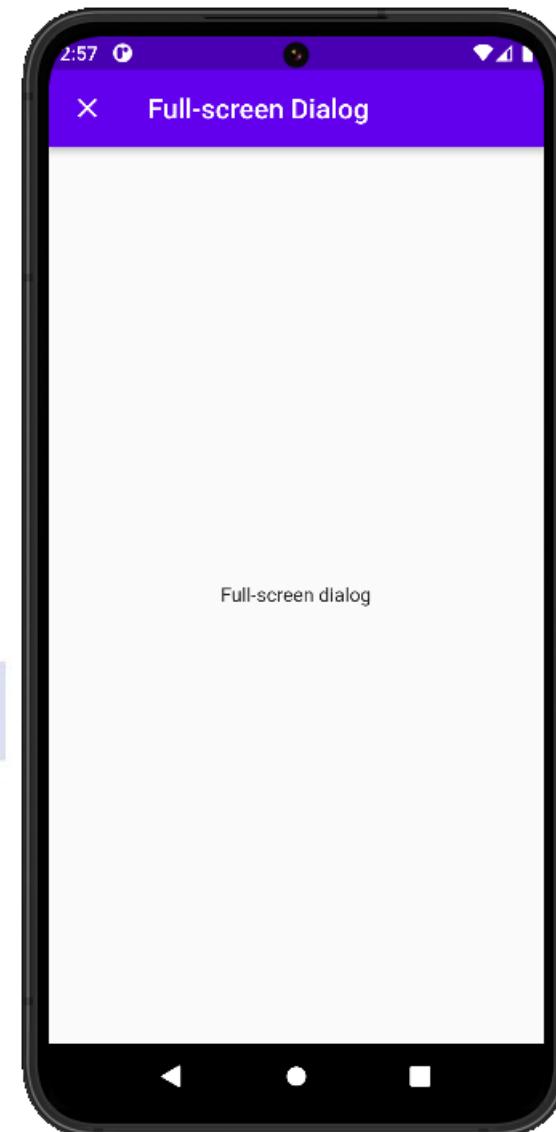
# MaterialPageRoute

```
● ● ●

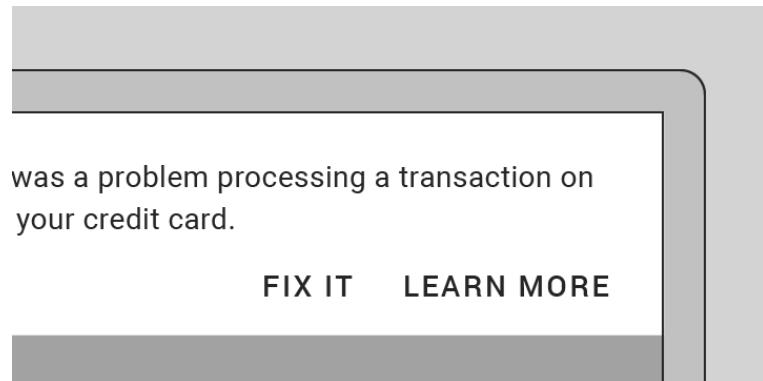
class FullScreenDialog extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        backgroundColor: Color(0xFF6200EE),
        title: Text('Full-screen Dialog'),
      ),
      body: Center(
        child: Text("Full-screen dialog"),
      ),
    );
  }
}
```

# MaterialPageRoute

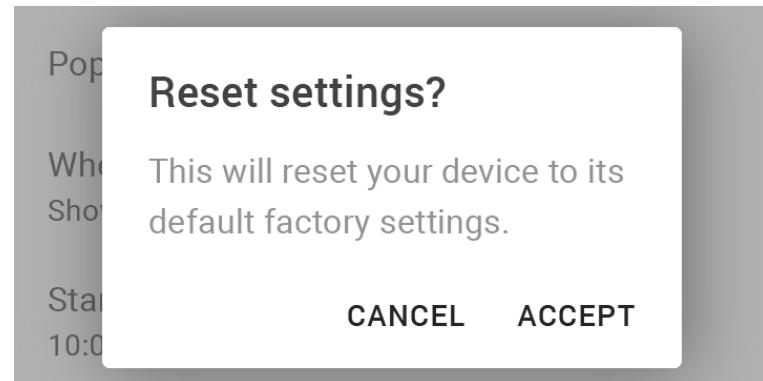
```
Container(  
    width: double.infinity,  
    color: Colors.amber[700],  
    padding: EdgeInsets.symmetric(vertical: 30),  
    child: Column(  
        mainAxisAlignment: MainAxisAlignment.center,  
        crossAxisAlignment: CrossAxisAlignment.center,  
        children: [  
            Text(  
                "You've a fullscreen modal",  
                style: TextStyle(  
                    color: Colors.white,  
                    fontWeight: FontWeight.w700,  
                    fontSize: 20,  
                ),  
            ),  
            ElevatedButton(  
                onPressed: () {  
                    Navigator.push(  
                        context,  
                        MaterialPageRoute<void>(  
                            builder: (BuildContext context) => FullScreenDialog(),  
                            fullscreenDialog: true,  
                        ),  
                    );  
                },  
                child: const Text("Open!"),  
                style: OutlinedButton.styleFrom(primary: Colors.white),  
            ),  
        ],  
    ),  
,
```



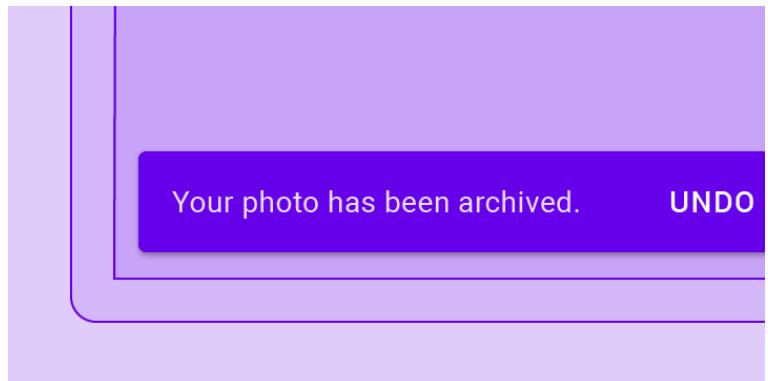
# Komponen dalam Mendesain Aplikasi Part. 7



Banner



Dialog



Snackbar

# Snackbar

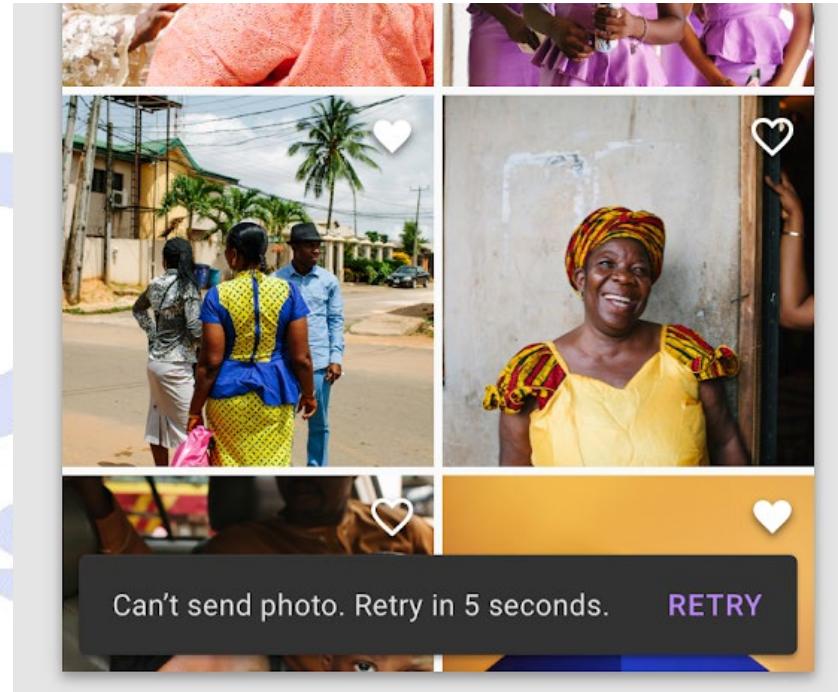
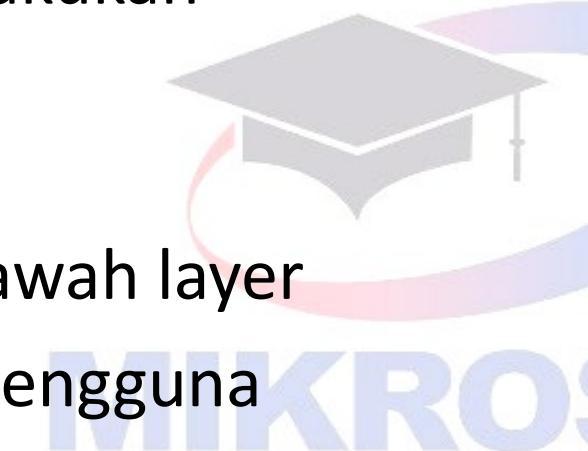


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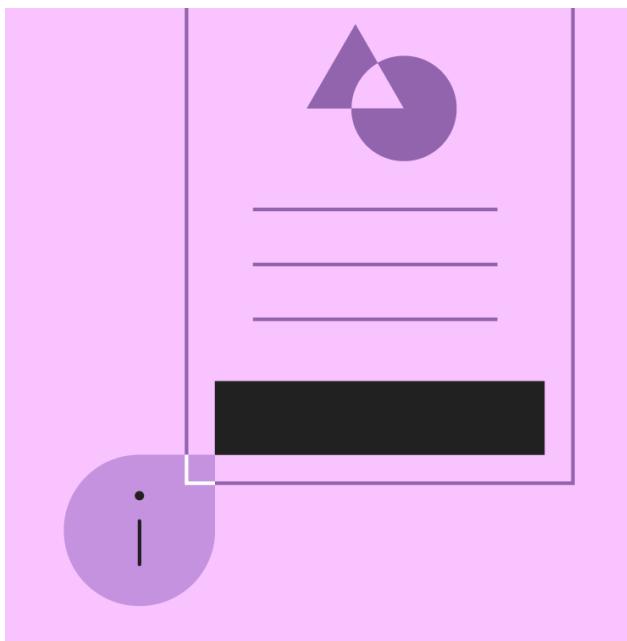
# Snackbar adalah...

