

Komponen dalam Mendesain Aplikasi

TI2137 - Pengembangan Aplikasi Mobil Front-End



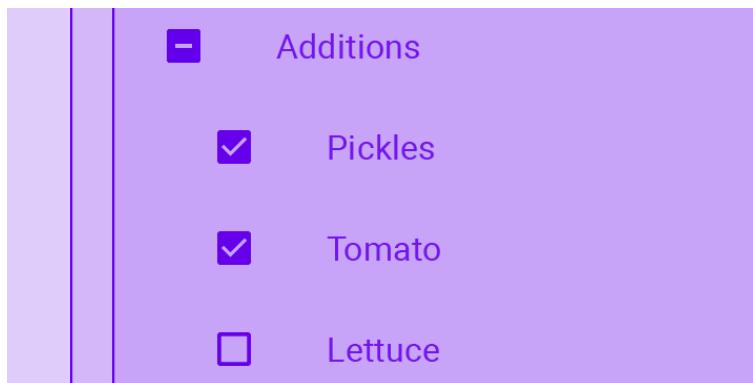
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PRODI. TEKNIK INFORMATIKA (S-1)

Team Teaching

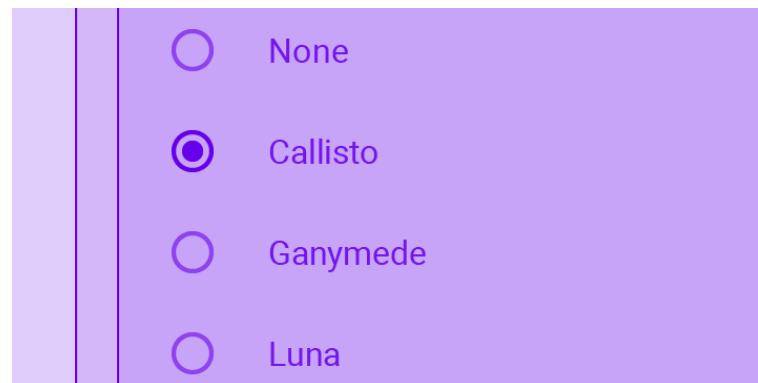
- Sunaryo Winardi, S.Kom., M.TI.
- Sio Jurnalis Pipin, S.Kom., M.Kom.
- M. Taufiq Hidayat Pohan, S.Kom.
- Richy Rotuahta Saragih, S.Kom.



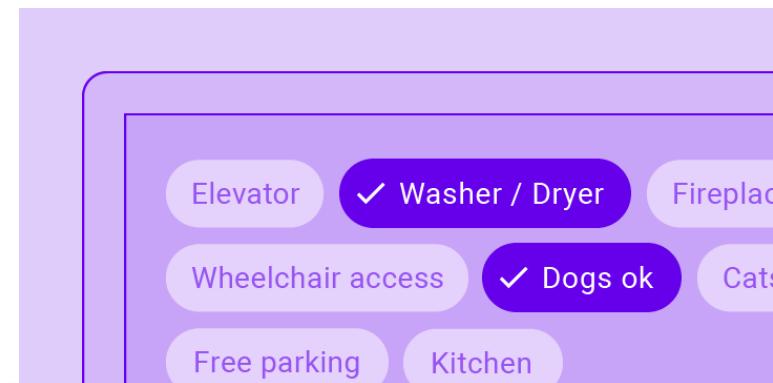
Komponen dalam Mendesain Aplikasi Part. 3



Checkbox

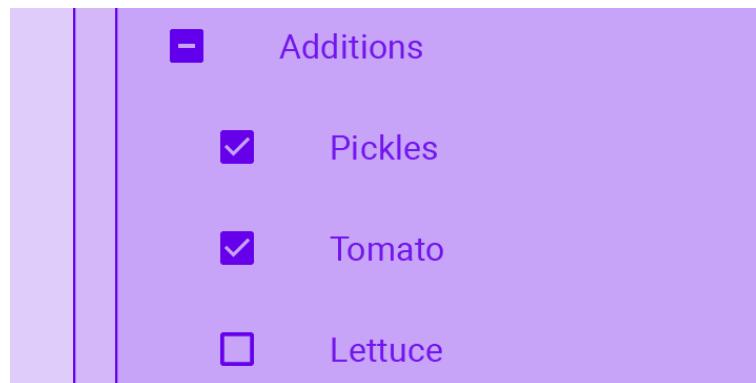


Radio Button

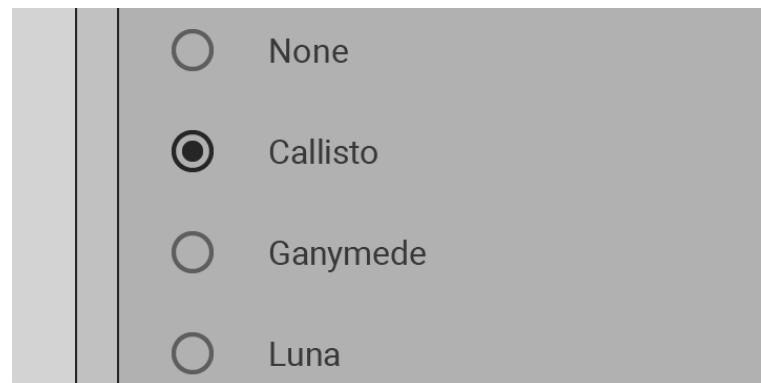


Chip

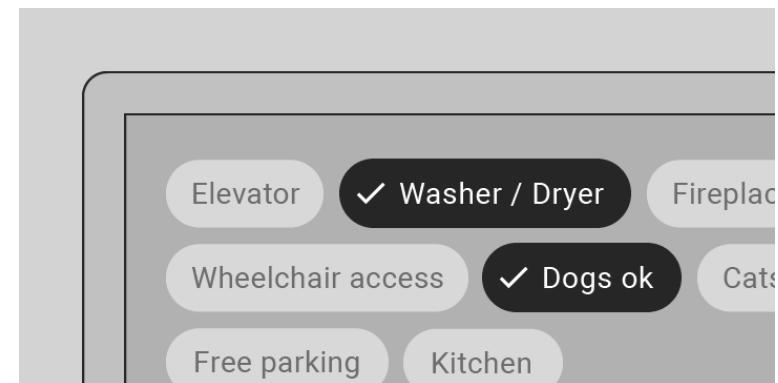
Komponen dalam Mendesain Aplikasi Part. 3



Checkbox

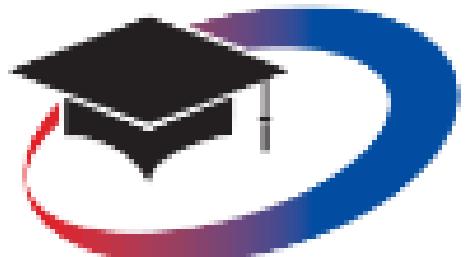


Radio Button



Chip

Checkbox

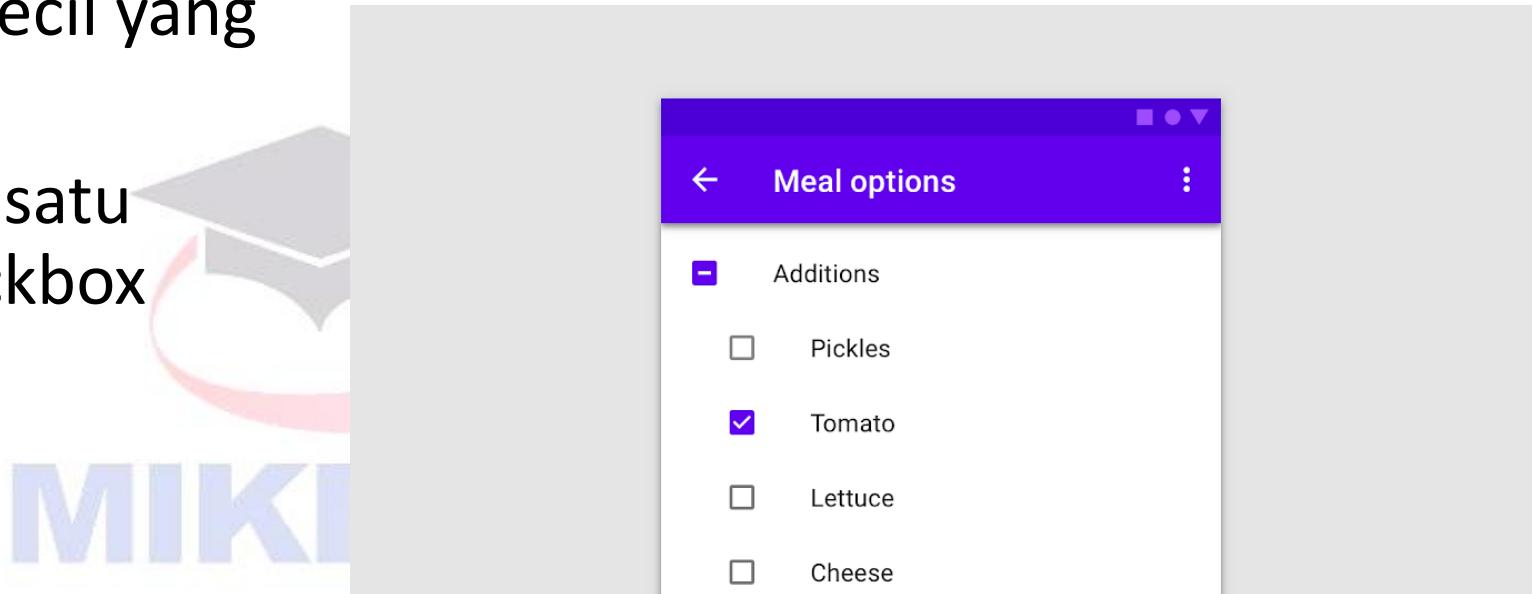


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Checkbox adalah...

- Sekumpulan kotak kecil yang dapat dipilih
- User dapat memilih satu atau lebih item checkbox



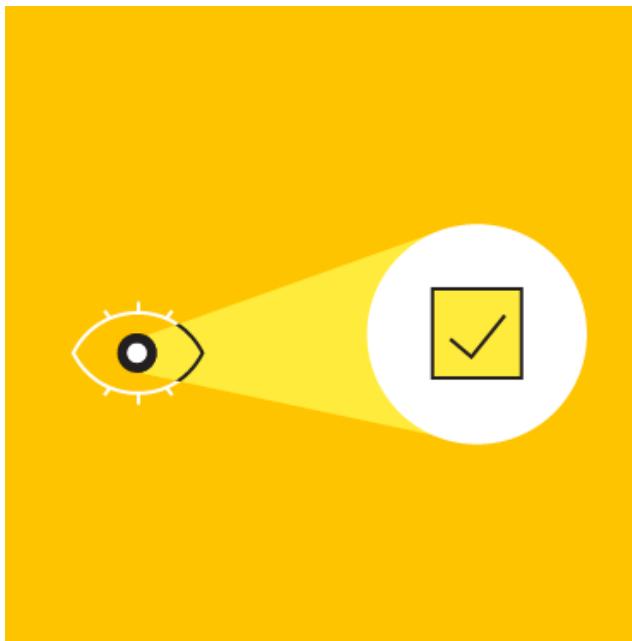
Gunakan checkbox ketika

- Jika terdapat lebih dari satu opsi/pilihan dalam satu list
- Menampilkan sebuah list yang terdapat sub-opsi
- Mengaktifkan atau menonaktifkan item di lingkungan desktop

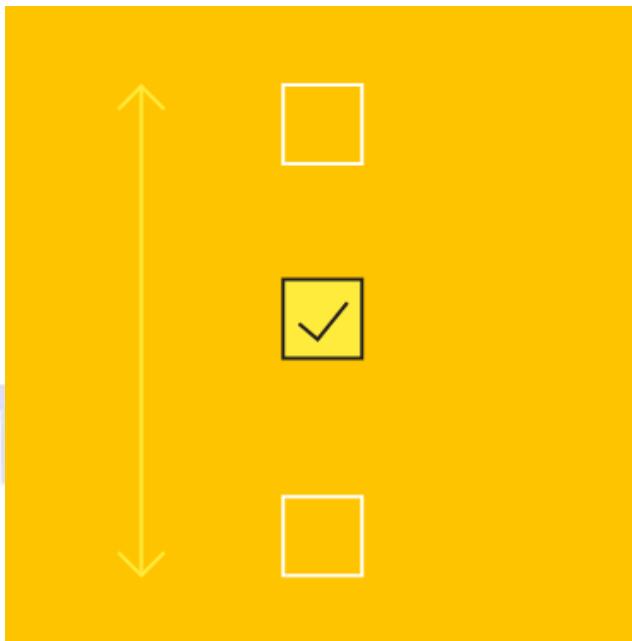


Principle of Checkbox

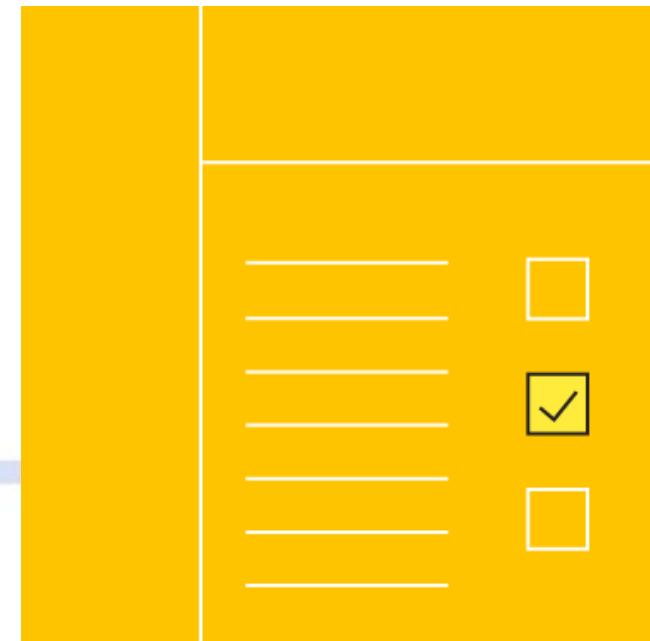
Familiar



Scannable

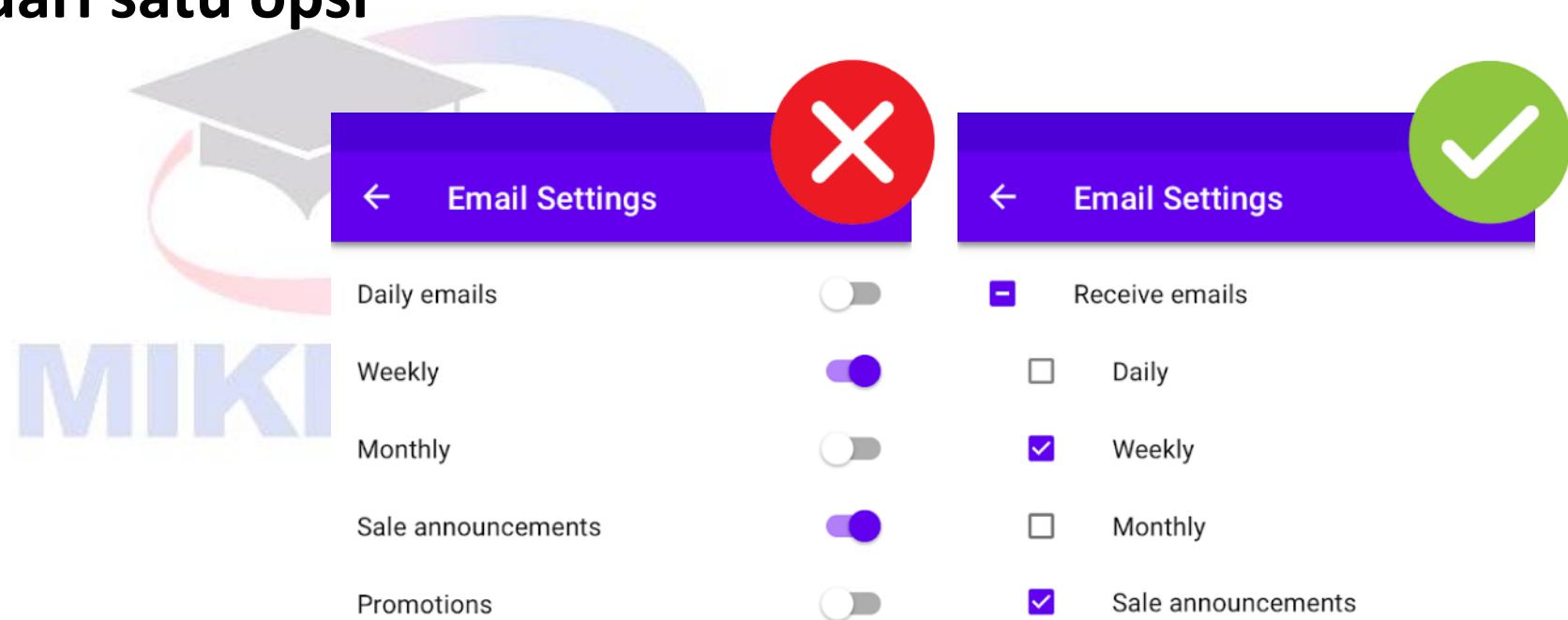


Efficient



Kapan sebaiknya menggunakan checkbox?

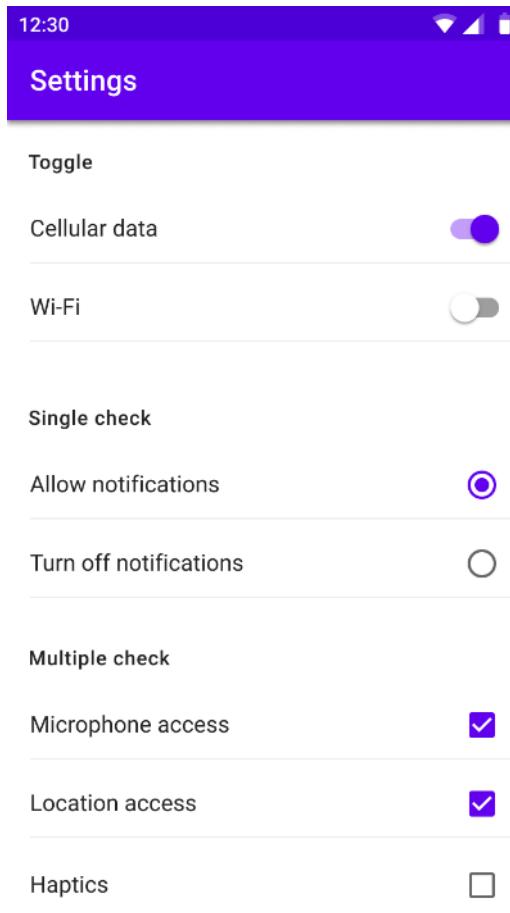
Gunakan Checkbox Ketika pengguna dapat memilih **lebih dari satu opsi** dari list opsi.