- Menampilkan proses yang telah atau akan dilakukan oleh aplikasi
- Bersifat sementara
- Tampil di bagian bawah layer
- Tidak perlu input pengguna agar bisa menghilang

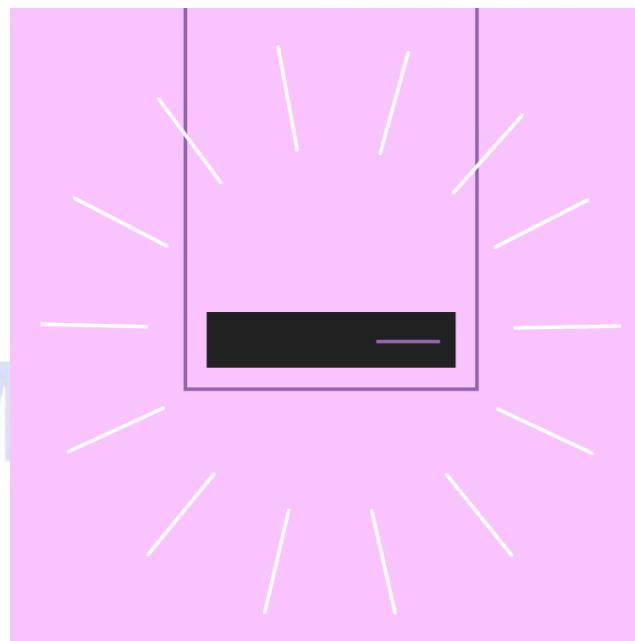


# Principle

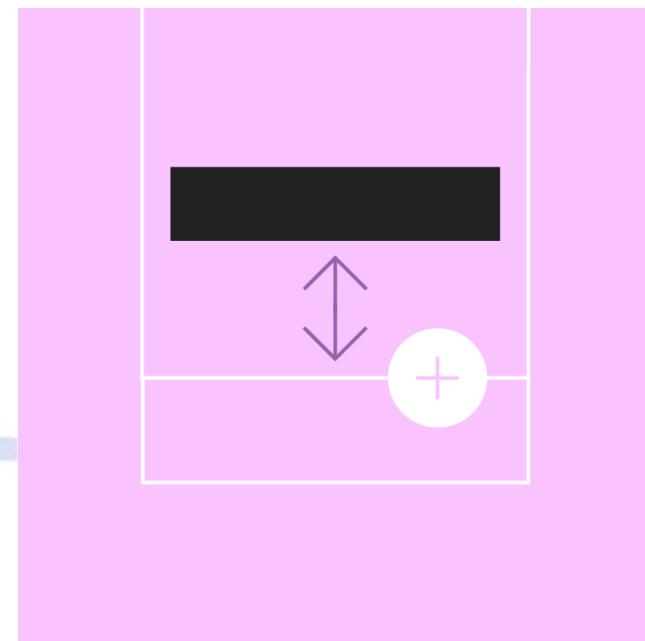
Informational



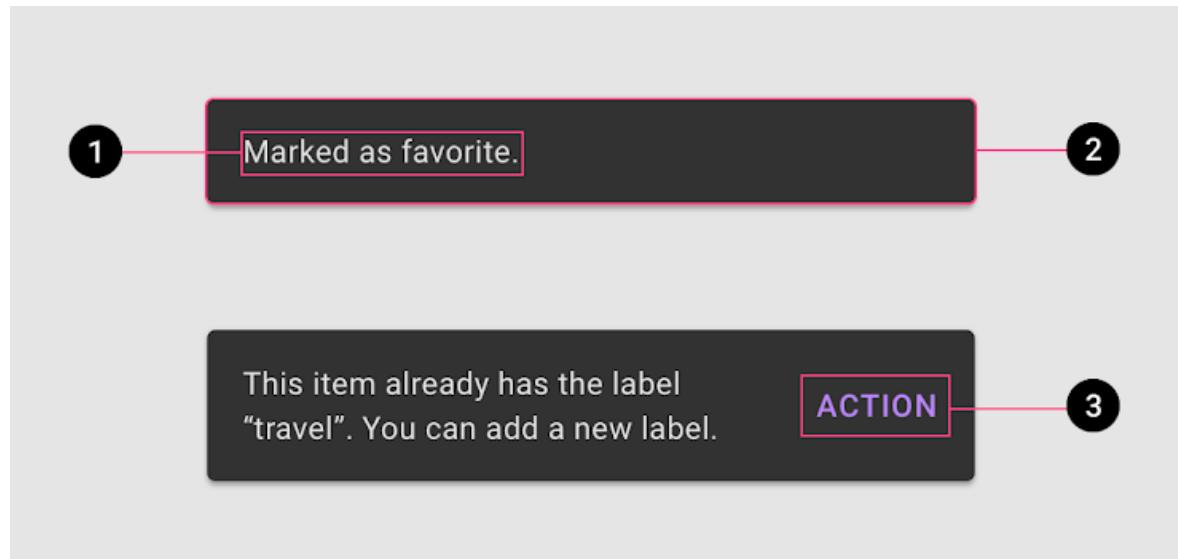
Temporary



Contextual



# Anatomi

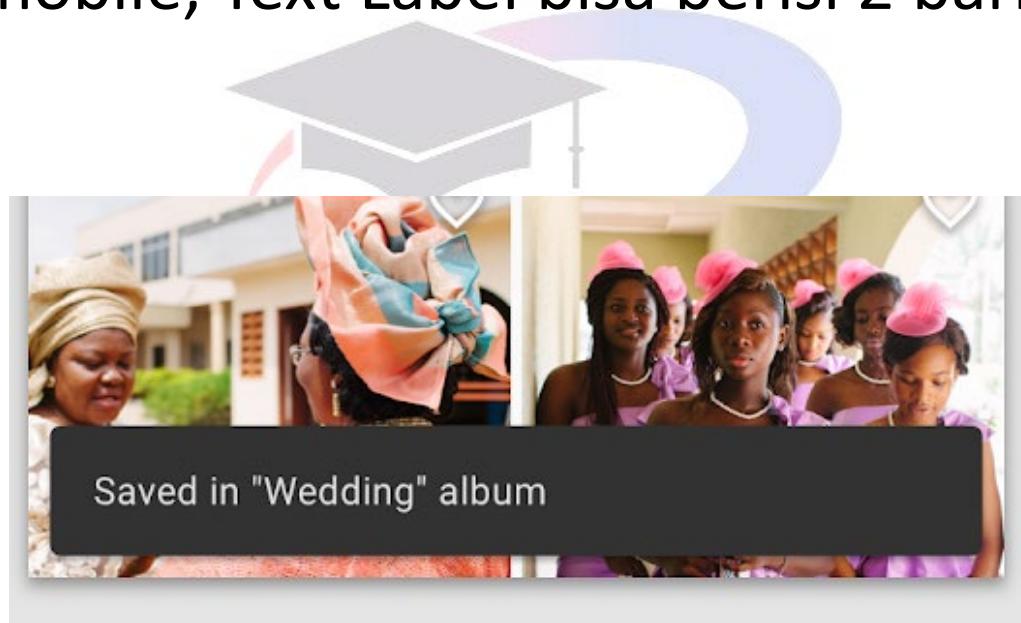


1. Text Label
2. Container
3. Action (optional)

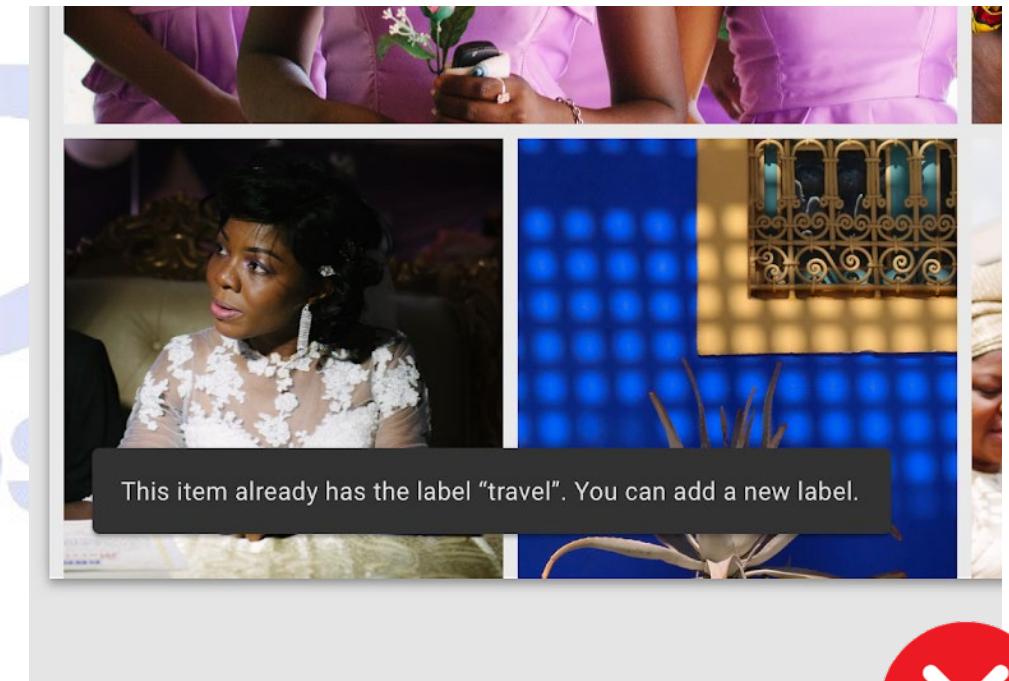
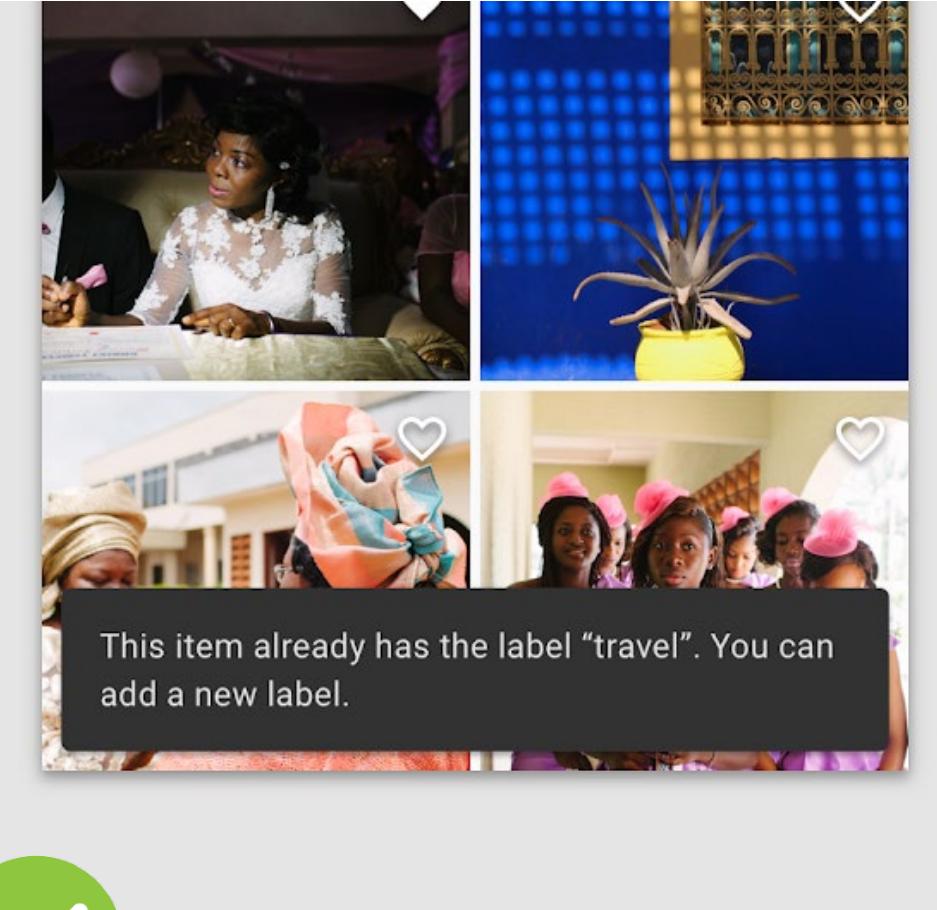
SKIL

# Text Label

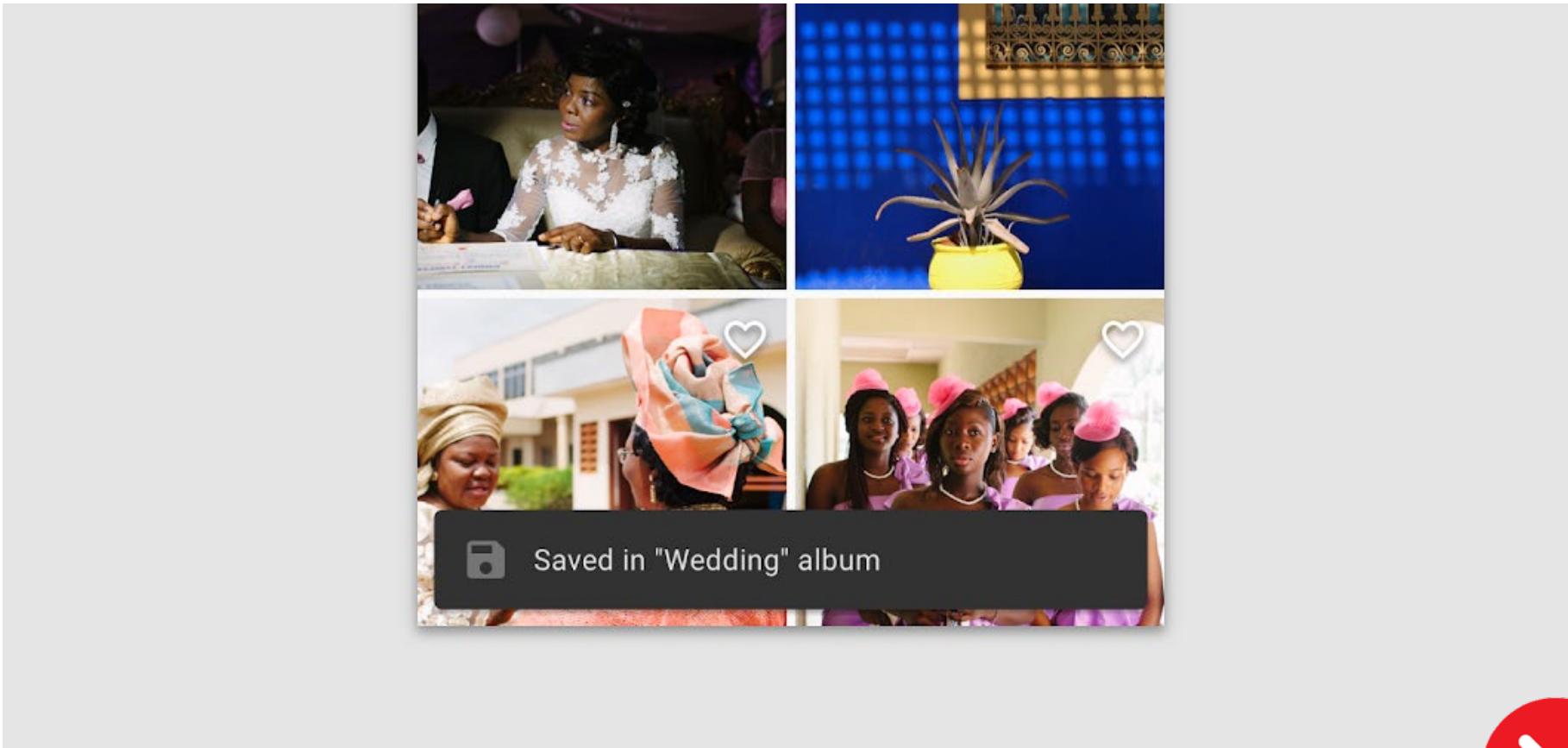
- Berisi proses yang terjadi pada aplikasi
- Pada perangkat mobile, Text Label bisa berisi 2 baris



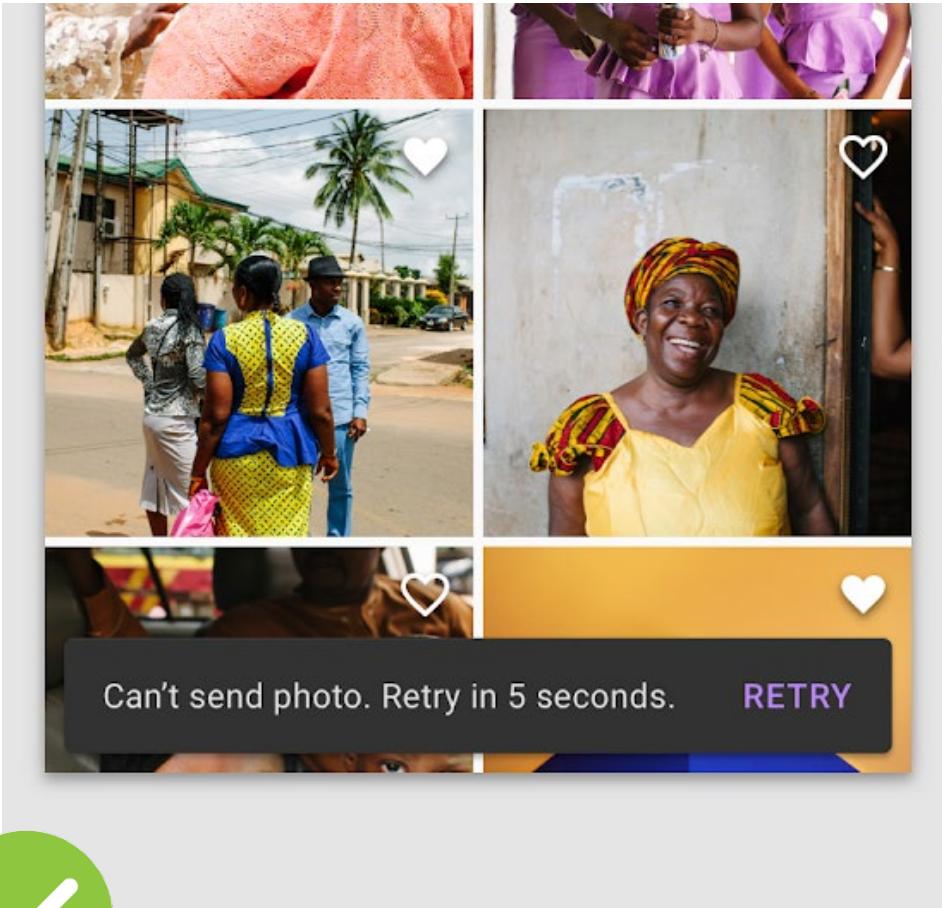
# Text Label



# Text Label



# Container



Can't send photo. Retry in 5 seconds.

RETRY

Connection timed out. Showing the latest locally saved version of this document.

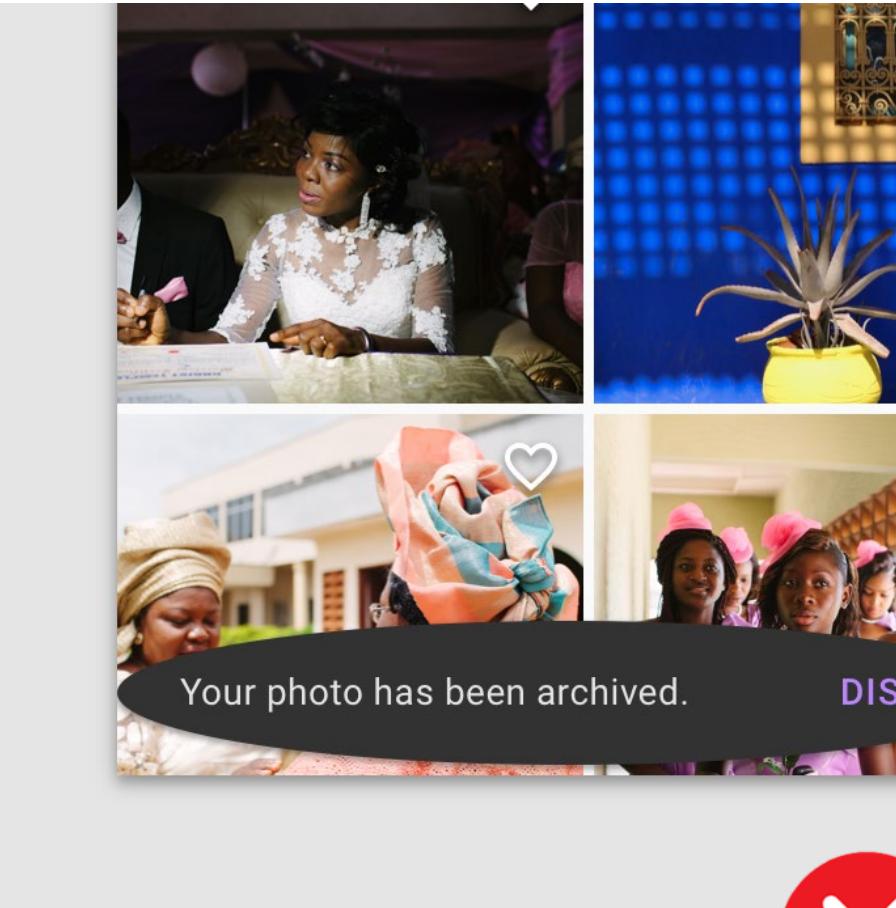
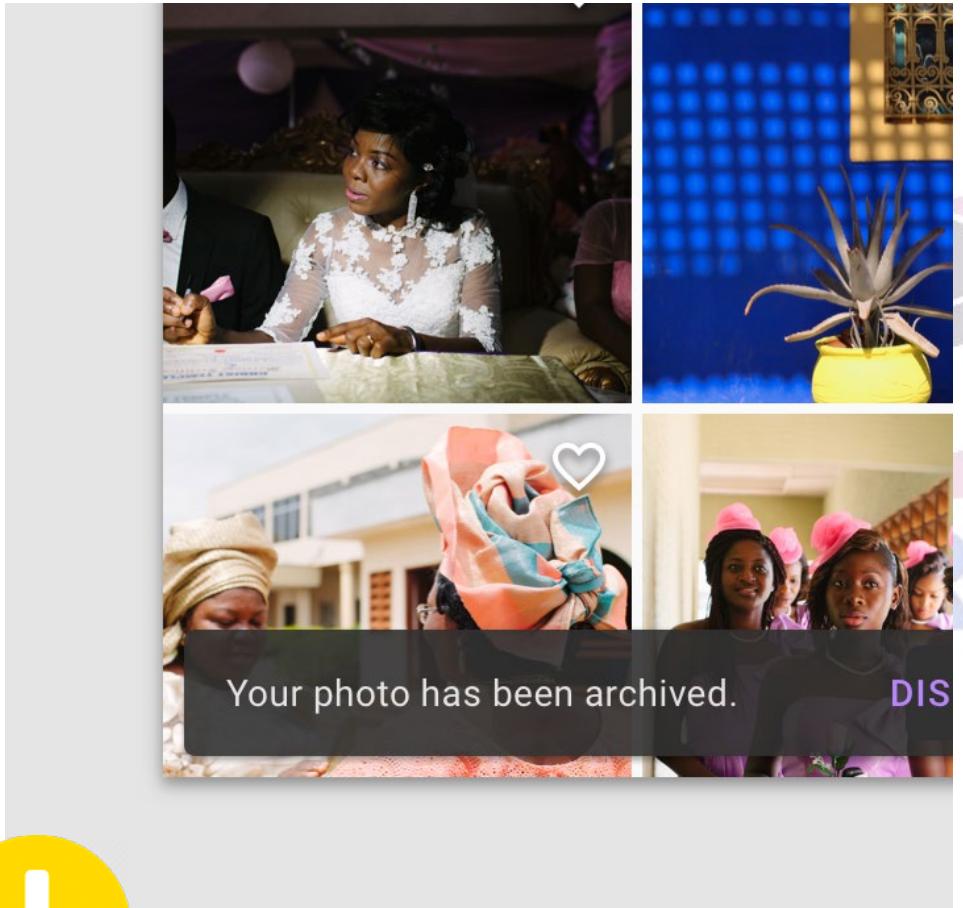
RETRY

there hung a picture that he had recently cut out of an illustrated magazine in a nice, gilded frame. It showed a lady fitted out with a fur hat and fur boa which she was raising a heavy fur muff that covered the whole of her lower arm towards the end of the day.