Platform Differences

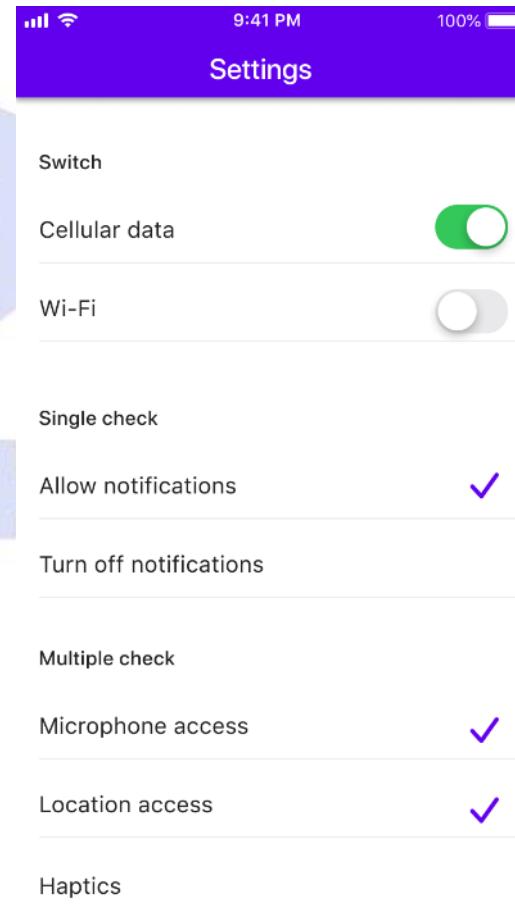
Android

Gunakan Material checkboxes



iOS

Gunakan Switch daripada Checkboxes

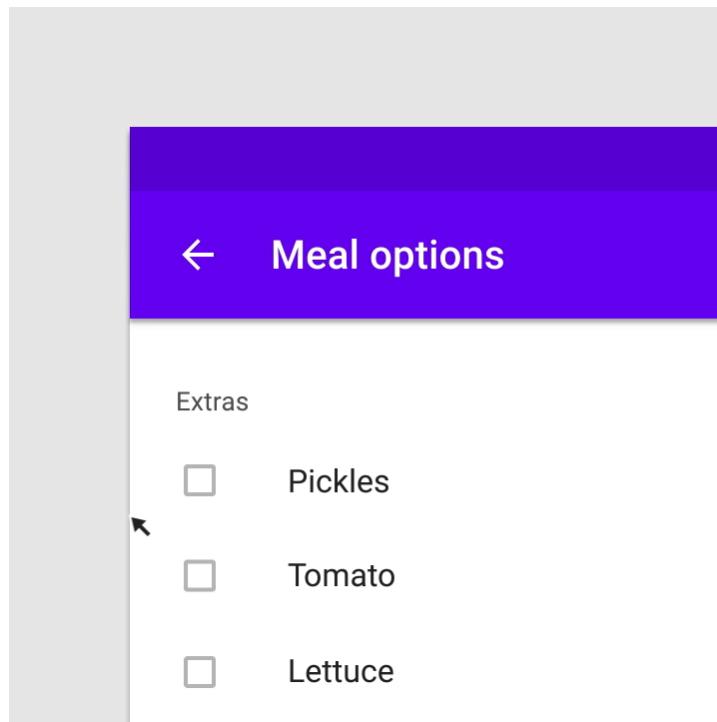


Status di Checkbox

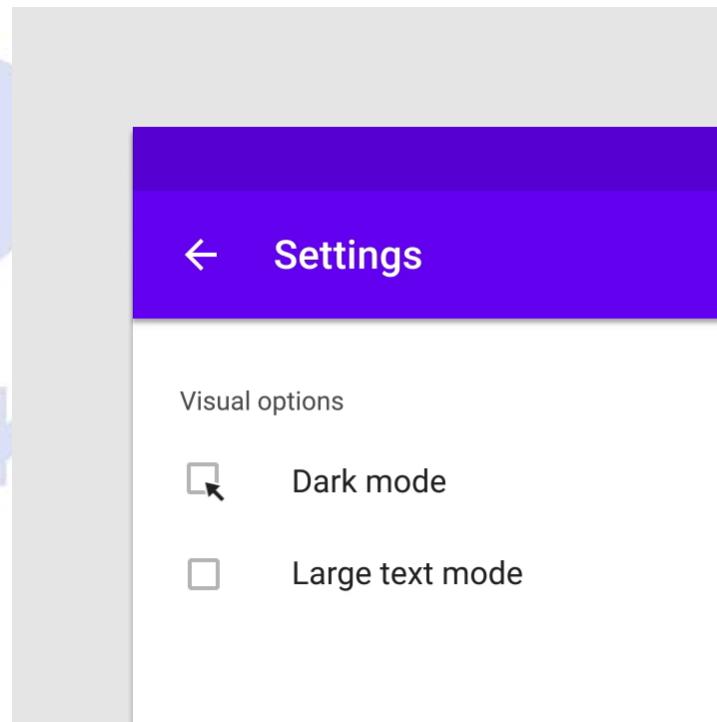
Enabled Selected	Disabled Selected	Hover Selected	Focus Selected	Pressed Selected
Enabled Unselected	Disabled Unselected	Hover Unselected	Focus Unselected	Pressed Unselected
Enabled Indeterminate	Disabled Indeterminate	Hover Indeterminate	Focus Indeterminate	Pressed Indeterminate

Behavior

Memilih lebih dari satu opsi dalam sebuah list



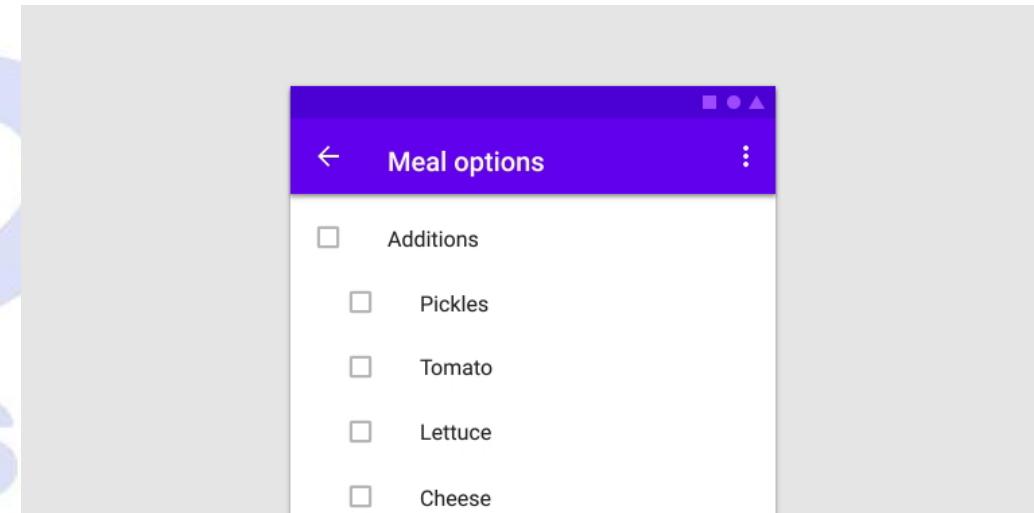
Switch on off item dalam sebuah list



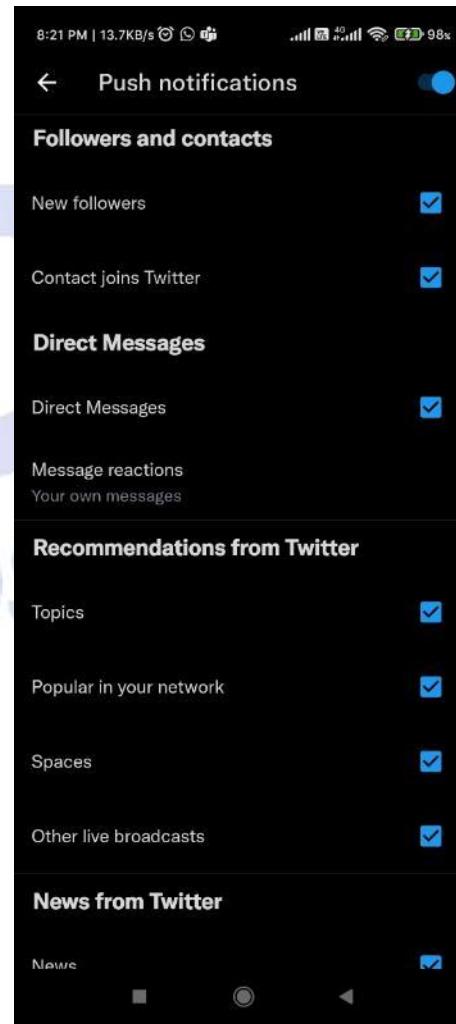
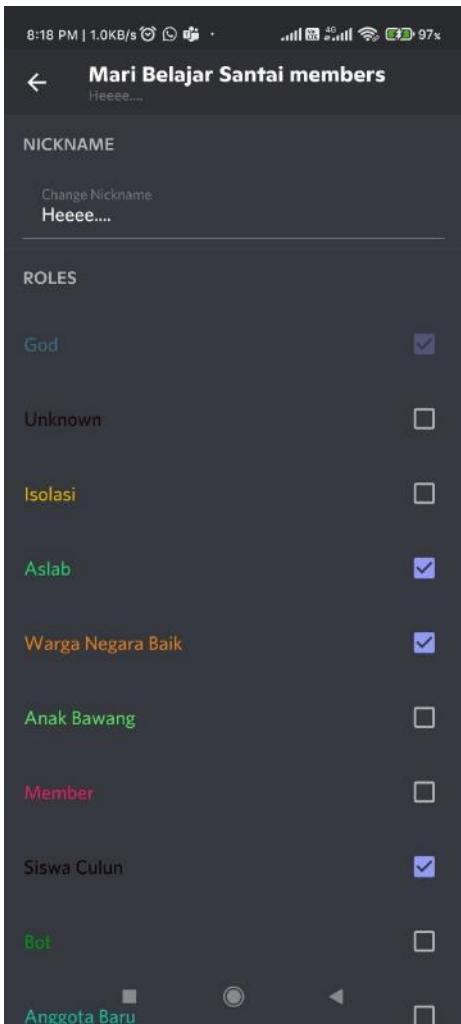
Parent and Child checkboxes

Checkbox bisa memiliki hubungan parent-child dengan checkbox lainnya.

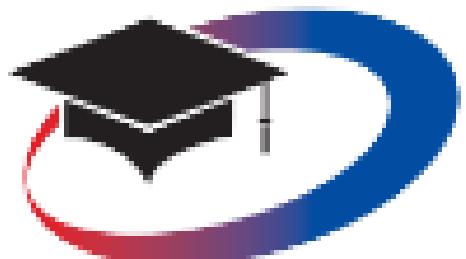
- Ketika **parentnya dicentang**, seluruh **anaknya** akan ikut **tercentang**.
- Ketik **centang di parentnya di hilangkan**, seluruh anaknya akan **tidak tercentang**
- Ketika **salah satu atau sebagian anaknya di centang**, kotak centang di **parent** akan terdapat simbol “-”



Contoh Implementasi Checkbox



Penerapan di Flutter

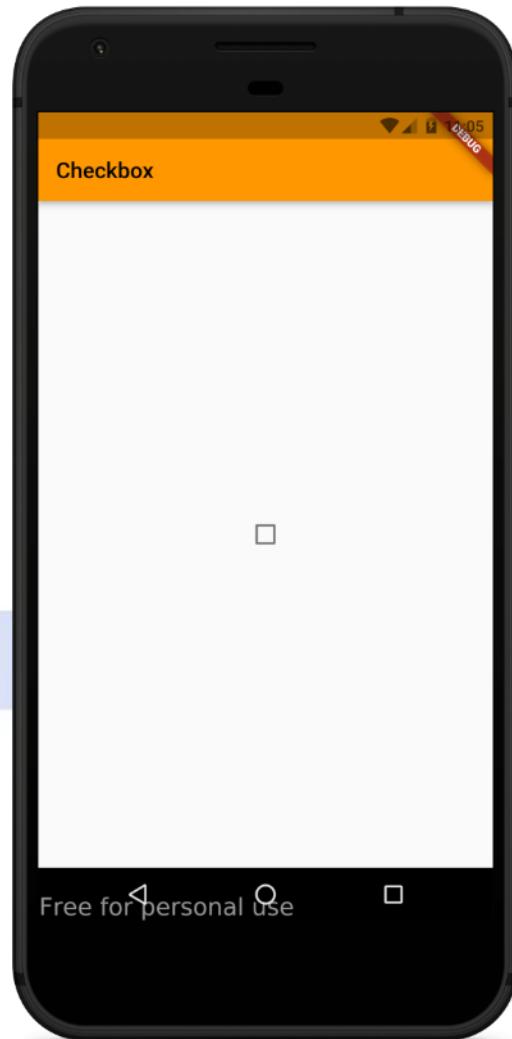
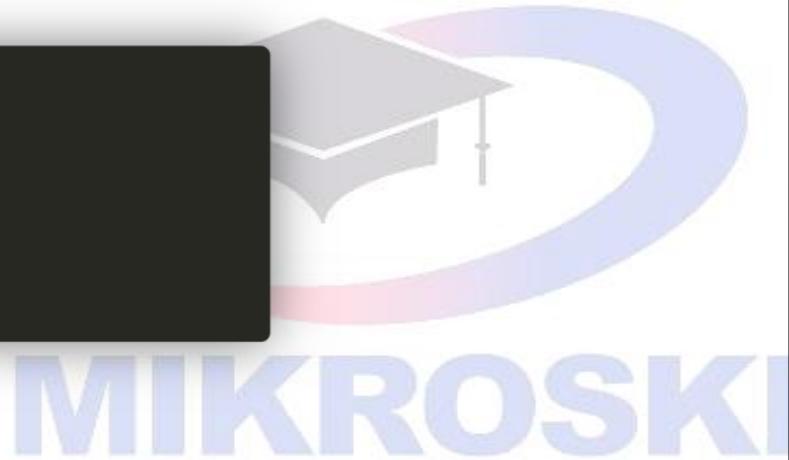


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Implementasi di Flutter

```
Checkbox(  
  value : false,  
  onChange(bool? value) {}  
)
```



Property di Checkbox

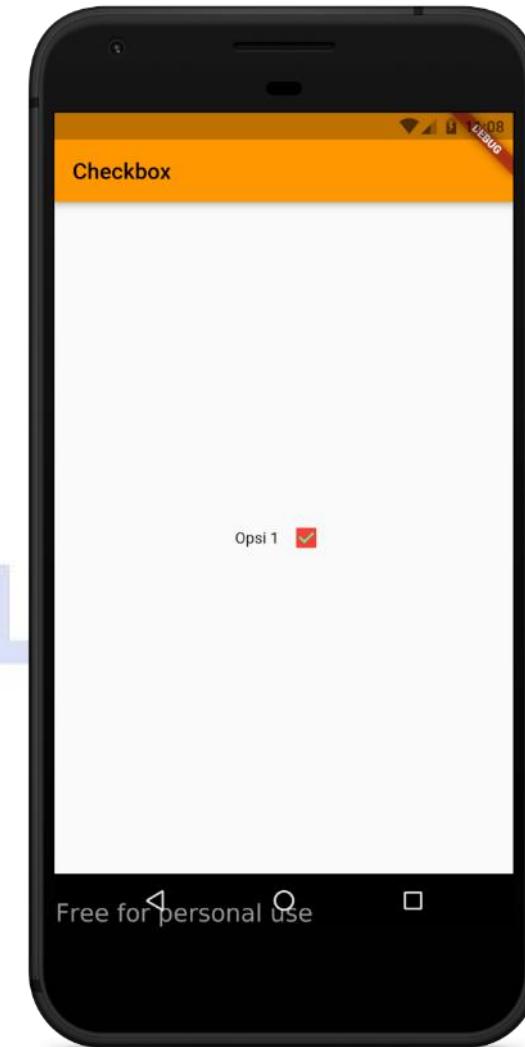
Property	Class/Data Type	Deskripsi
value	boolean	Menentukan nilai dari checkbox (true === checked)
onChanged	ValueChanged<bool>	Trigger function Ketika user memilih radio button
activeColor	Color	Menentukan warna Ketika checkbox checked
checkColor	Color	Menentukan warna di icon check pada checkbox
materialTapTargetSize	MaterialTapTargetSize	Menentukan size tapped area pada checkbox

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Property lain dapat dilihat [di sini](#)

Checkbox

```
● ● ●  
class _My StatefulWidget extends State<My StatefulWidget> {  
  bool isChecked = false;  
  @override  
  Widget build(BuildContext context) {  
    return Center(  
      child: Row(  
        children: <Widget>[  
          const SizedBox(height: 30,),  
          Text("Opsi 1"),  
          Checkbox(  
            value: isChecked,  
            checkColor: Colors.greenAccent,  
            activeColor: Colors.red,  
            onChanged: (bool? value) {  
              setState(() {  
                isChecked = value!;  
              });  
            },  
          ),  
        ],  
      ),  
    );  
  }  
}
```

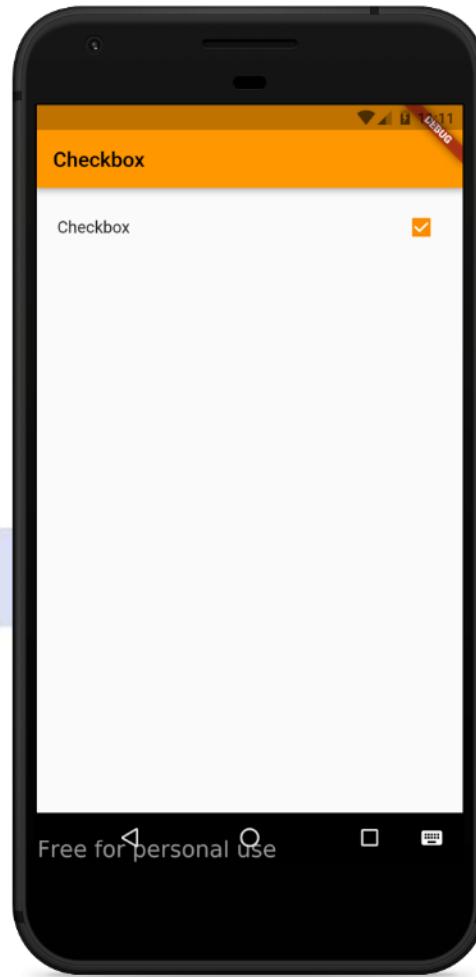


CheckboxListTile



CheckboxListTile

```
class _MyState extends State<MyApp> {
  bool _value = false;
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      home: Scaffold(
        appBar: AppBar(
          backgroundColor: Colors.green[400],
          title: Text("Flutter CheckboxListTile"),
        ),
        body: CheckboxListTile(
          value: _value,
          onChanged: (value) {
            setState(() {
              _value = value;
            });
          },
          title: Text("Checkbox"),
          contentPadding: EdgeInsets.symmetric(
            horizontal: 20,
            vertical: 10
          ),
          checked: _value,
        ),
      );
  }
}
```