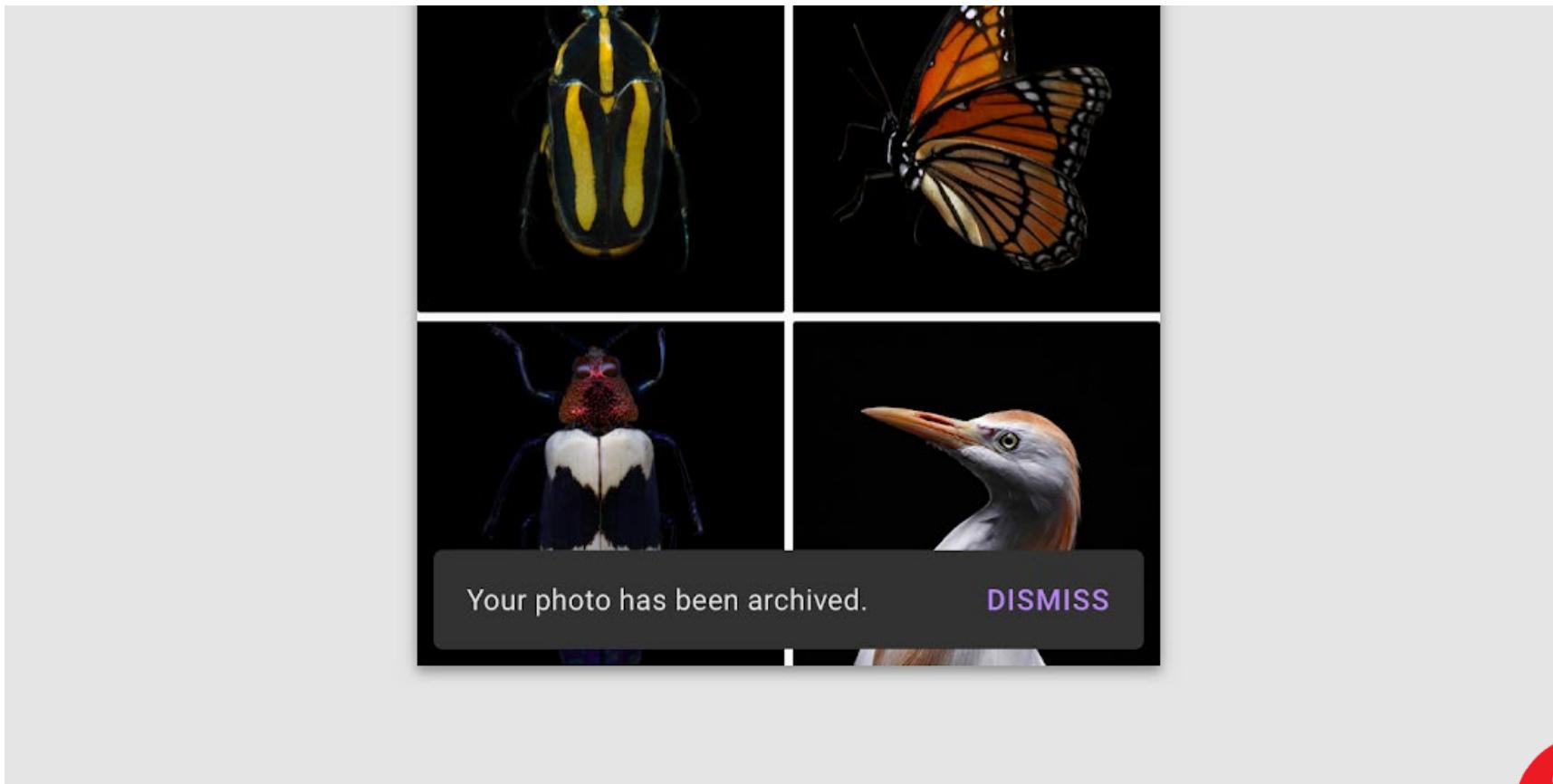
Gregor then turned to look out the window at the dull weather. Drops of rain were hitting the pane, which made him feel quite sad. "How about if I sleep a little longer", he thought, but that was something he was unable to do. He was used to sleeping on his right, and in his present state couldn't get into that position. However hard he threw himself onto his right, he always rolled back to his left. He must have tried it a hundred times, shut his eyes so that he wouldn't have to move his floundering legs, and only stopped when he began to feel a mild, dull pain.



# Container

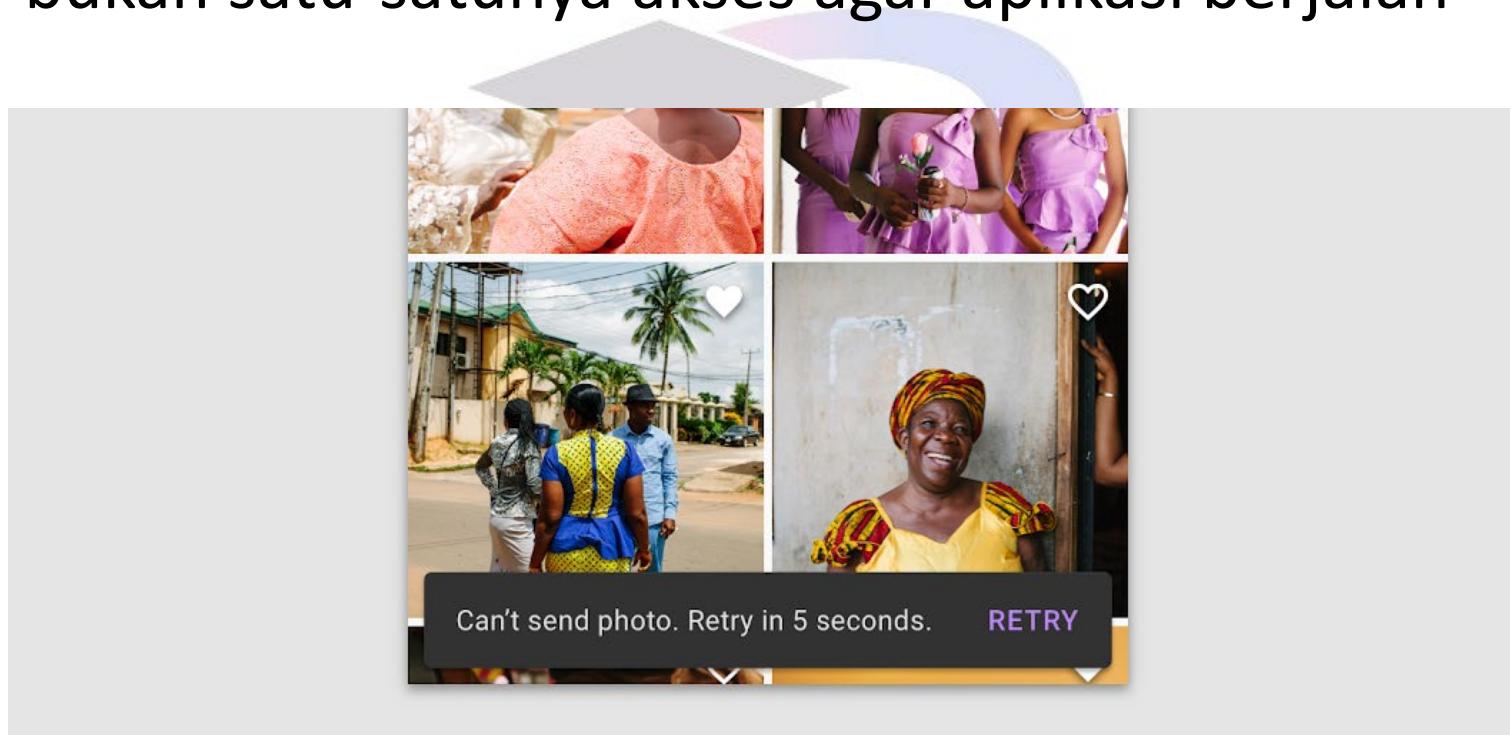


# Container



# Action

- Menampilkan satu tombol teks
- Snackbar bukan satu-satunya akses agar aplikasi berjalan

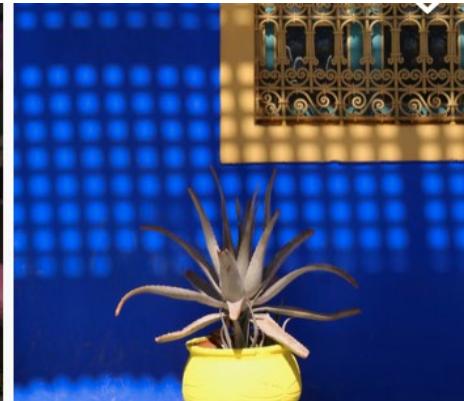


# Action



send photo. Retry in 5 seconds.

RETRY

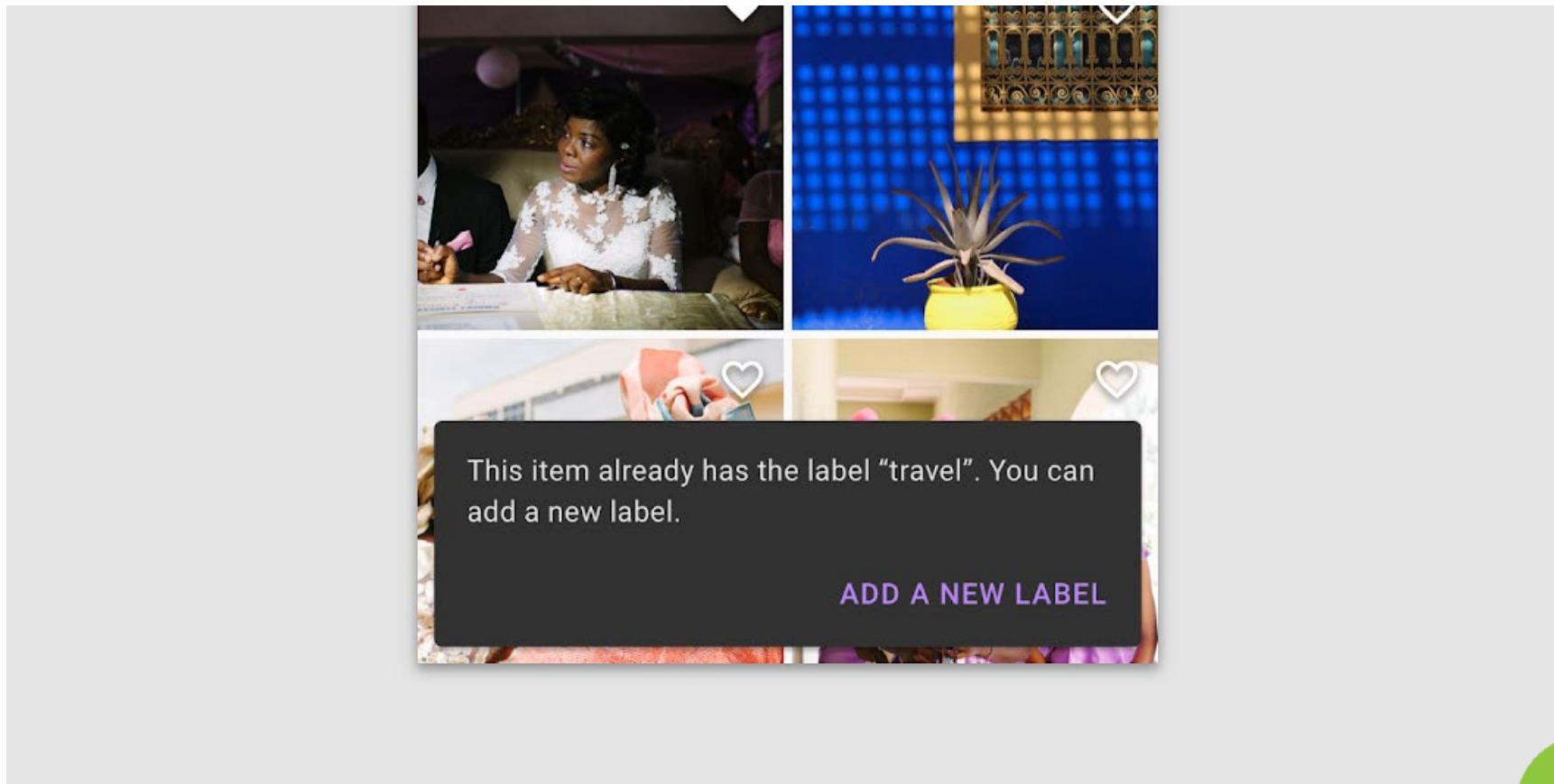


send photo. Retry in 5 seconds.