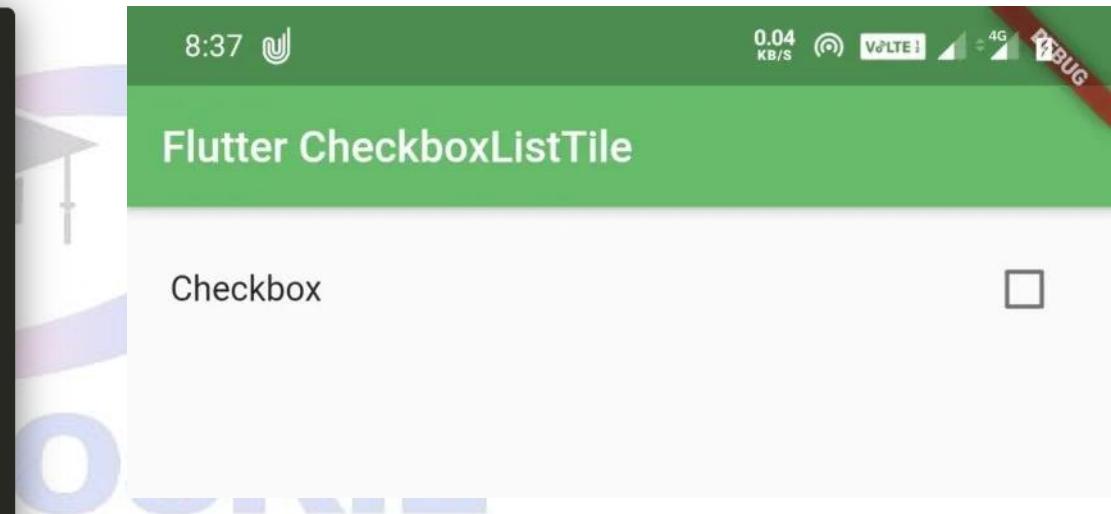
Property di CheckboxListTile

Property	Class/Data Type	Deskripsi
value	boolean	Menentukan nilai dari checkbox (true === checked)
onChanged	ValueChanged<bool>	Mentrigger function Ketika value checkbox berubah
activeColor	Color	Menentukan warna ketika checkbox tercentang
checkColor	Color	Menentukan warna pada icon centang
title	Widget	Menambahkan widget ke dalam title dari CheckboxListTile (umumnya Text Widget)
selected	boolean	Mengatur apakah kita akan menampilkan warna icon atau text menggunakan activeColor.
subtitle	Widget	Menambahkan widget yang ditampilkan di bawah dari title
secondary	Widget	Menambahkan widget yang posisinya berlawanan dari posisi checkbox. (Kalau checkbox di sebelah kiri, maka widget secondary berada di sebelah kanan, begitu sebaliknya).

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

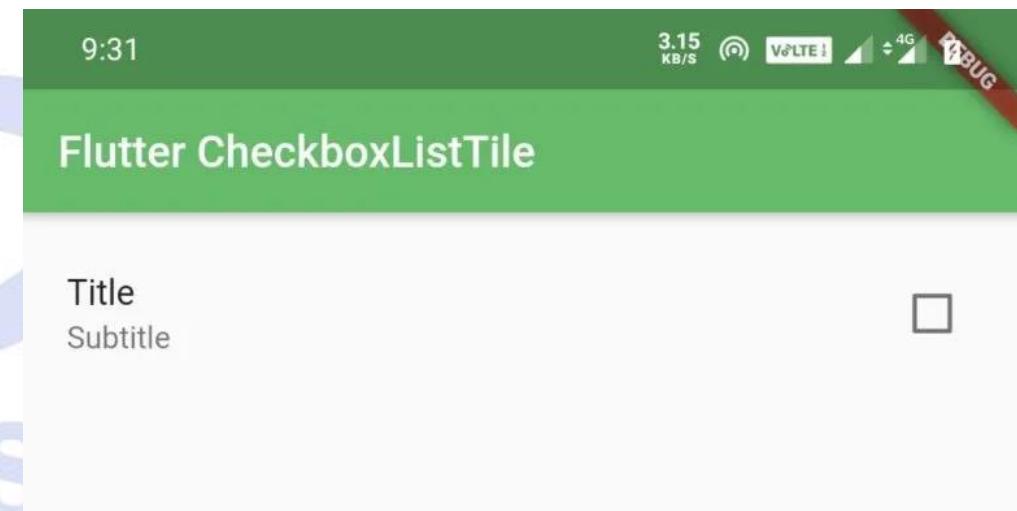
Contoh penggunaan property title

```
CheckboxListTile(  
  value: _value,  
  onChanged: (value) {  
    setState(() {  
      _value = value;  
    });  
  },  
  title: Text("Checkbox"),  
  contentPadding: EdgeInsets.symmetric(  
    horizontal: 20,  
    vertical: 10  
  ),  
)
```



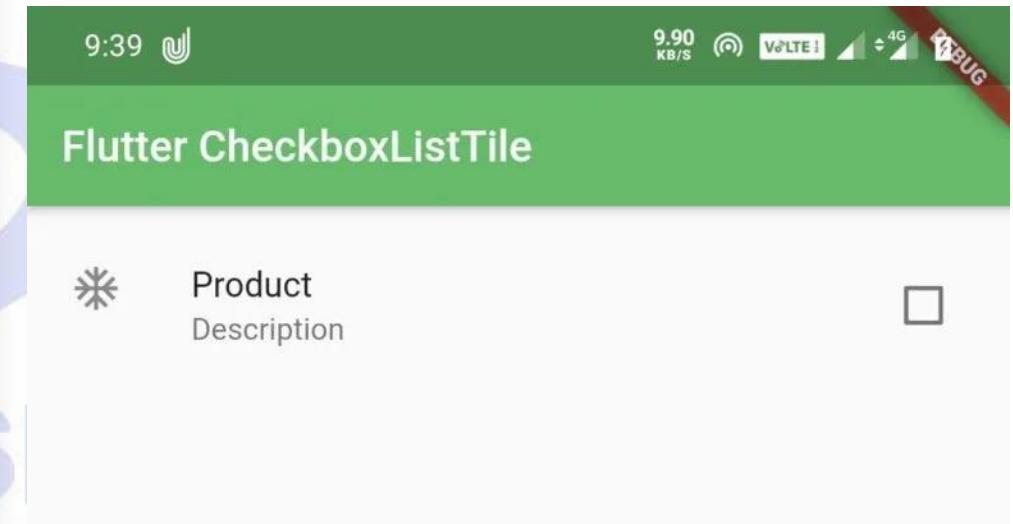
Contoh penggunaan property subtitle

```
CheckboxListTile(  
  value: _value,  
  onChanged: (value) {  
    setState(() {  
      _value = value;  
    });  
  },  
  title: Text("Title"),  
  subtitle: Text("Subtitle"),  
  contentPadding: EdgeInsets.symmetric(  
    horizontal: 20,  
    vertical: 10  
  ),  
,  
)
```



Contoh penggunaan property secondary

```
● ● ●  
CheckboxListTile(  
  value: _value,  
  onChanged: (value) {  
    setState(() {  
      _value = value;  
    });  
  },  
  title: Text("Product"),  
  subtitle: Text("Description"),  
  secondary: Icon(Icons.ac_unit),  
  contentPadding: EdgeInsets.symmetric(  
    horizontal: 20,  
    vertical: 10  
  ),  
)
```

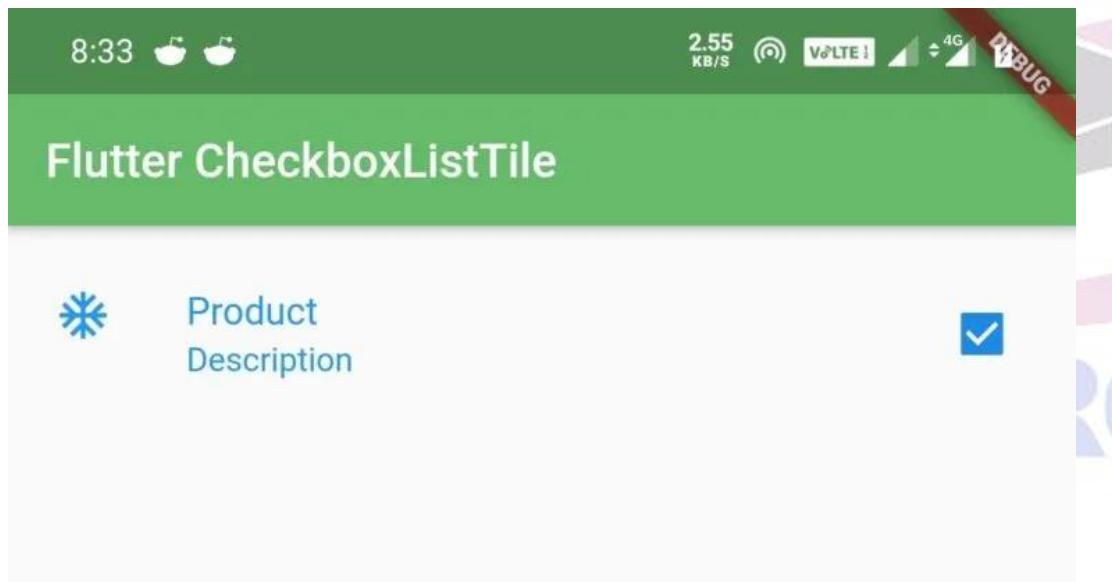


Contoh penggunaan property selected

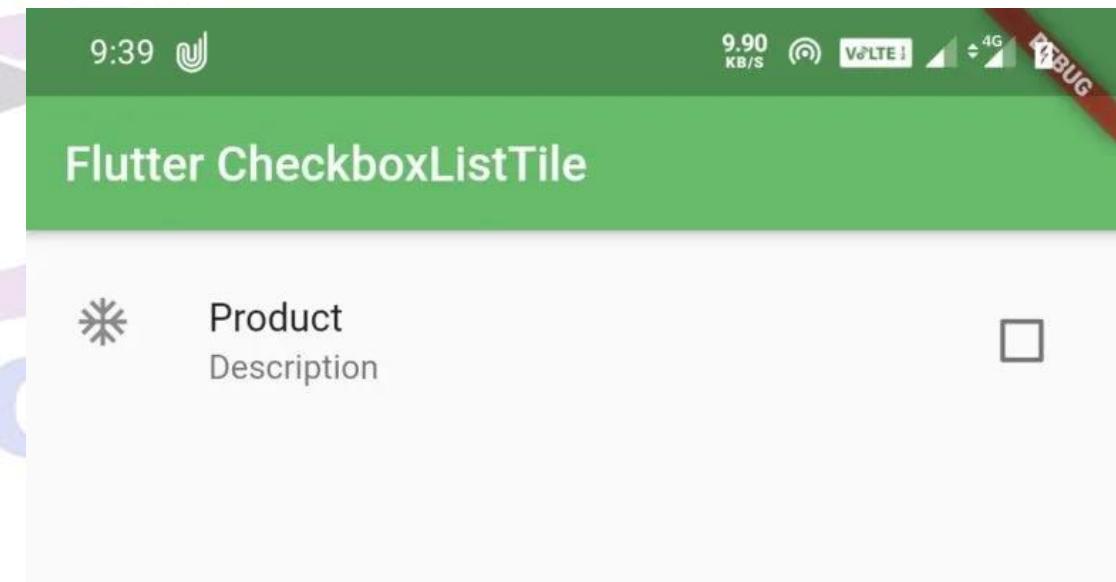
```
CheckboxListTile(  
    value: _value,  
    onChanged: (value) {  
        setState(() {  
            _value = value;  
        });  
    },  
    title: Text("Product"),  
    subtitle: Text("Description"),  
    secondary: Icon(Icons.ac_unit),  
    selected: _value,  
    contentPadding: EdgeInsets.symmetric(  
        horizontal: 20,  
        vertical: 10  
    ),  
)
```

Contoh penggunaan property selected

Ketika checkbox di centang

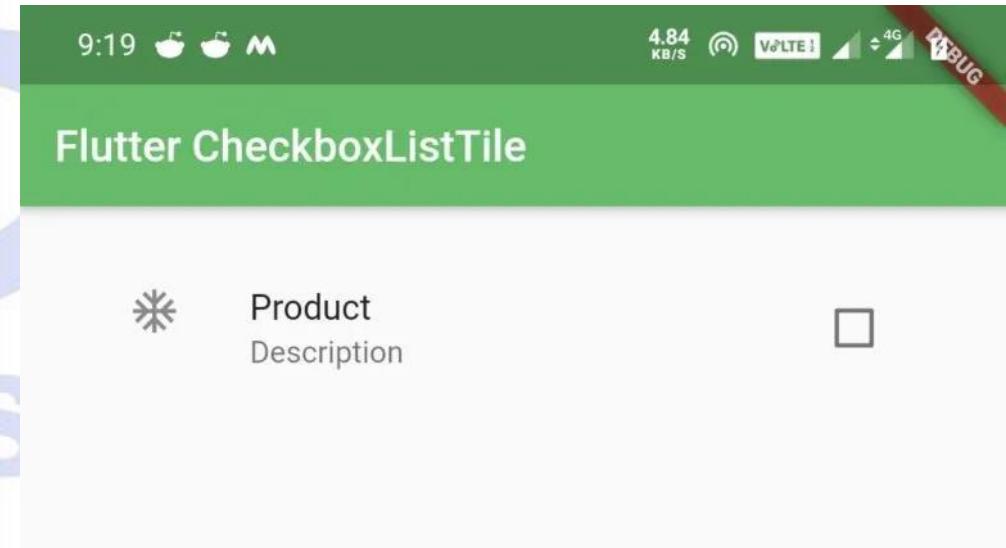


Ketika checkbox tidak di centang



Contoh penggunaan property contentPadding

```
● ● ●  
CheckboxListTile(  
  value: _value,  
  onChanged: (value) {  
    setState(() {  
      _value = value;  
    });  
  },  
  title: Text("Product"),  
  subtitle: Text("Description"),  
  secondary: Icon(Icons.ac_unit),  
  selected: _value,  
  controlAffinity: ListTileControlAffinity.trailing,  
  contentPadding: EdgeInsets.symmetric(  
    horizontal: 50,  
    vertical: 20  
)  
)
```



controlAffinity

controlAffinity digunakan untuk mengontrol posisi checkbox terhadap teks. Dibutuhkan sebuah kelas **ListTileControlAffinity** yang memiliki 3 constants, yaitu:

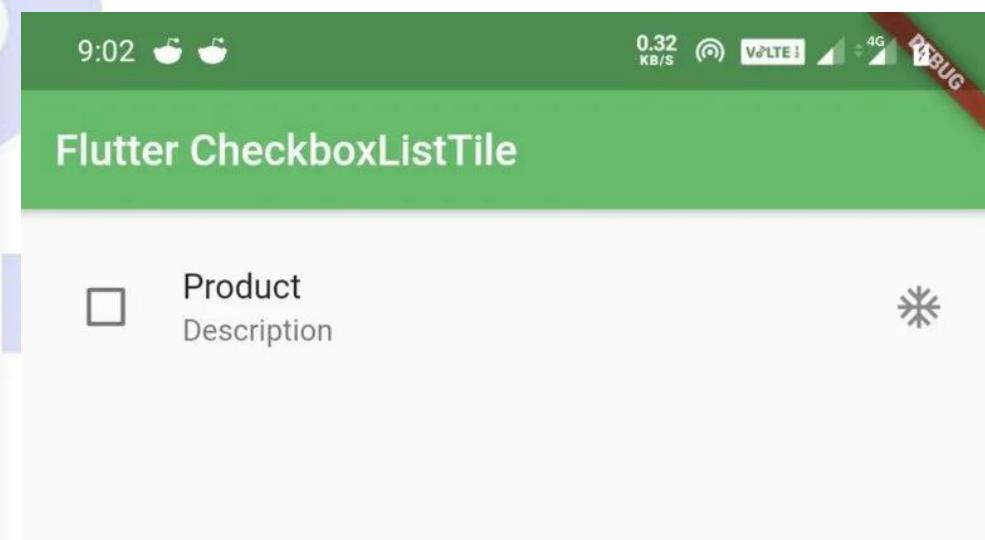
- **leading**
- **trailing**
- **Platform (Menyesuaikan standard dari platform os)**



ListTileControlAffinity.leading

Posisi checkbox di sebelah kiri, teks di tengah dan *secondary* berada di sebelah kanan.

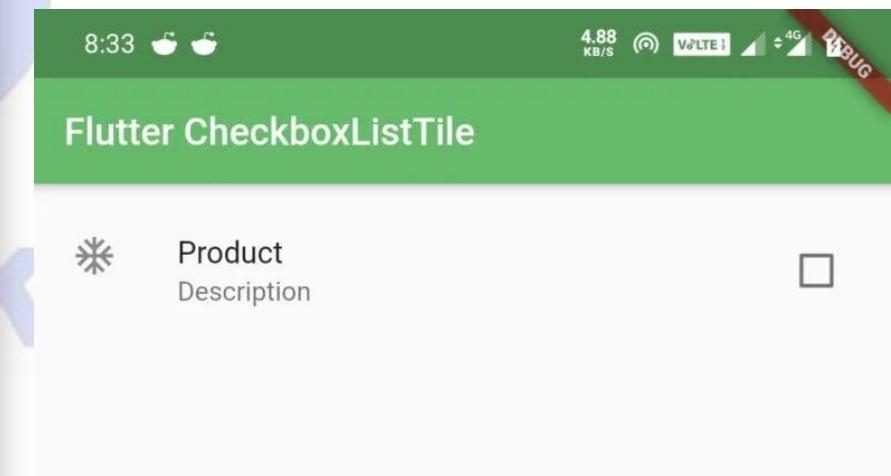
```
● ● ●  
CheckboxListTile(  
  value: _value,  
  onChanged: (value) {  
    setState(() {  
      _value = value;  
    });  
  },  
  title: Text("Product"),  
  subtitle: Text("Description"),  
  secondary: Icon(Icons.ac_unit),  
  selected: _value,  
  controlAffinity: ListTileControlAffinity.leading,  
  contentPadding: EdgeInsets.symmetric(  
    horizontal: 20,  
    vertical: 10  
  ),  
)
```



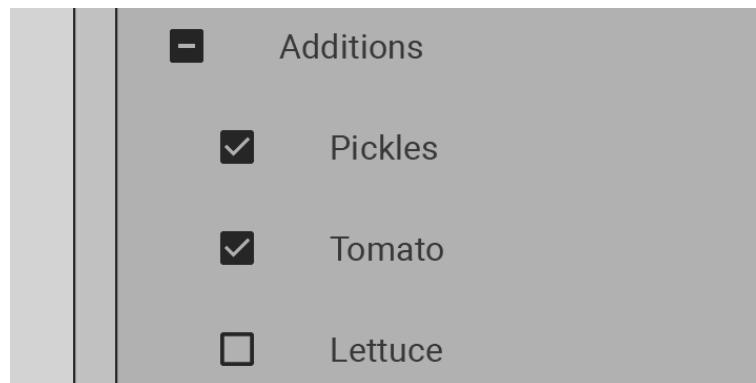
ListTileControlAffinity.trailing

Posisi checkbox di sebelah kanan, teks di tengah dan *secondary* berada di sebelah kiri.