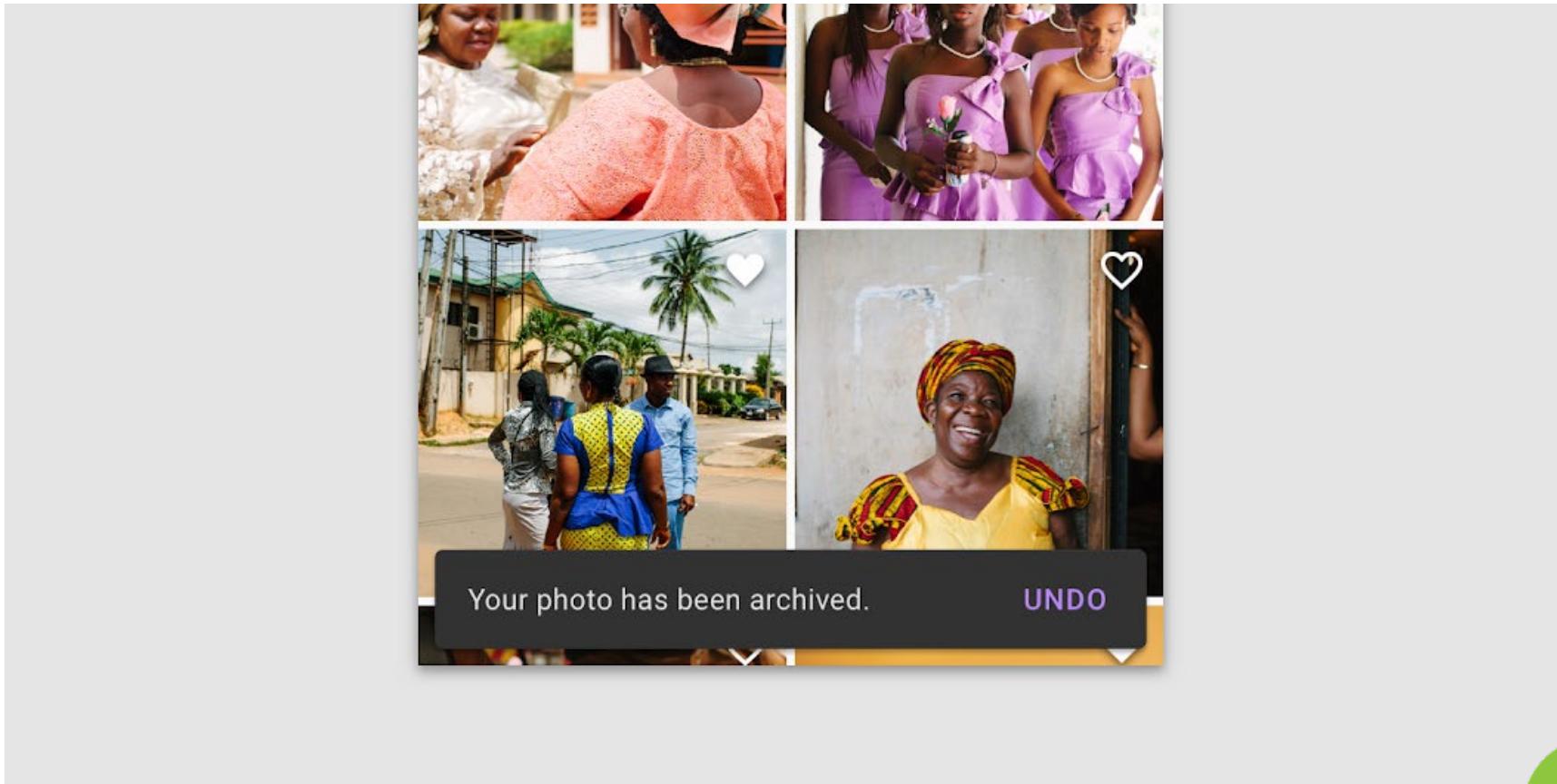
RETRY



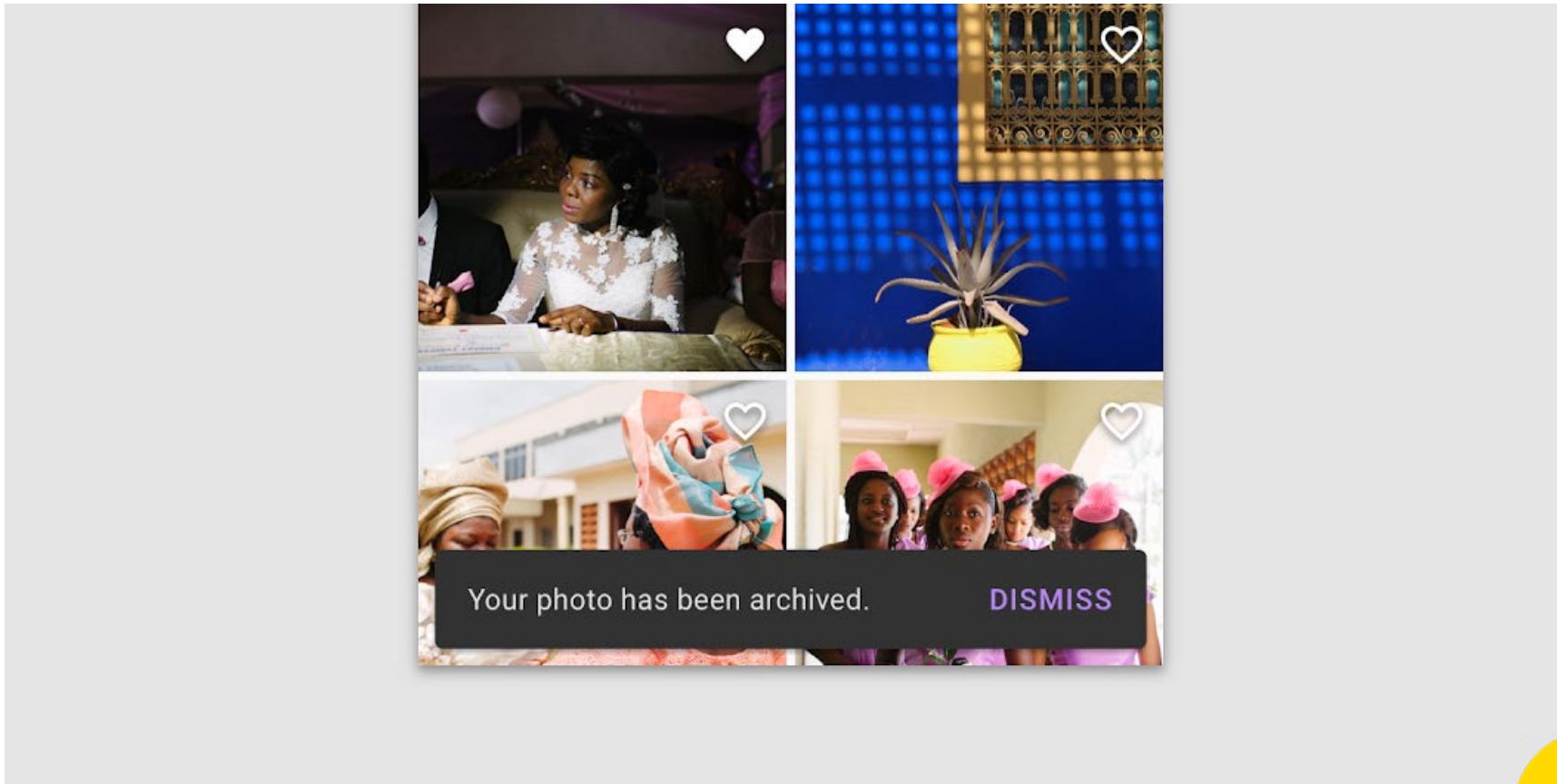
# Action



# Action



# Action



# Peletakan

- Bagian bawah UI
- Snackbar di depan konten aplikasi
- **Hindari meletakkan di tempat target sentuh atau bottom navigation yang sering digunakan**



# Peletakan



Tangerine salad 03  
Cut five tangerines for a zesty dessert salad

---



Pomegranate juice 04  
Press three pomegranates to make this tangy juice

---



Chili salsa 05  
Dice tomatoes, garlic, and onions. Top with avocado

---

Recipe saved to your Favorites

salt\_and\_kneading



Tangerine salad 03  
Cut five tangerines for a zesty dessert salad

---



Pomegranate juice 04  
Press three pomegranates to make this tangy juice

---



Chili salsa 05  
Dice tomatoes, garlic, and onions. Top with avocado

---

Recipe saved to your Favorites

= 🔎 :