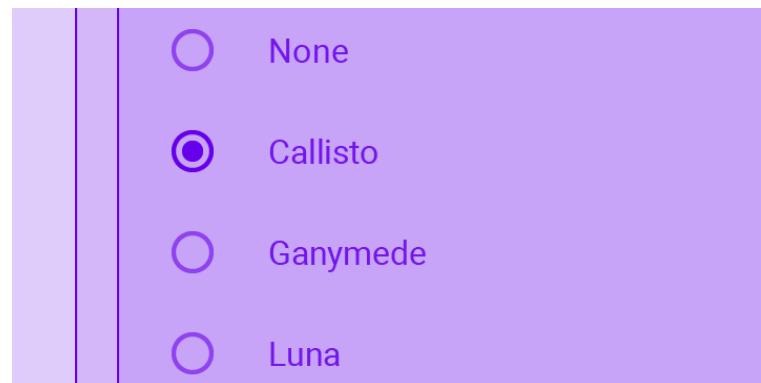
```
CheckboxListTile(  
  value: _value,  
  onChanged: (value) {  
    setState(() {  
      _value = value;  
    });  
  },  
  title: Text("Product"),  
  subtitle: Text("Description"),  
  secondary: Icon(Icons.ac_unit),  
  selected: _value,  
  controlAffinity: ListTileControlAffinity.trailing,  
  contentPadding: EdgeInsets.symmetric(  
    horizontal: 20,  
    vertical: 10  
  ),  
)
```



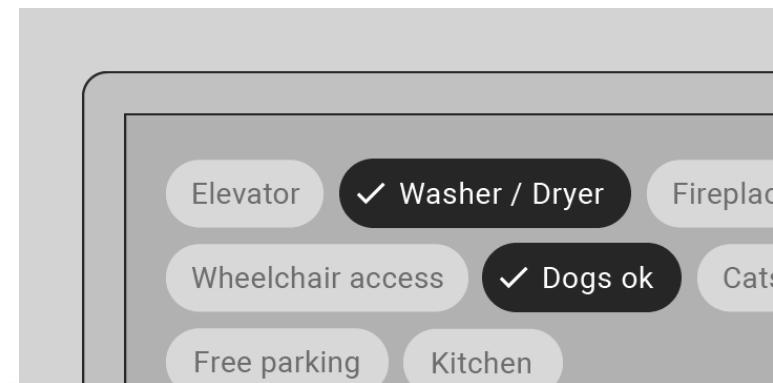
Komponen dalam Mendesain Aplikasi Part. 3



Checkbox

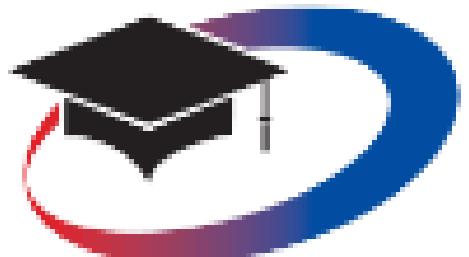


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Radio Button



Chip

Radio Button

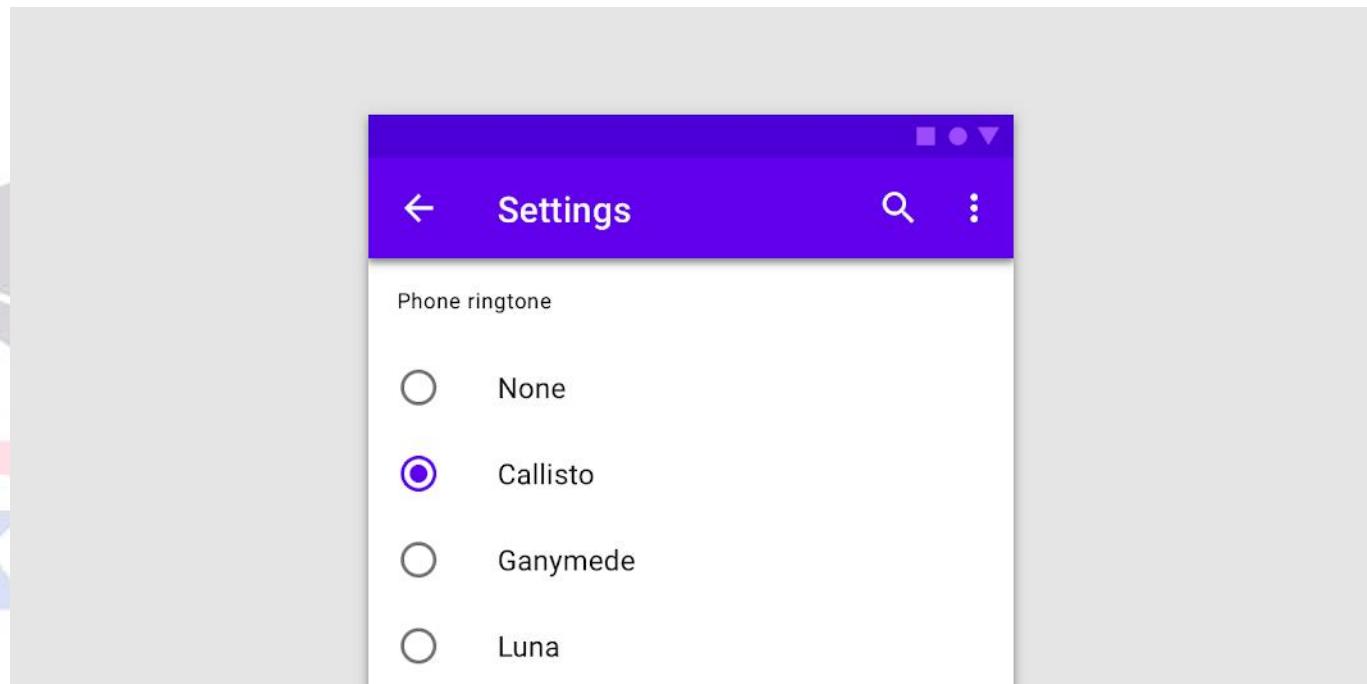


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Radio Button adalah...

- Sekumpulan opsi yang dapat dipilih salah satunya
- User dapat memilih hanya satu opsi dalam sebuah list radio button



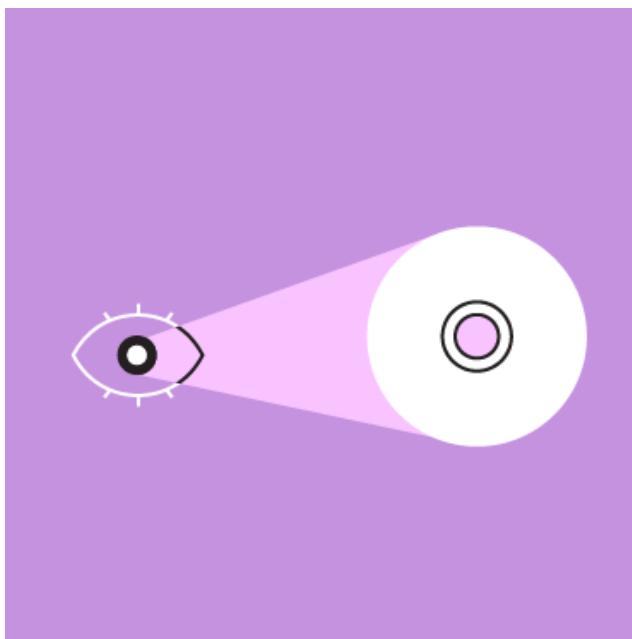
Gunakan Radio Button ketika

- Memilih satu opsi dari sebuah list
- Menampilkan semua opsi pilihan yang ada

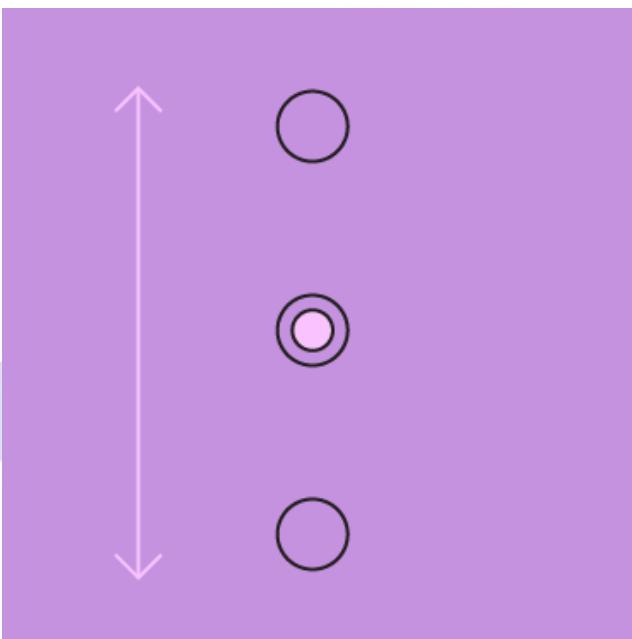


Principle of Radio button

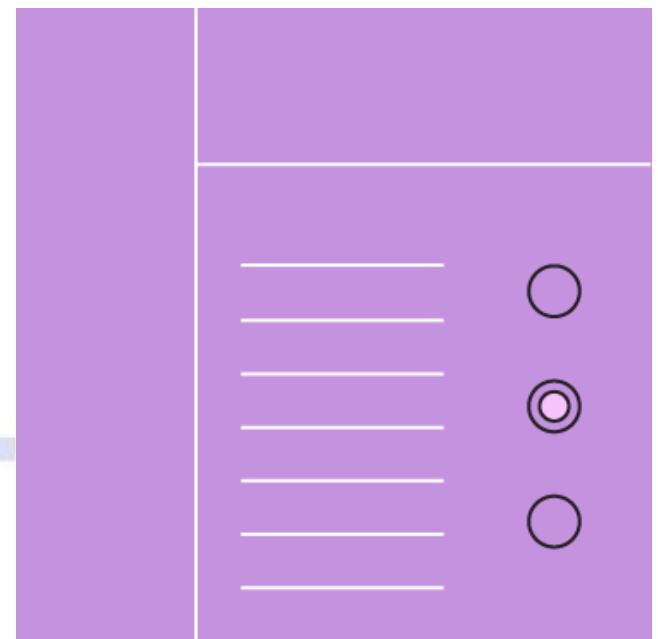
Familiar



Scannable

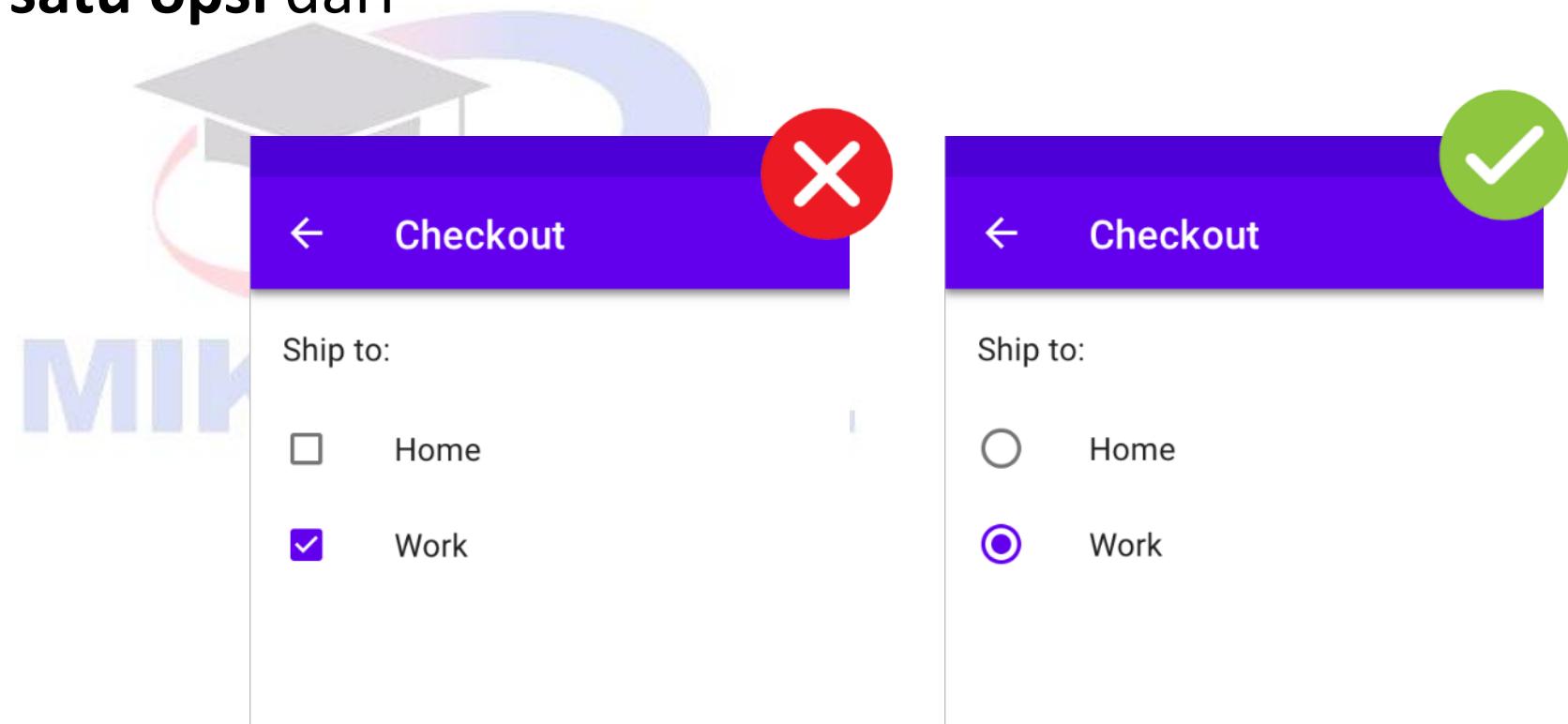


Efficient



Kapan sebaiknya menggunakan radio button?

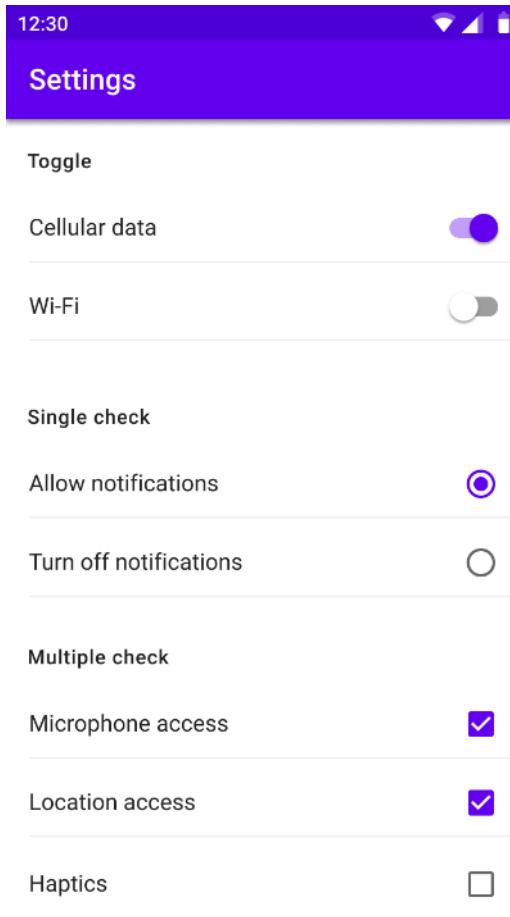
Gunakan Checkbox Ketika pengguna hanya dapat memilih **satu opsi** dari list opsi.



Platform Differences

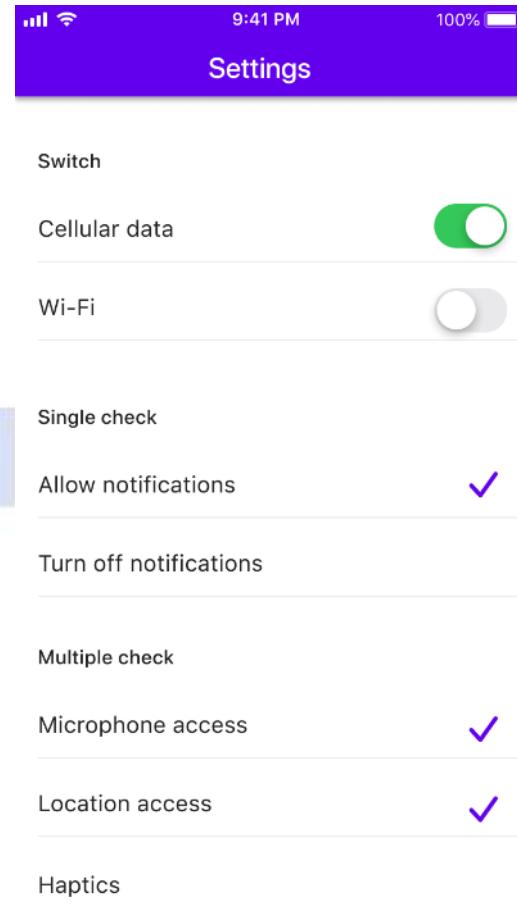
Android

Gunakan Material radio buttons



iOS

Gunakan check mark list daripada Radio Button

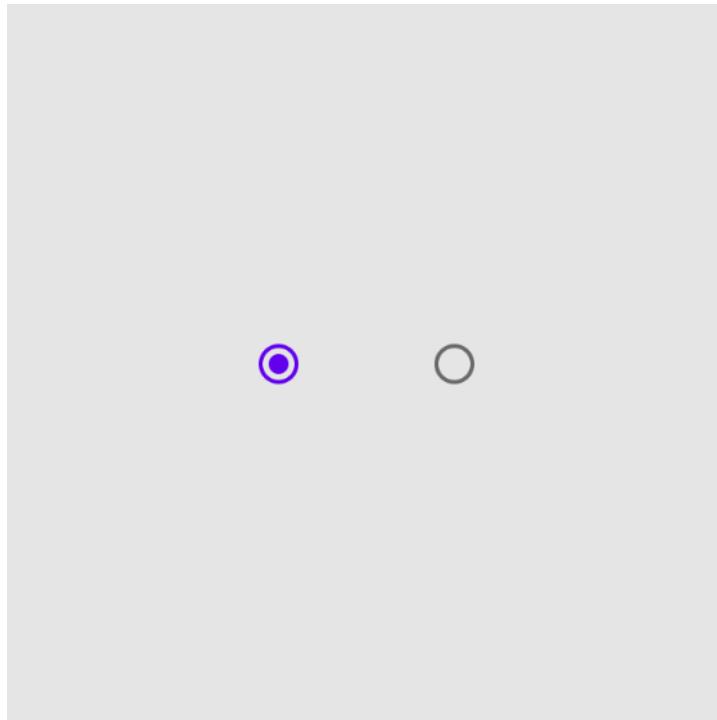


Status di Radio Button

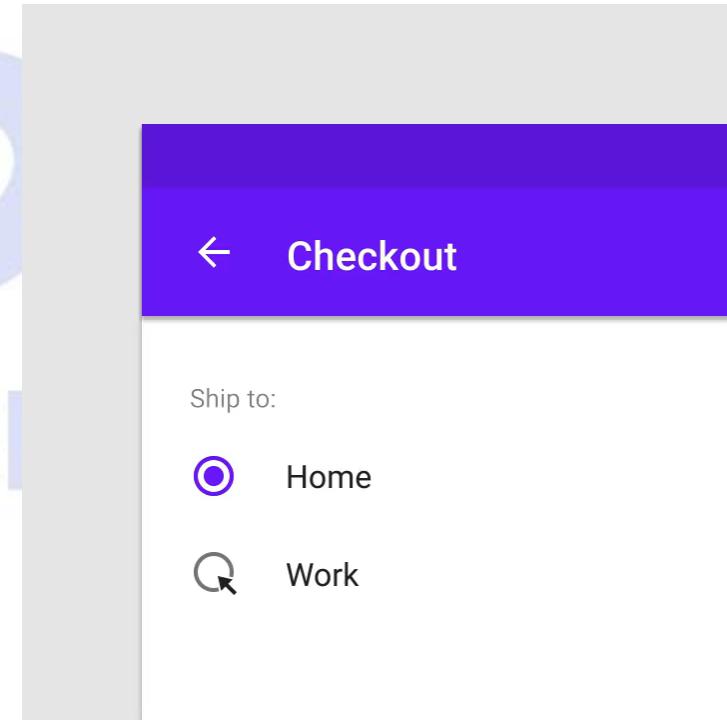
Enabled Selected	Disabled Selected	Hover Selected	Focus Selected	Pressed Selected
		 		
Enabled Unselected	Disabled Unselected	Hover Unselected	Focus Unselected	Pressed Unselected
		 		

Behavior

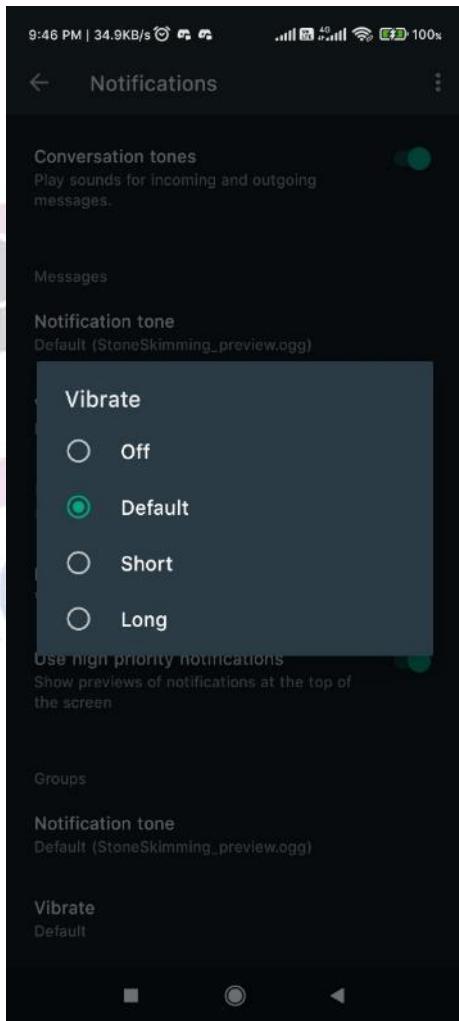
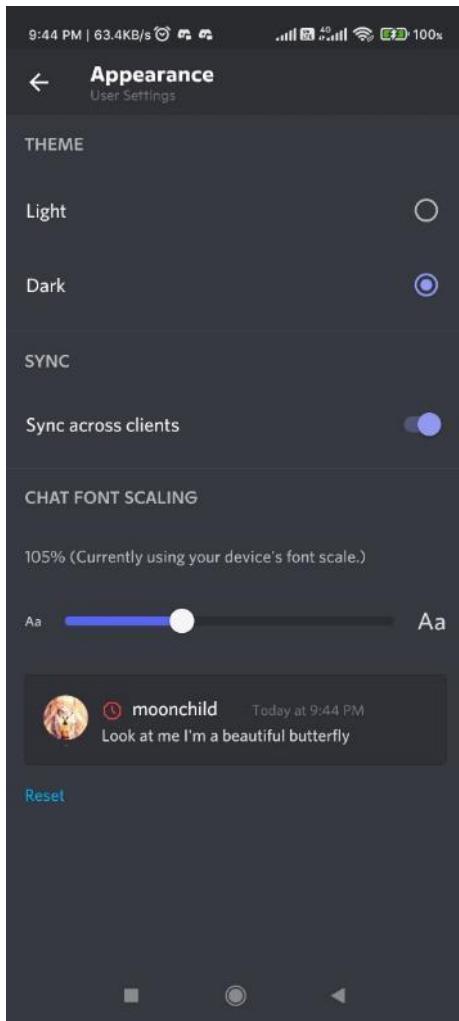
Check dan uncheck radio buttons



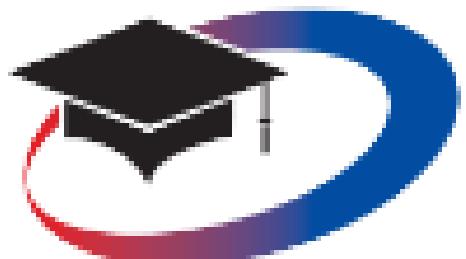
Gunakan radio button untuk
Memilih salah satu opsi



Contoh Implementasi Radio Button



Penerapan di Flutter



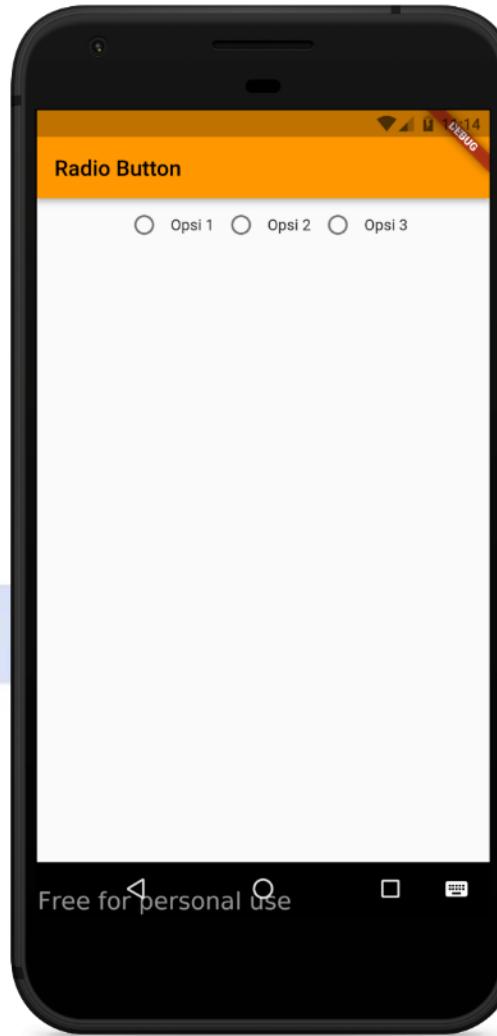
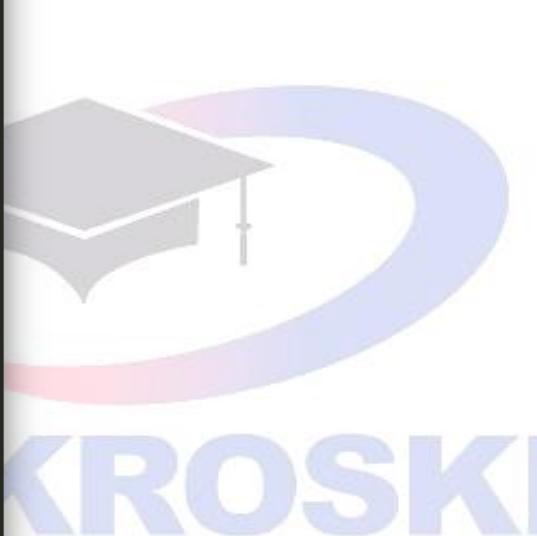
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Radio Button

```
int _radioValue = 0;

@Override
Widget build(BuildContext build) {
    return Row(
        mainAxisAlignment: MainAxisAlignment.center,
        children: [
            Radio(
                value: 0,
                groupValue: _radioValue,
                onChanged: (value) {}
            ),
            Text('Opsi 1'),
            Radio(
                value: 1,
                groupValue: _radioValue,
                onChanged: (value) {}
            ),
            Text('Opsi 2'),
            Radio(
                value: 2,
                groupValue: _radioValue,
                onChanged: (value) {}
            ),
            Text('Opsi 3'),
        ]
);
```



Property di Radio Button

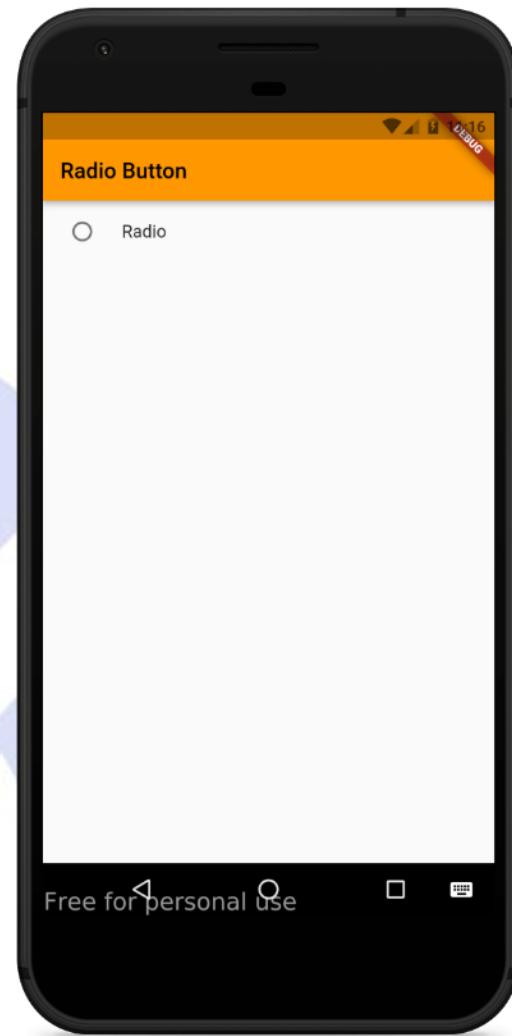
Property	Class/Data Type	Deskripsi
value	T	Menentukan value dari radio button
groupValue	T	Nilai item yang dipilih dari radio button group
onChanged	ValueChanged<T>	Trigger function Ketika user memilih radio button
activeColor	Color	Menentukan warna Ketika radio button checked
fillColor	Color	Menentukan warna di lingkaran radio button

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Property lain dapat dilihat [di sini](#)

RadioListTile

```
RadioListTile(  
    value: 1,  
    groupValue: val,  
    onChanged: () {},  
    title: Text("Radio")  
)
```



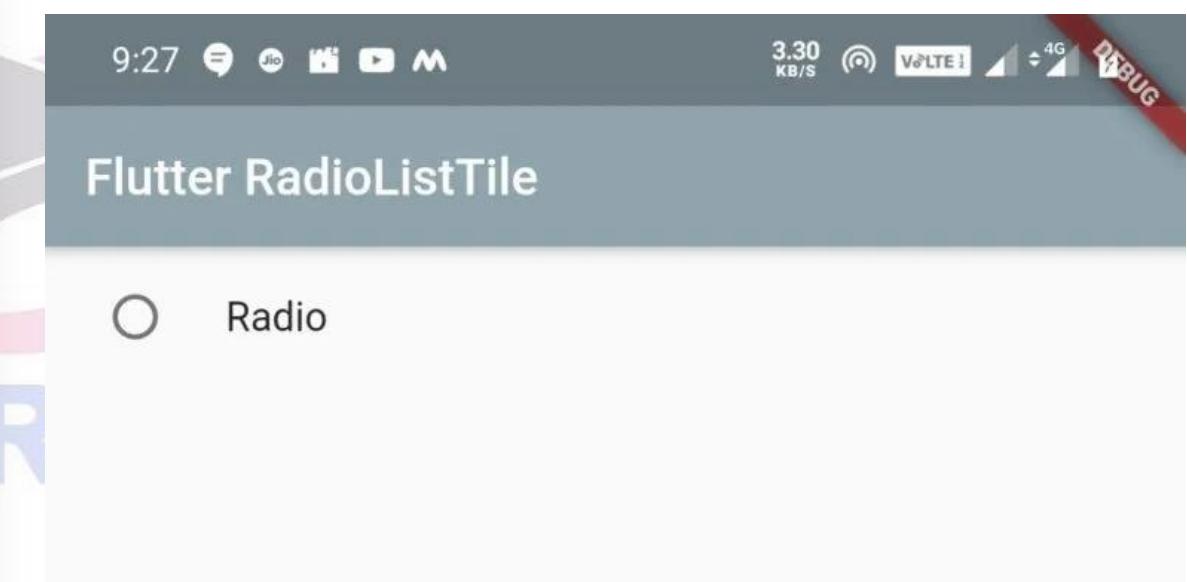
Property di RadioListTile

Property	Class/Data Type	Deskripsi
value	T	Menentukan nilai dari radio button
groupValue	T	Nilai item yang dipilih dari radio button group
onChanged	ValueChanged<T>	Mentrigger function Ketika radio button dipilih
activeColor	Color	Menentukan warna Ketika radio button checked
fillColor	Color	Menentukan warna di lingkaran radio button
title	Widget	Menambahkan widget ke dalam title dari RadioListTile (umumnya Text Widget)
selected	boolean	Mengatur apakah kita akan menampilkan warna icon atau text menggunakan activeColor.
subtitle	Widget	Menambahkan widget yang ditampilkan di bawah dari title
secondary	Widget	Menambahkan widget yang posisinya berlawanan dari posisi Radio Button.

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

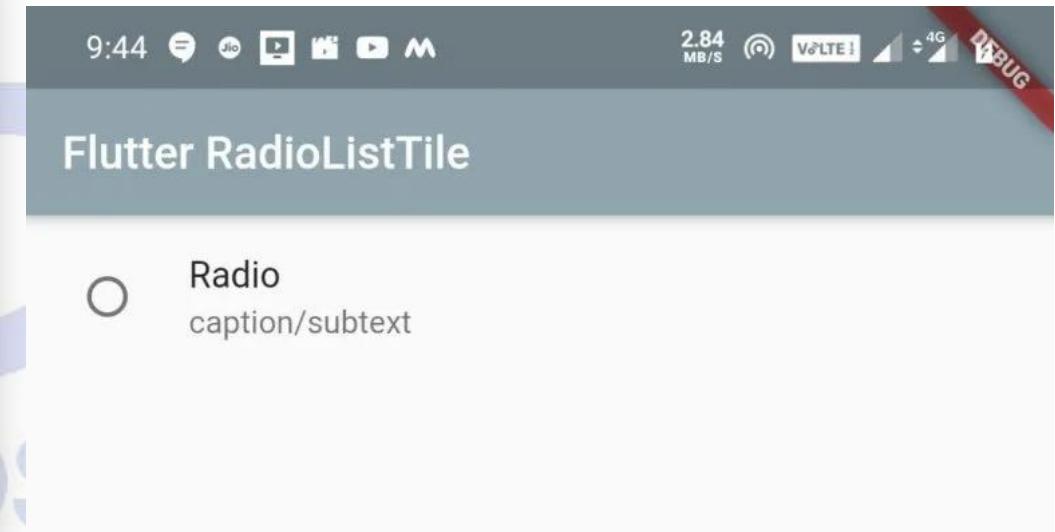
Contoh penggunaan property title

```
RadioListTile(  
    value: 1,  
    groupValue: val,  
    onChanged: (value) {  
        setState(() {  
            val = value;  
        });  
    },  
    title: Text("Radio"),  
)
```