# Peletakan



## Tangerine salad 03

Cut five tangerines for a zesty dessert salad



## Pomegranate juice 04

Press three pomegranates to make this tangy juice



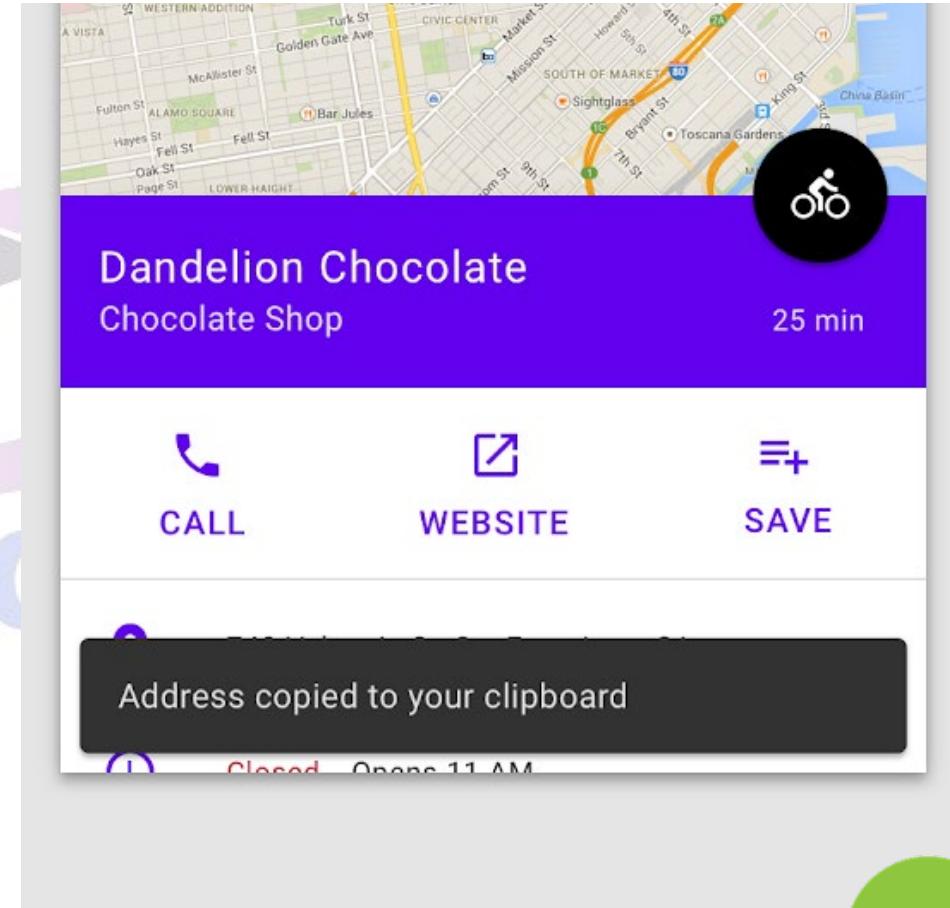
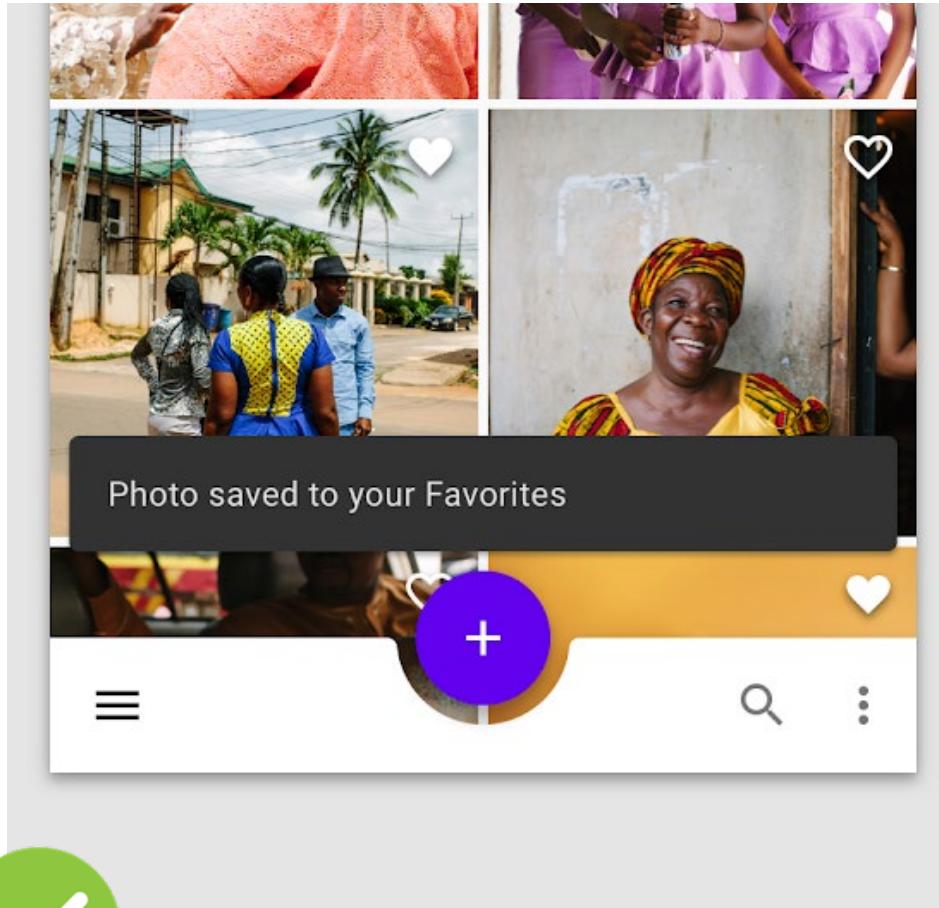
## Chili salsa 05

Dice tomatoes, garlic, and onions. Top with avocado

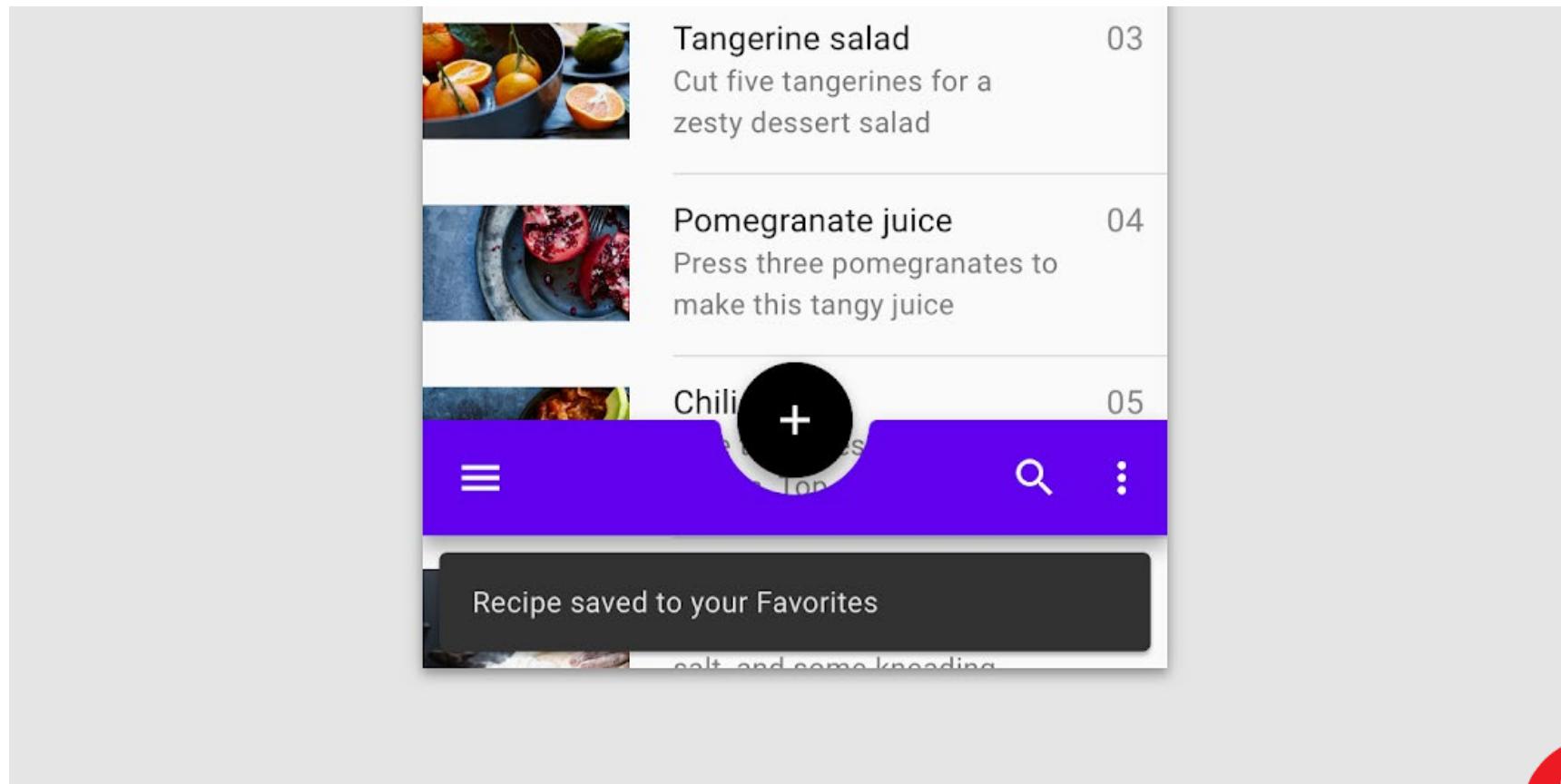
Recipe saved to your Favorites



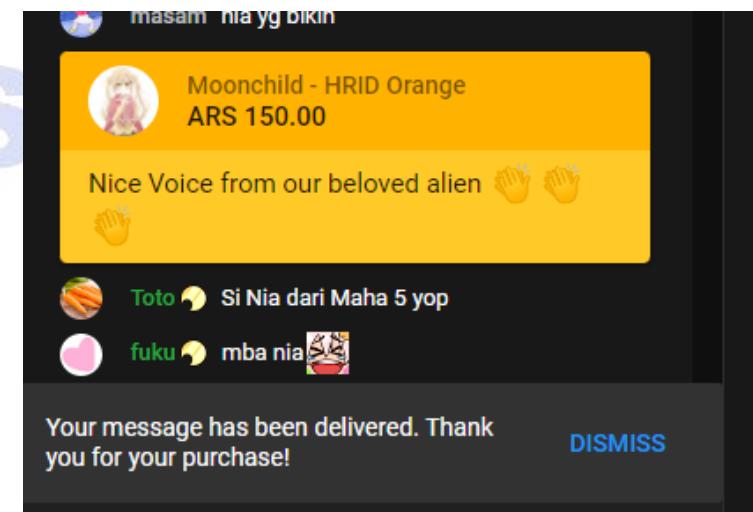
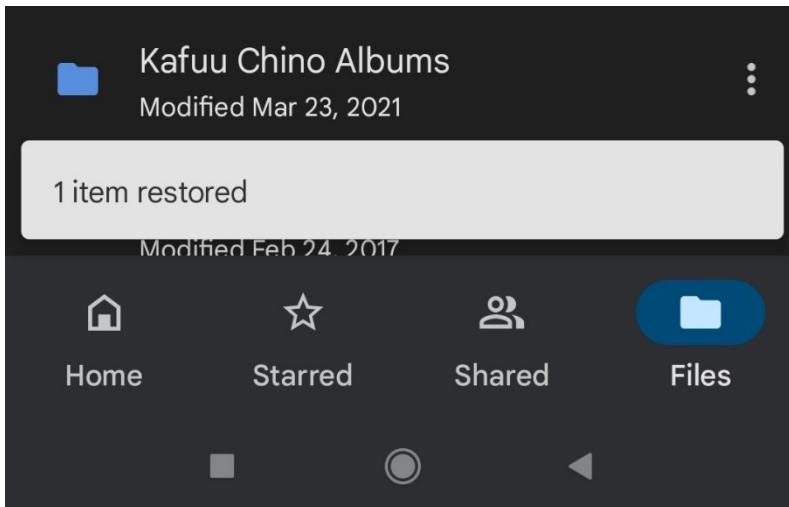
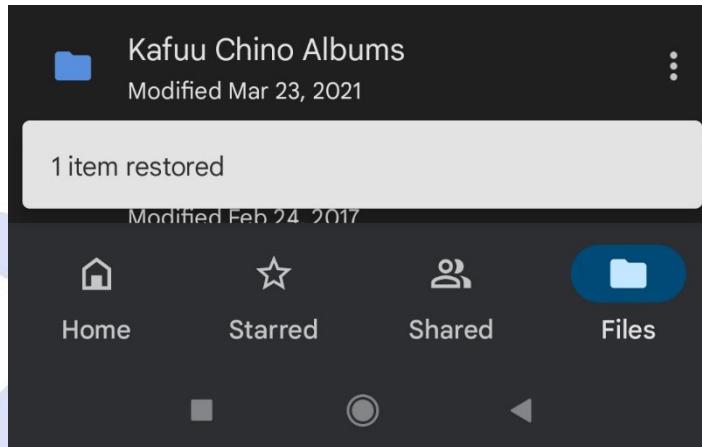
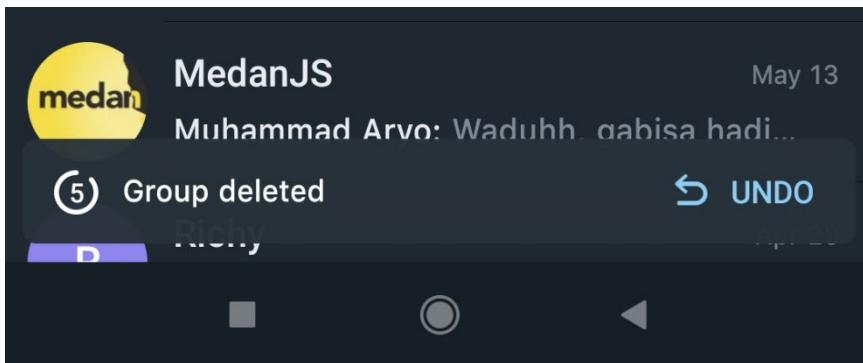
# Peletakan dengan FAB