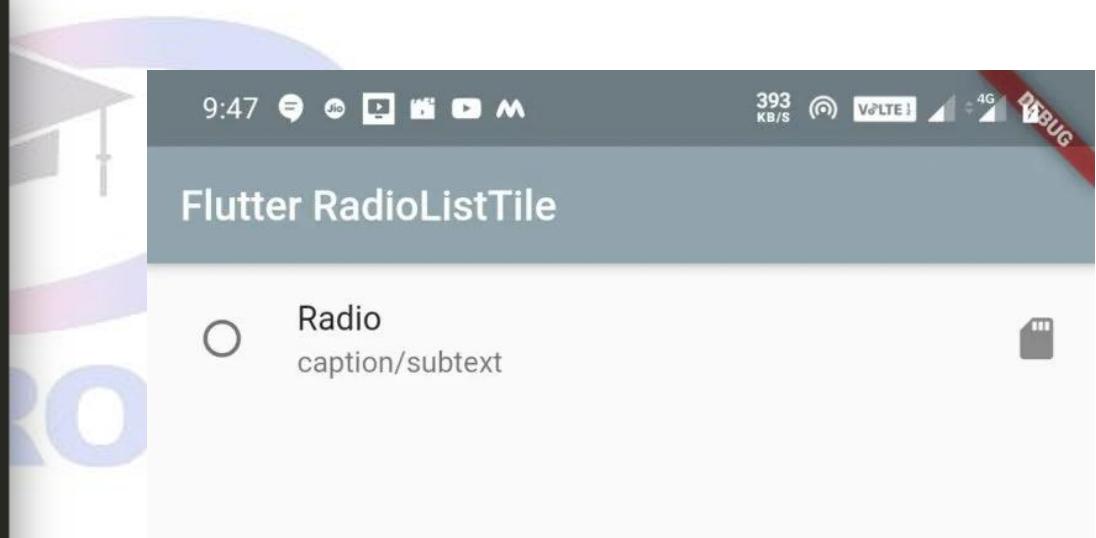
Contoh penggunaan property subtitle

```
RadioListTile(  
    value: 1,  
    groupValue: val,  
    onChanged: (value) {  
        setState(() {  
            val = value;  
        });  
    },  
    title: Text("Radio"),  
    subtitle: Text("caption/subtext"),  
)
```



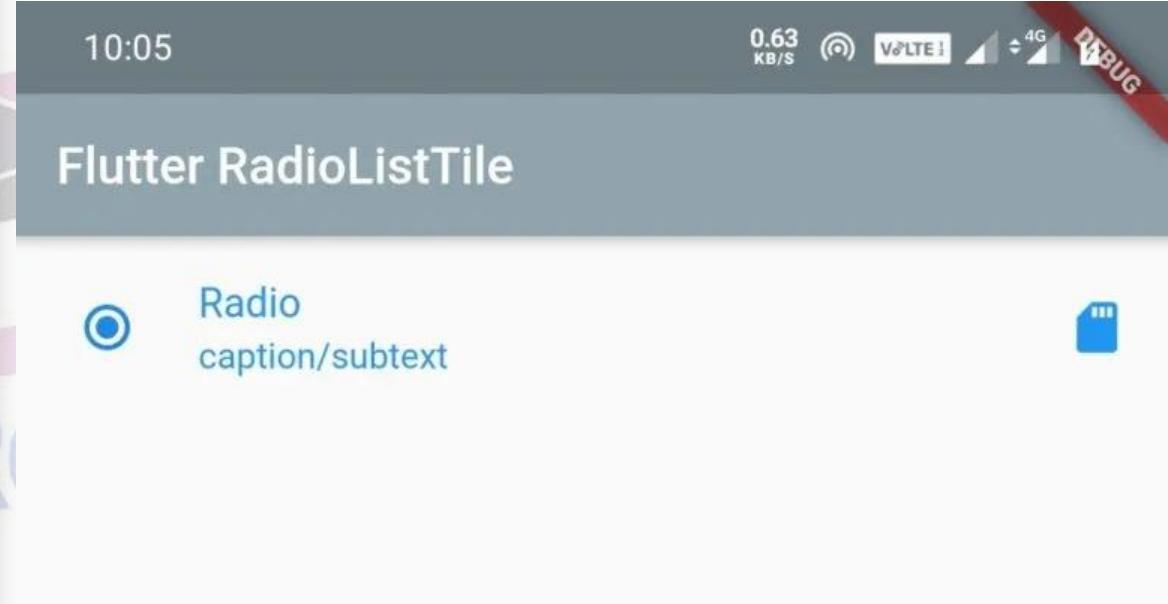
Contoh penggunaan property secondary

```
RadioListTile(  
    value: 1,  
    groupValue: val,  
    onChanged: (value) {  
        setState(() {  
            val = value;  
        });  
    },  
    title: Text("Radio"),  
    subtitle: Text("caption/subtext"),  
    secondary: Icon(Icons.sd_storage),  
)
```



Contoh penggunaan property selected

```
RadioListTile(  
    value: 1,  
    groupValue: val,  
    onChanged: (value) {  
        setState(() {  
            val = value;  
            _value = true;  
        });  
    },  
    title: Text("Radio"),  
    subtitle: Text("caption/subtext"),  
    secondary: Icon(Icons.sd_storage),  
    selected: _value,  
)
```



Contoh penggunaan property selected

PERINGATAN!

Logic di slide sebelumnya tidak akan bekerja jika property **toggleable** bernilai **true**, karena nilai variable global **_value** akan selalu bernilai true dan warna text dan icon tidak akan berubah. Untuk solve masalah tersebut, bisa gunakan sintaks seperti ini.

```
RadioListTile(  
    value: 1,  
    groupValue: val,  
    onChanged: (value) {  
        setState(() {  
            val = value;  
            if(_value == false)  
            {  
                _value = true;  
            }  
            else  
            {  
                _value = false;  
            }  
        });  
    },  
    title: Text("Radio"),  
    subtitle: Text("caption/subtext"),  
    secondary: Icon(Icons.sd_storage),  
    selected: _value,  
    toggleable: true,  
)
```

controlAffinity

controlAffinity digunakan untuk mengontrol posisi radio button terhadap teks. Dibutuhkan sebuah kelas **ListTileControlAffinity** yang memiliki 3 constants, yaitu:

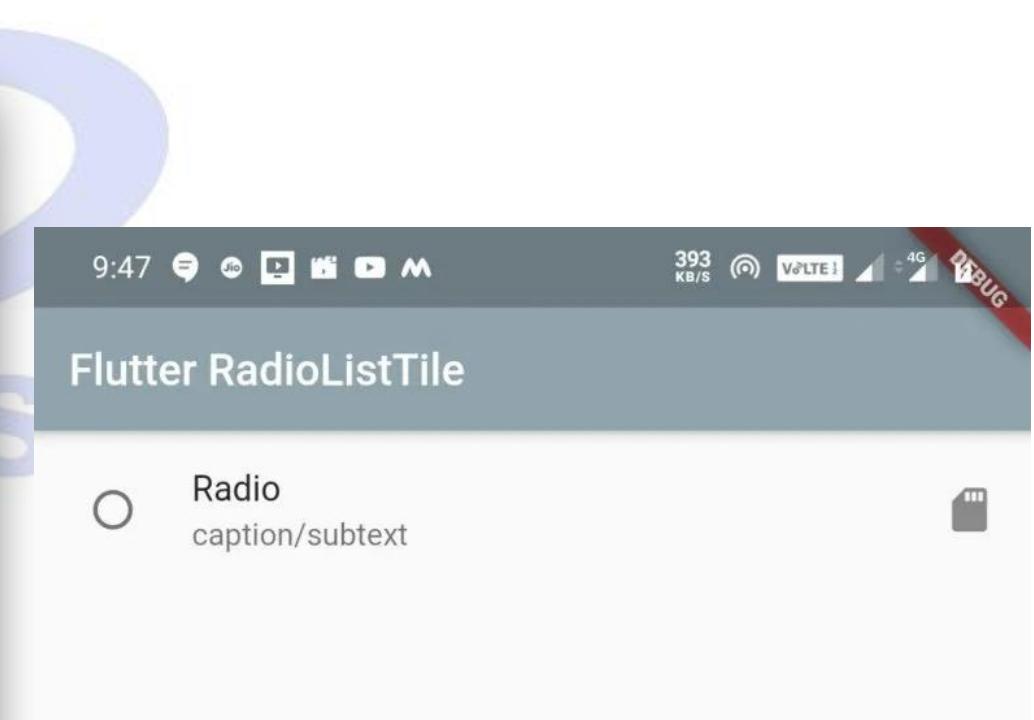
- **leading**
- **trailing**
- **Platform (Menyesuaikan standard dari platform os)**



ListTileControlAffinity.leading

Posisi radio button di sebelah kanan, teks di tengah dan *secondary* berada di sebelah kiri.

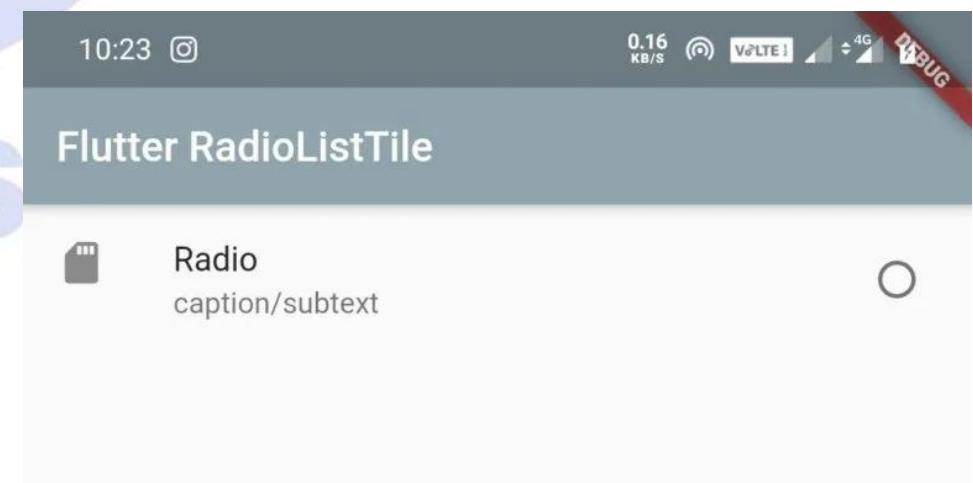
```
RadioListTile(  
    value: 1,  
    groupValue: val,  
    onChanged: (value) {  
        setState(() {  
            val = value;  
        });  
    },  
    title: Text("Radio"),  
    subtitle: Text("caption/subtext"),  
    secondary: Icon(Icons.sd_storage),  
    toggleable: true,  
    controlAffinity: ListTileControlAffinity.leading,  
)
```



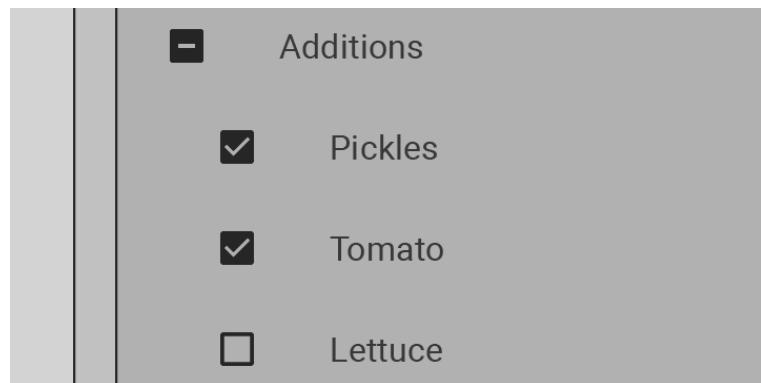
ListTileControlAffinity.trailing

Posisi radio button di sebelah kanan, teks di tengah dan *secondary* berada di sebelah kiri.

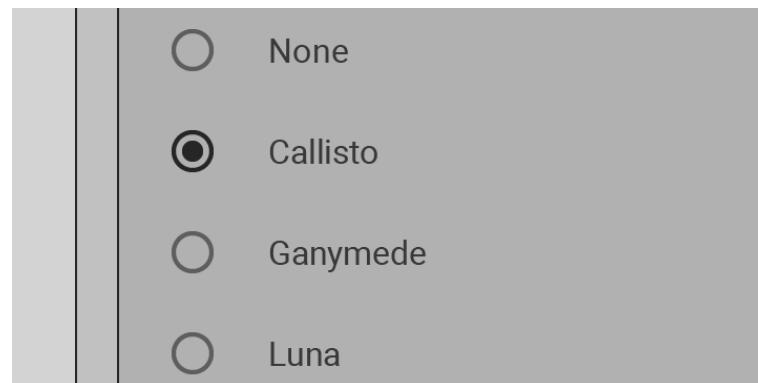
```
RadioListTile(  
  value: 1,  
  groupValue: val,  
  onChanged: (value) {  
    setState(() {  
      val = value;  
    });  
  },  
  title: Text("Radio"),  
  subtitle: Text("caption/subtext"),  
  secondary: Icon(Icons.sd_storage),  
  toggleable: true,  
  controlAffinity: ListTileControlAffinity.trailing,  
)
```



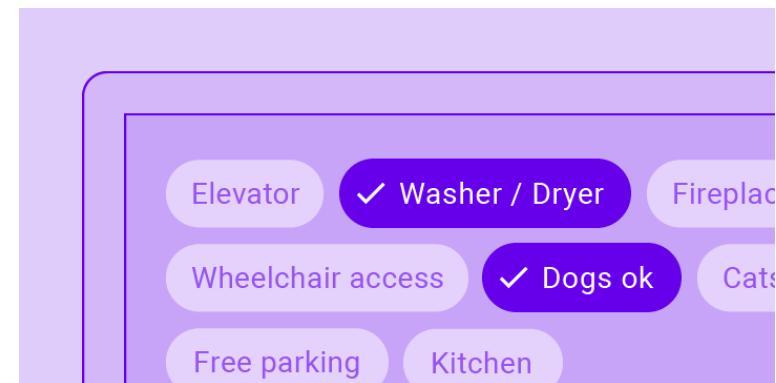
Komponen dalam Mendesain Aplikasi Part. 3



Checkbox

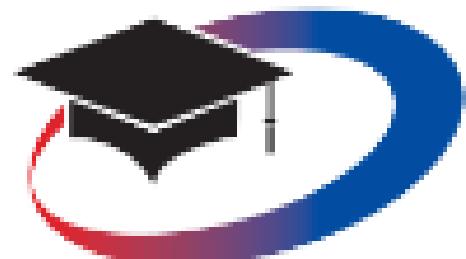


Radio Button



Chip

Chips

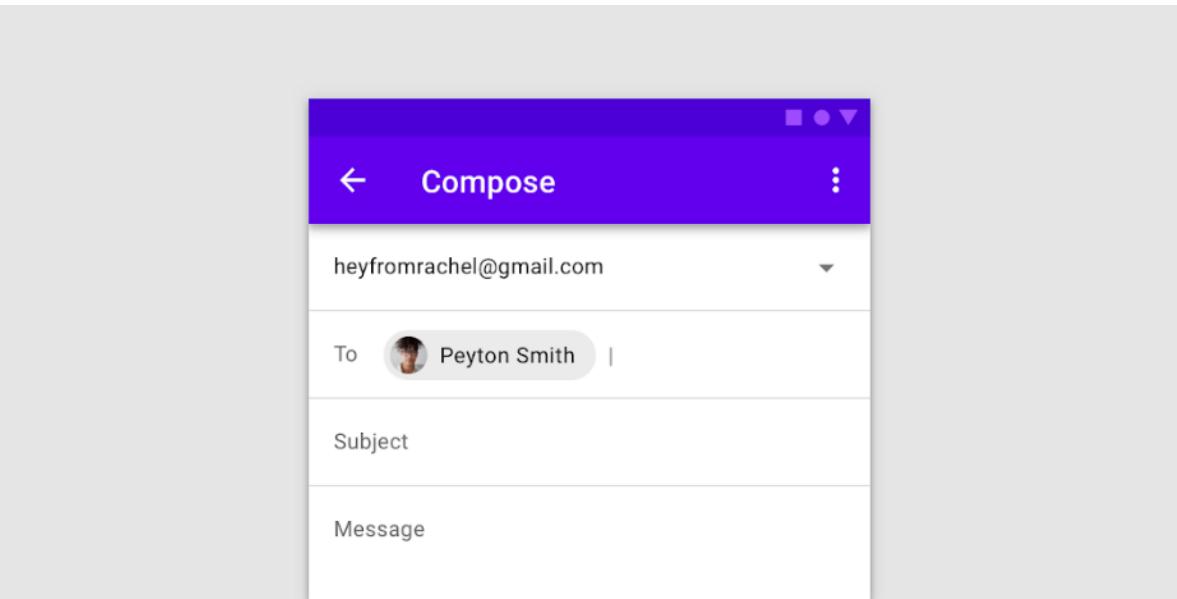


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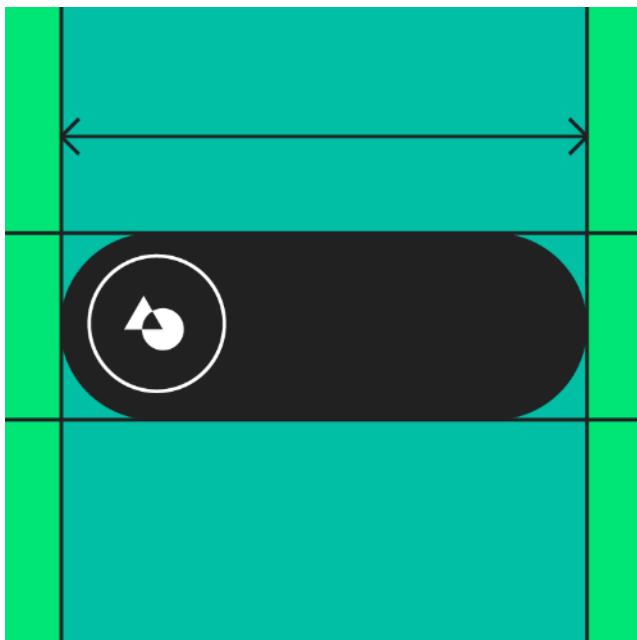
Chips adalah...

- Sebuah elemen yang compact yang merepresentasikan input, atribut, dan/atau aksi

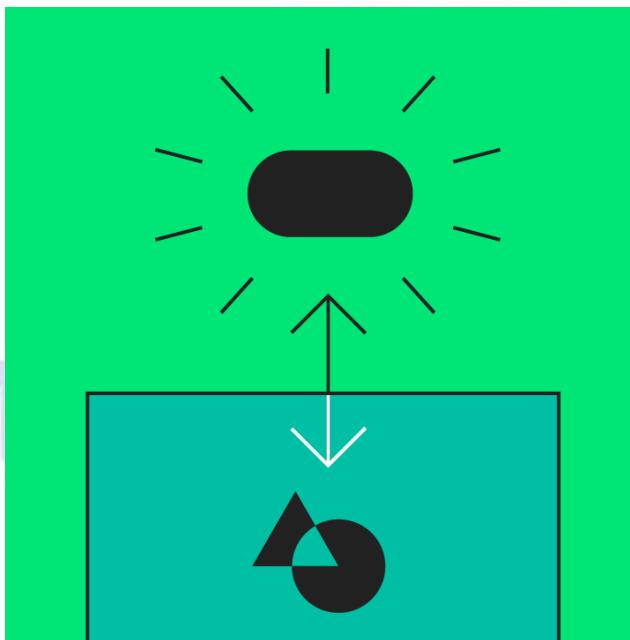


Principle of Chips

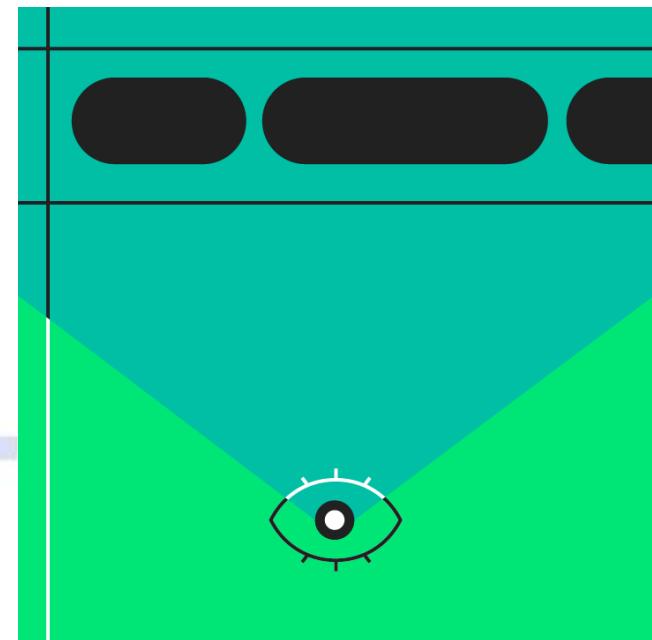
Compact



Relevant

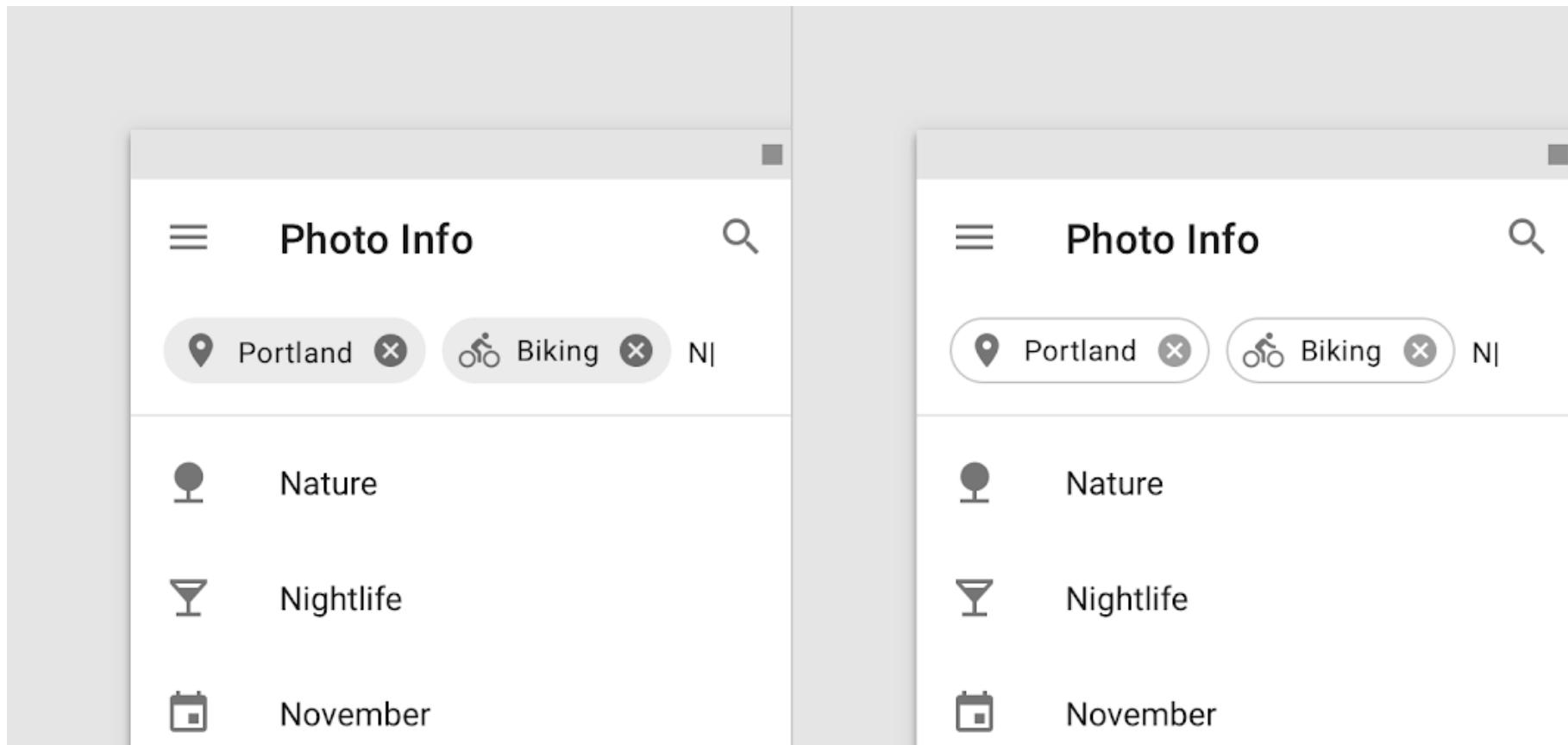


Focused



Jenis-Jenis Chips

Input Chips



Jenis-Jenis Chips

Choice Chips

TOOTHBRUSH \$4.

Our company takes pride in making handmade brushes. Our toothbrushes are available in 4 different bristel types, from extra soft to hard.

Select type

Extra Soft Soft **Medium** Hard

ADD TO CART

TOOTHBRUSH \$4.

Our company takes pride in making handmade brushes. Our toothbrushes are available in 4 different bristel types, from extra soft to hard.

Select type

Extra Soft Soft **Medium** Hard

ADD TO CART

Jenis-Jenis Chips

Filter Chips

X Filter results

Choose amenities

Elevator ✓ Washer / Dryer Fireplace

Wheelchair access ✓ Dogs ok Cats c

Choose neighborhoods

Sørensga Bvadøv Rodeløkka Tveit

X Filter results

Choose amenities

Elevator ✓ Washer / Dryer Fireplace

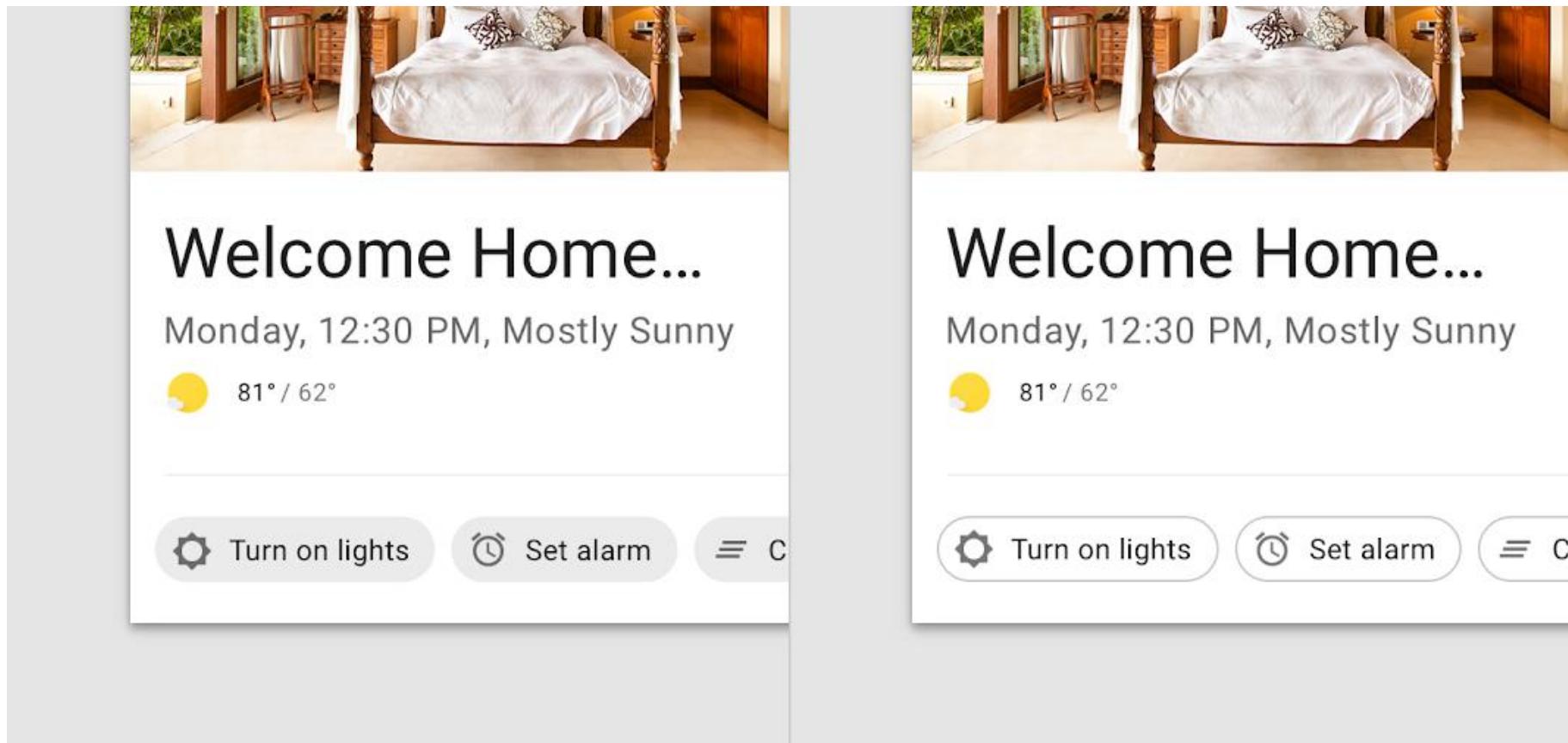
Wheelchair access ✓ Dogs ok Cats c

Choose neighborhoods

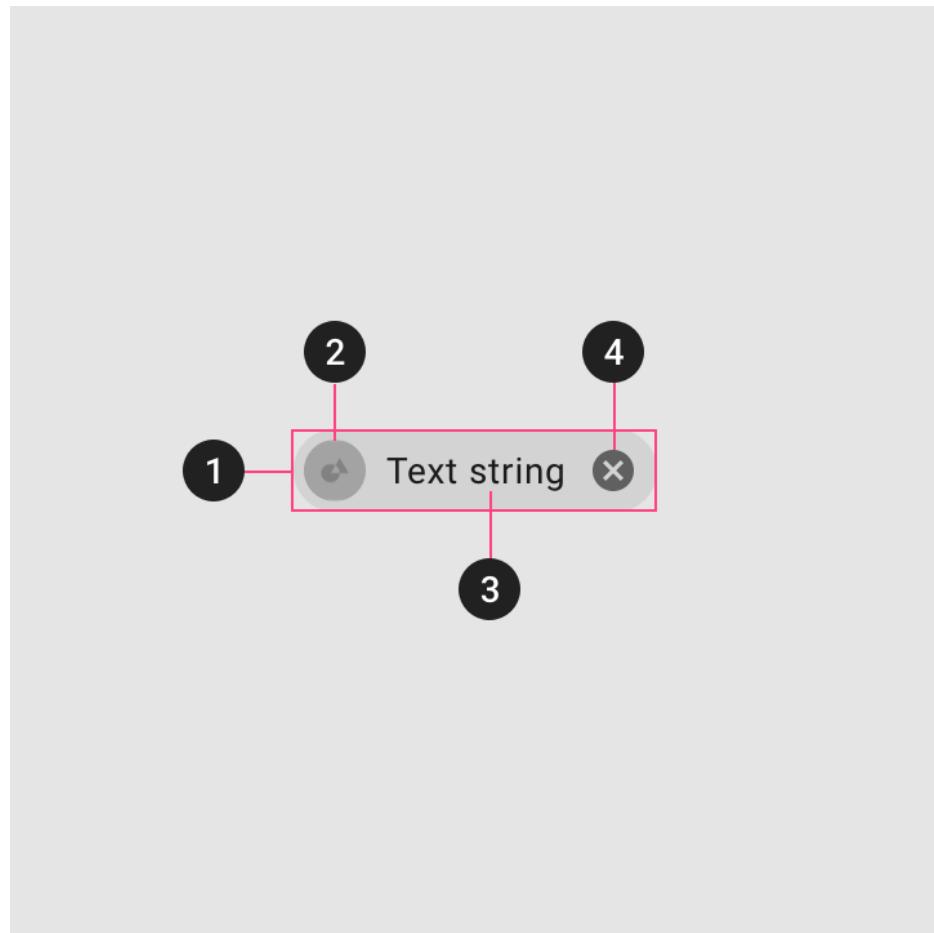
Sørensga Bvadøv Rodeløkka Tveit

Jenis-Jenis Chips

Action Chips



Anatomi pada Chips

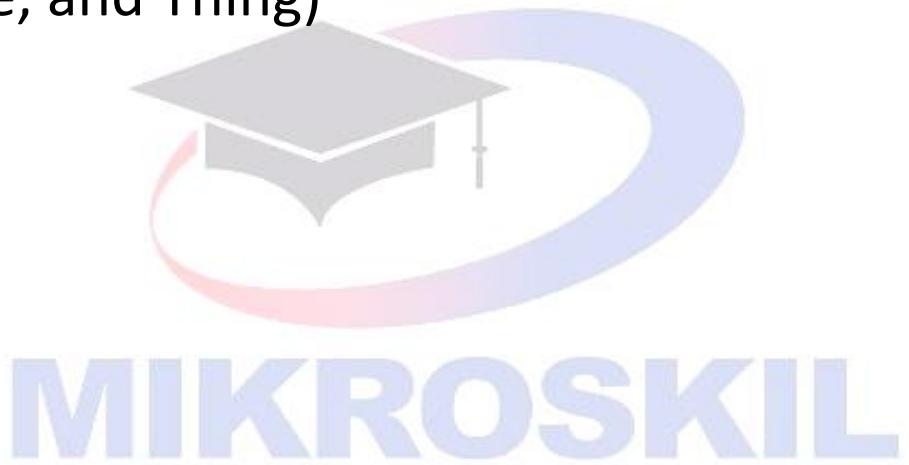


1. Container
2. Thumbnail (Optional)
3. Text
4. Removed Icon (Optional)

Input Chips

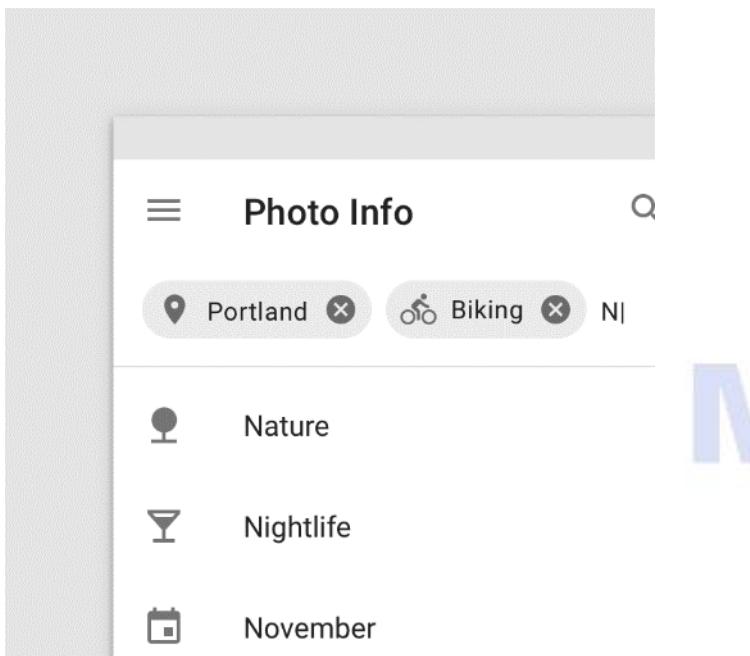
Dipakai untuk

- Entity (Person, Place, and Thing)
- Text biasa

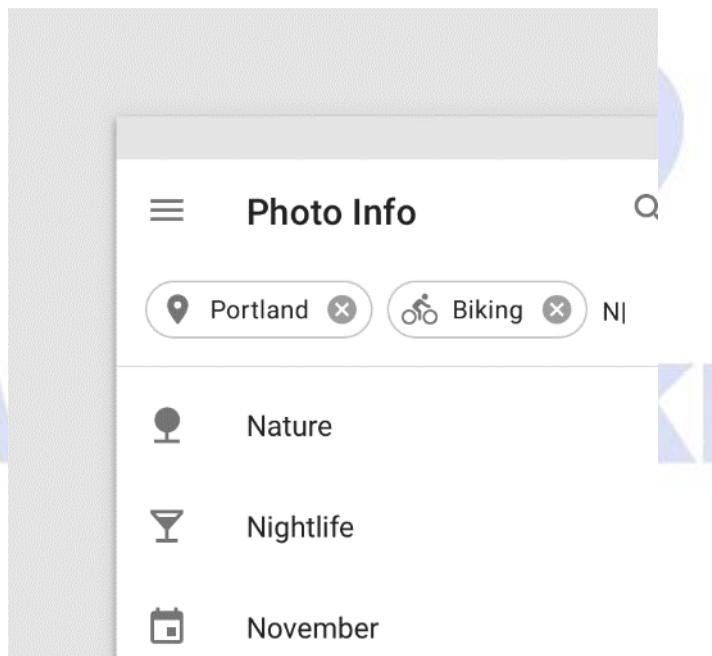


Input Chips

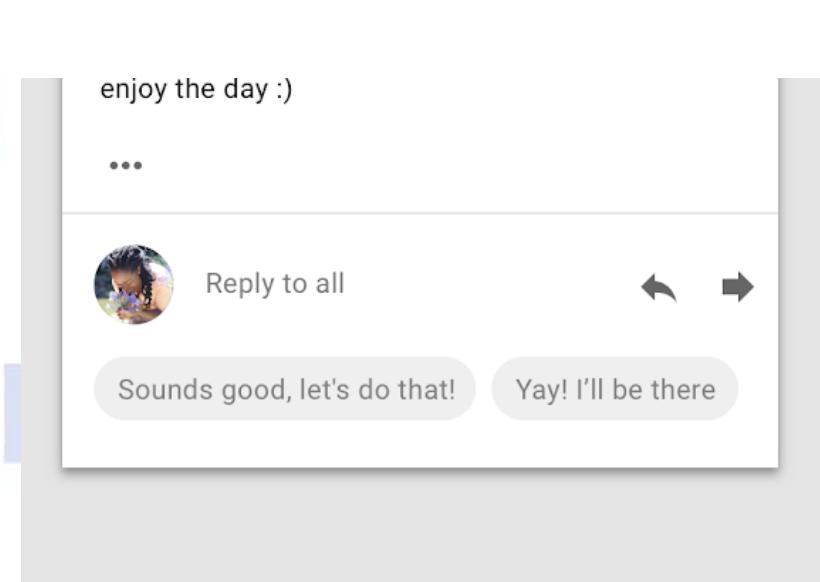
Entity



Entity (Outline Chip)