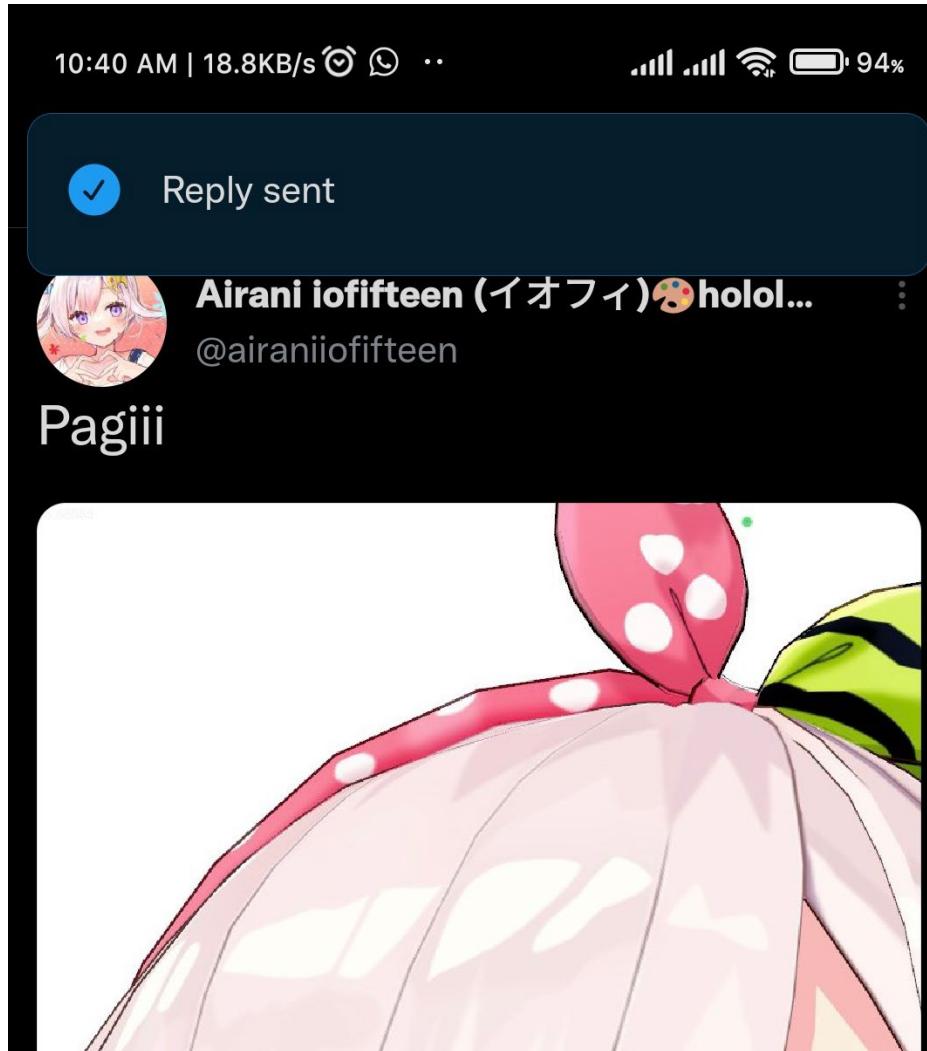
# Peletakan dengan FAB



# Contoh Implementasi Snackbar

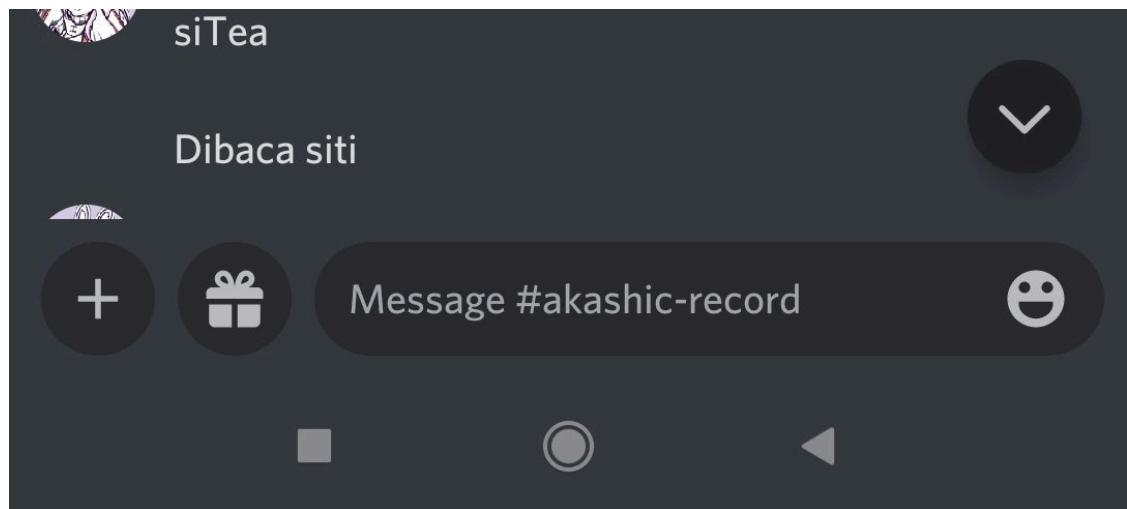


# Apakah ini termasuk Snackbar?

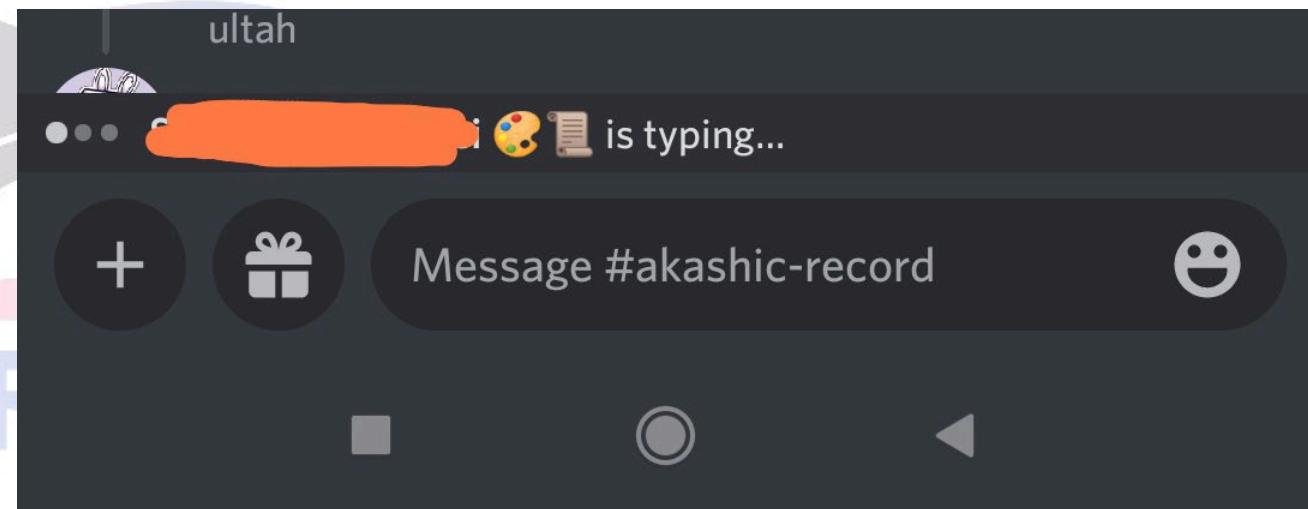


# Apakah ini termasuk Snackbar?

Not Typing



Typing



# Penerapan di Flutter



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# SnackBar

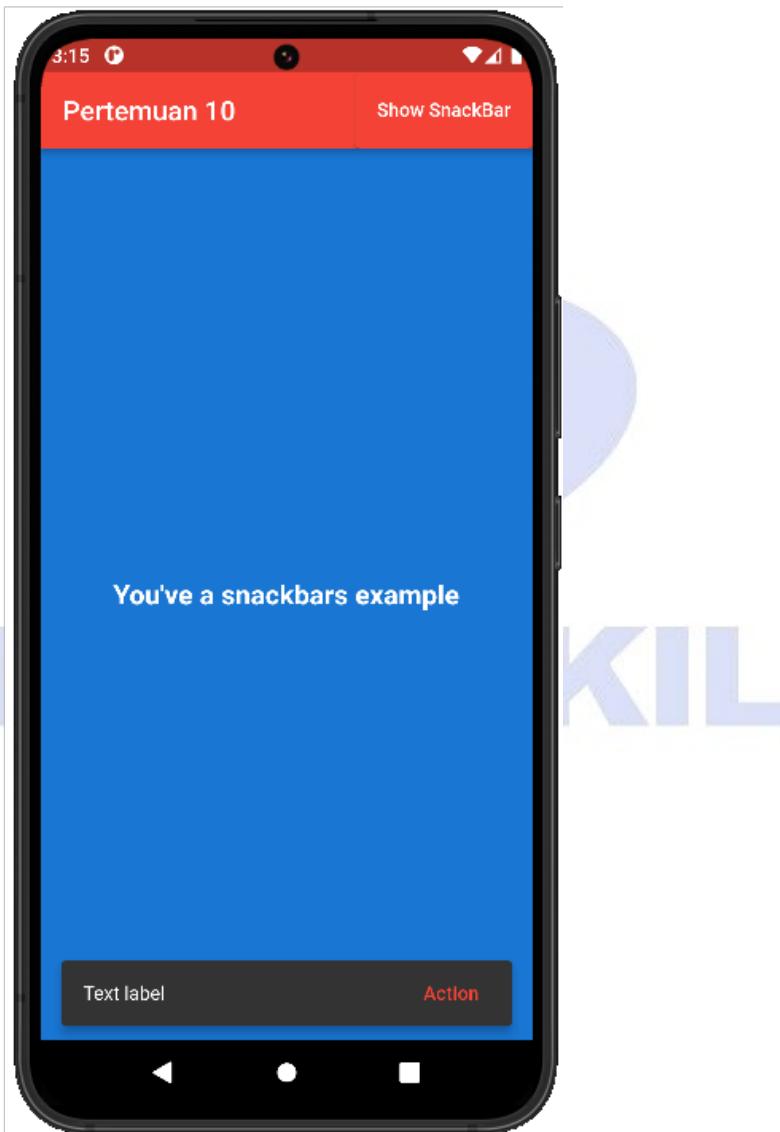


# SnackBar

```
● ● ●  
  
class SnackbarButton extends StatelessWidget {  
  Widget build(BuildContext context) {  
    return ElevatedButton(  
      onPressed: () {  
        final snackBar = SnackBar(  
          behavior: SnackBarBehavior.floating,  
          content: Text('Text label'),  
          action: SnackBarAction(  
            label: 'Action',  
            onPressed: () {},  
          ),  
        );  
  
        ScaffoldMessenger.of(context).showSnackBar(snackBar);  
      },  
      child: Text('Show SnackBar'),  
    );  
  }  
}
```

```
● ● ●  
  
Scaffold(  
  appBar: AppBar(  
    title: Text(widget.title),  
    actions: [SnackbarButton()],  
>),  
  body: Center(  
    child: Container(  
      width: double.infinity,  
      color: Colors.blue[700],  
      padding: EdgeInsets.symmetric(vertical: 50),  
      child: Column(  
        mainAxisAlignment: MainAxisAlignment.spaceEvenly,  
        crossAxisAlignment: CrossAxisAlignment.center,  
        children: [  
          Text(  
            "You've a snackbar example",  
            style: TextStyle(  
              color: Colors.white,  
              fontWeight: FontWeight.w700,  
              fontSize: 20,  
            ),  
          ),  
          Text(  
            "You've a snackbar example",  
            style: TextStyle(  
              color: Colors.white,  
              fontWeight: FontWeight.w700,  
              fontSize: 20,  
            ),  
          ),  
          Text(  
            "You've a snackbar example",  
            style: TextStyle(  
              color: Colors.white,  
              fontWeight: FontWeight.w700,  
              fontSize: 20,  
            ),  
          );  
        ],  
      ),  
    ),  
  ),  
)
```

# SnackBar



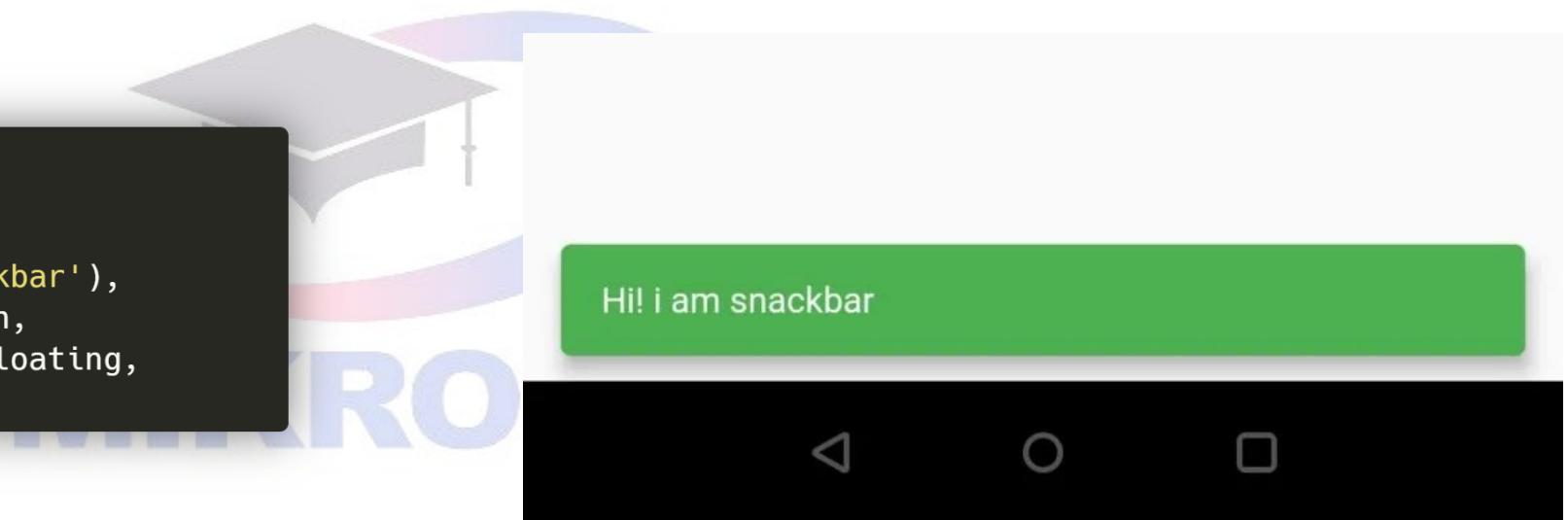
# Property Snackbar

Property	Class/Data Type	Description
content	Widget	Menampilkan Widget yang sebagai konten dari Snackbar
width	double?	Set width dari snackbar
behavior	SnackBarBehavior?	Mengatur behavior dari Snackbar. Hanya ada 2 opsi, <b>fixed (default)</b> dan <b>floating</b>
action	SnackBarAction?	Menambahkan widget Text Button ke Snackbar.
duration	Duration	Set durasi dari Snackbar sampai tertutup
animation	Animation<double>?	Mengatur animasi yang akan muncul di snackbar.

Property lain dapat dilihat [di sini](#) dan [di sini](#)

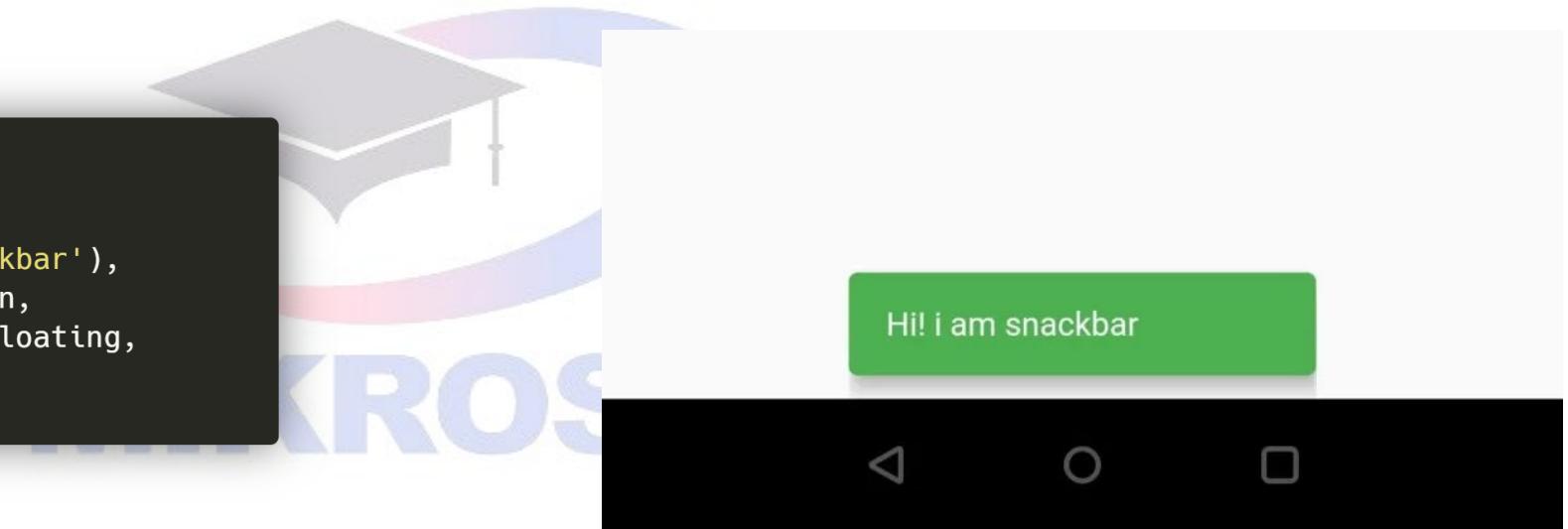
# behavior

```
SnackBar(  
    content: Text('Hi! i am snackbar'),  
    backgroundColor: Colors.green,  
    behavior: SnackBarBehavior.floating,  
)
```



# behavior

```
SnackBar(  
    content: Text('Hi! i am snackbar'),  
    backgroundColor: Colors.green,  
    behavior: SnackBarBehavior.floating,  
    width: 200  
)
```



# duration

```
SnackBar(  
    content: Text('Hi! i am snackbar'),  
    backgroundColor: Colors.green,  
    behavior: SnackBarBehavior.floating,  
    duration: Duration(milliseconds: 10000),  
)
```

# action

- label : Nama yang ditampilkan di SnackBar Button
- textColor : Nambah warna di SnackBar Button
- disableTextColor: Nambah warna di SnackBar Button yang disable
- onPressed : Nambah trigger Ketika button di tekan

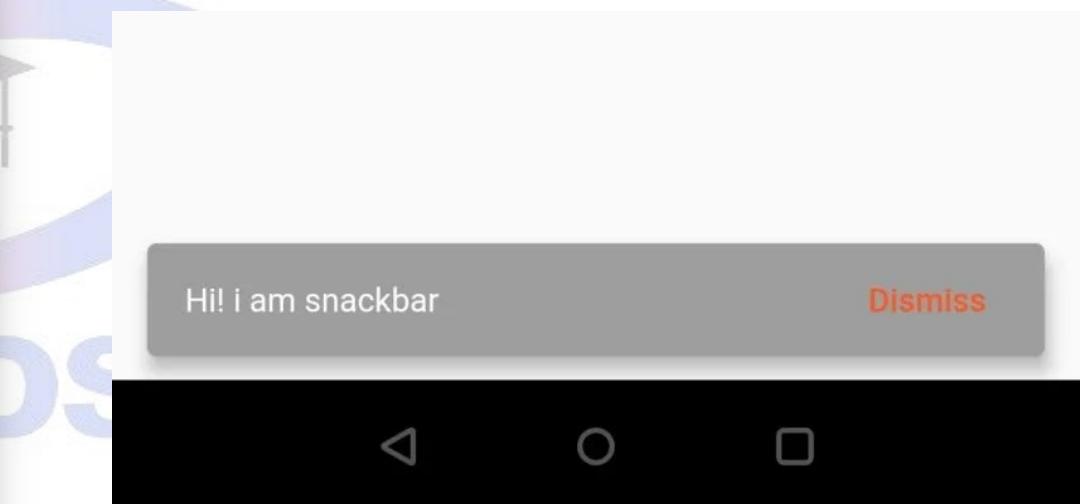


MIKROSKIL

The logo consists of the word "MIKROSKIL" in a bold, sans-serif font. The letters are a light blue color. Behind the text is a circular emblem. The emblem features a stylized "M" shape on the left and a "S" shape on the right, both in white against a dark blue background. The entire emblem is surrounded by concentric circles in shades of red, pink, and purple.

# behavior

```
SnackBar(  
    content: Text('Hi! i am snackbar'),  
    backgroundColor: Colors.grey,  
    behavior: SnackBarBehavior.floating,  
    action: SnackBarAction(  
        label: 'Dismiss',  
        disabledTextColor: Colors.white,  
        textColor: Colors.deepOrange,  
        onPressed: () {  
            //Do whatever you want  
        },  
    ),  
)
```



# onVisible()

Jika ingin menjalankan suatu perintah Ketika Snackbar muncul, gunakan onVisible()

```
SnackBar(  
    content: Text('Hi! i am snackbar'),  
    backgroundColor: Colors.grey,  
    behavior: SnackBarBehavior.floating,  
    action: SnackBarAction(  
        label: 'Dismiss',  
        disabledTextColor: Colors.white,  
        textColor: Colors.deepOrange,  
        onPressed: () {  
            //Do whatever you want  
        },  
    ),  
    onVisible: (){  
        //Do whatever you want  
    },  
)
```

# Terima Kasih



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