Chips Sebagai Suggested



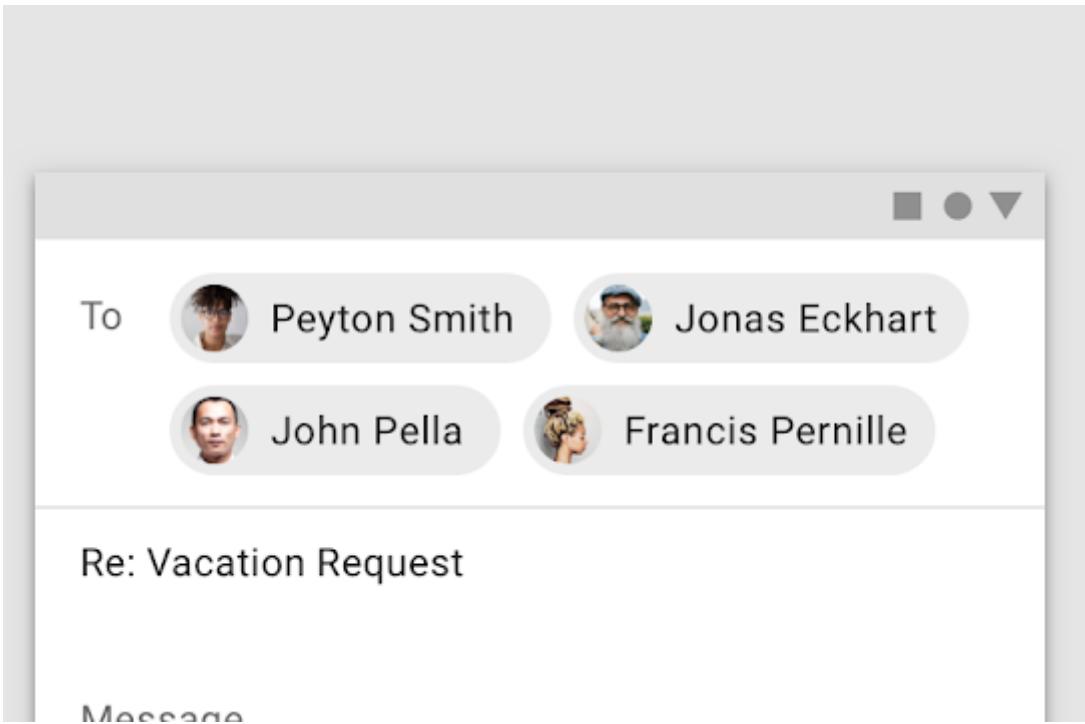
Placement

Input Chips dapat diletakkan di

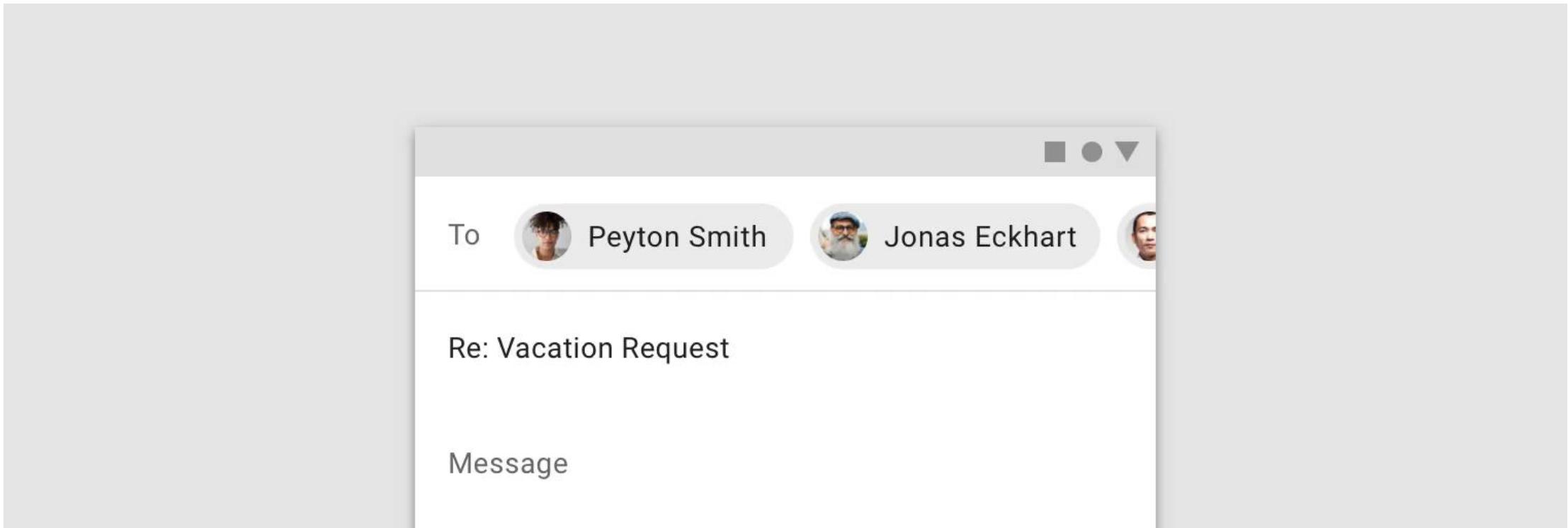
- Sejajar dengan kursor input text
- Dalam Stack List
- Berbentuk list horizontal yang dapat di scroll



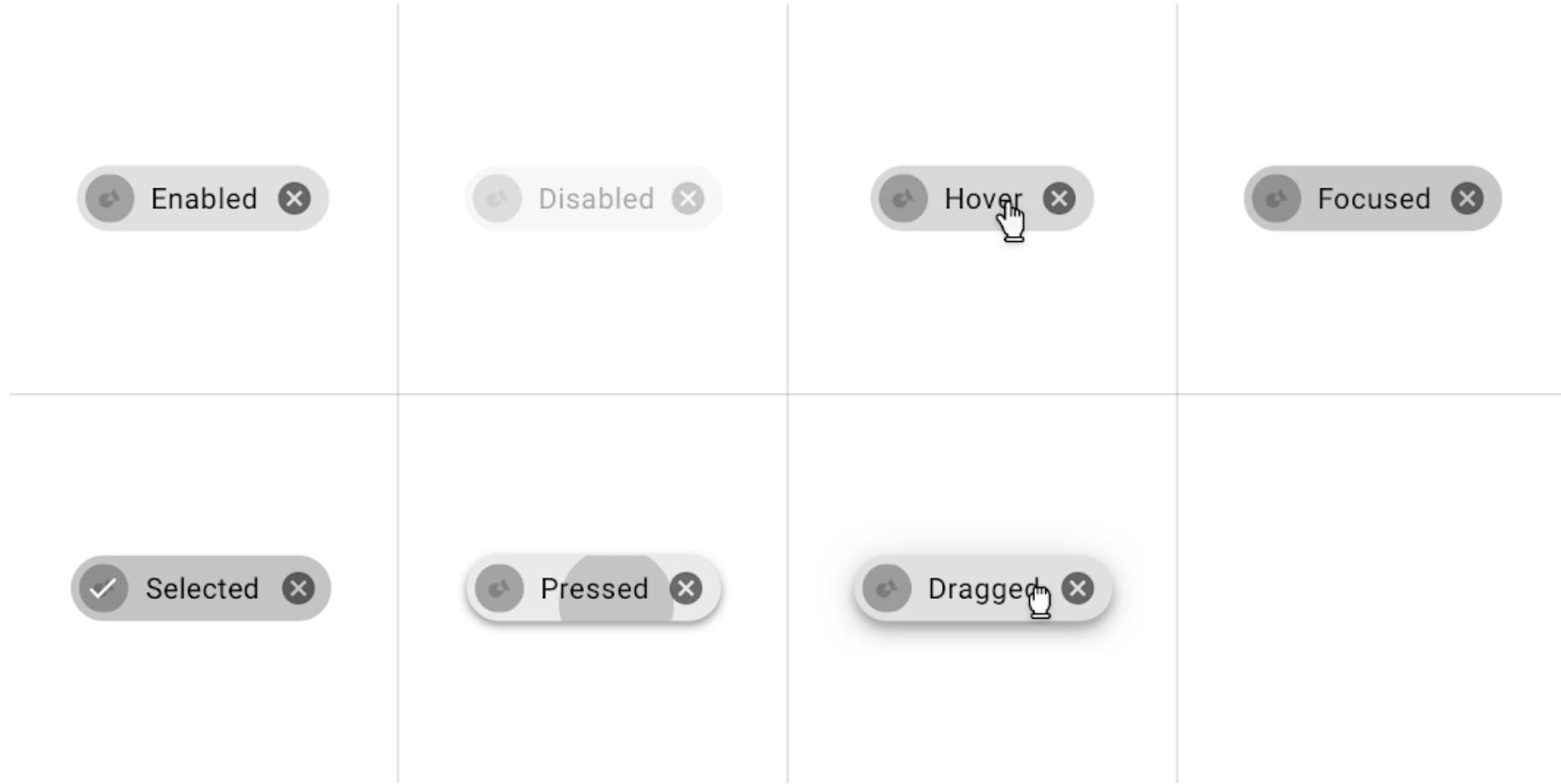
Placement



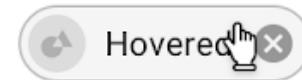
Placement



States



States



Chice Chips

Dipakai untuk memilih salah satu chip dari sekumpulan chips. Cocok untuk alternatif dari toogle, radio button dan single select menu.

The image displays two identical screenshots of a mobile application interface for selecting toothbrush types. Both screens show a product card for a toothbrush with the brand name 'KRC' visible. The card includes a description: 'Our company takes pride in making handma brushes. Our toothbrushes are available in 4 different bristel types, from extra soft to har'. Below the description is a section titled 'Select type' with four circular buttons labeled 'Extra Soft', 'Soft', 'Medium' (which is highlighted in purple), and 'Hard'. At the bottom of each screen is a large, prominent purple 'ADD TO CART' button.

Peletakan Choice Chip

Chip di letakkan secara horizontal

Shirt Blouse \$44.50

Our blouses are available in 8 colors. You can custom order a built-in arch support for any of the models.

Select Size

04 06 08 10 12 14

ADD TO CART



Dapat di scroll secara horizontal

SHIRT BLOUSE \$44.50

Blouses are available in 8 colors. You can order a built-in arch support for any of the models.

Size

06 08 10 12 14 16

ADD TO CART



Peletakan Choice Chip

Chip yang membentuk 2 atau lebih baris
Sulit di baca

Our company takes pride in making handma brushes. Our toothbrushes are available in 4 different bristel types, from extra soft to har

Select type

Extra Soft Soft Medium Hard Extra Hard

ADD TO CART



Hanya ada satu chip

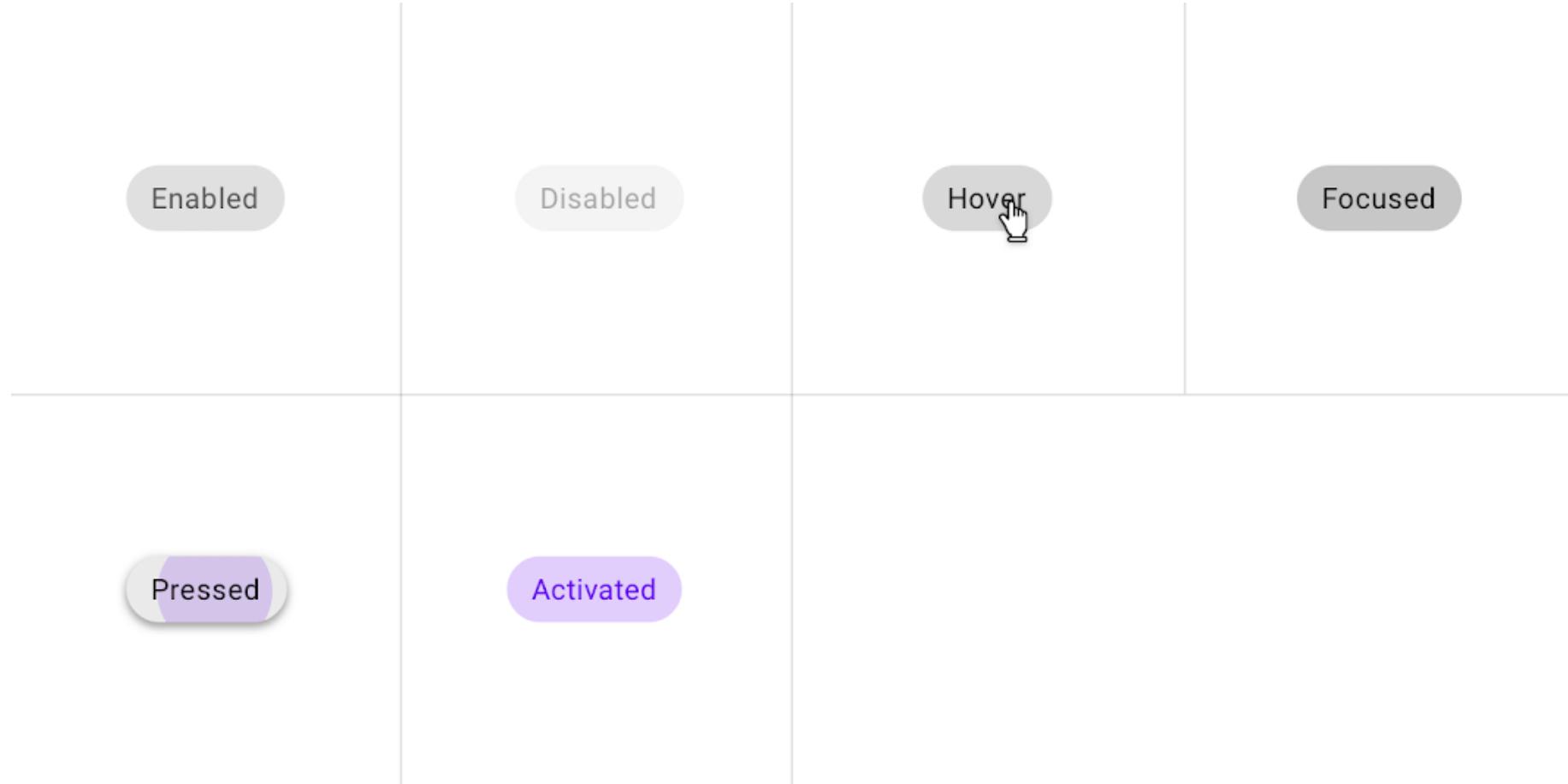
Select Size

04

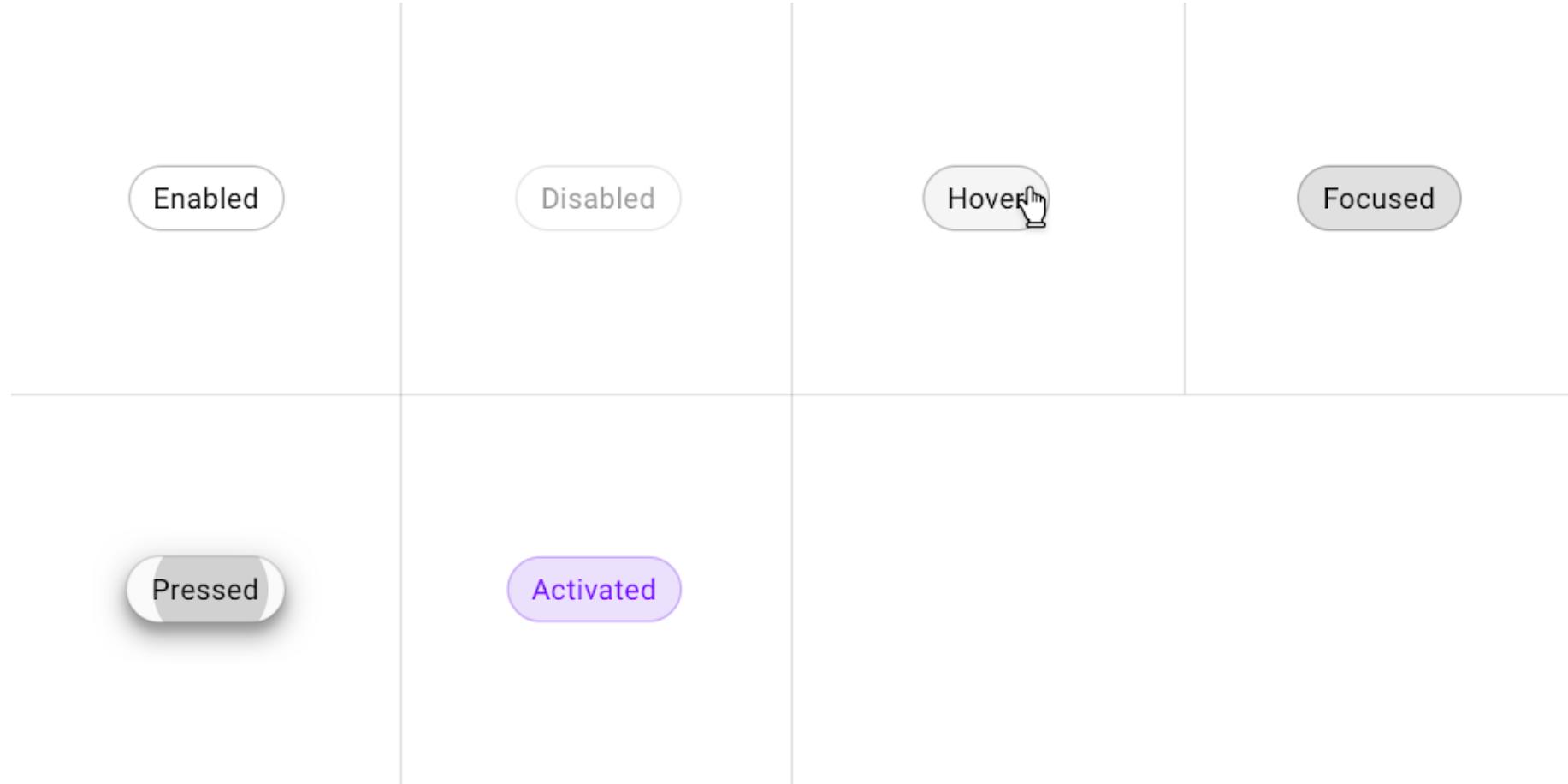
ADD TO CART



States



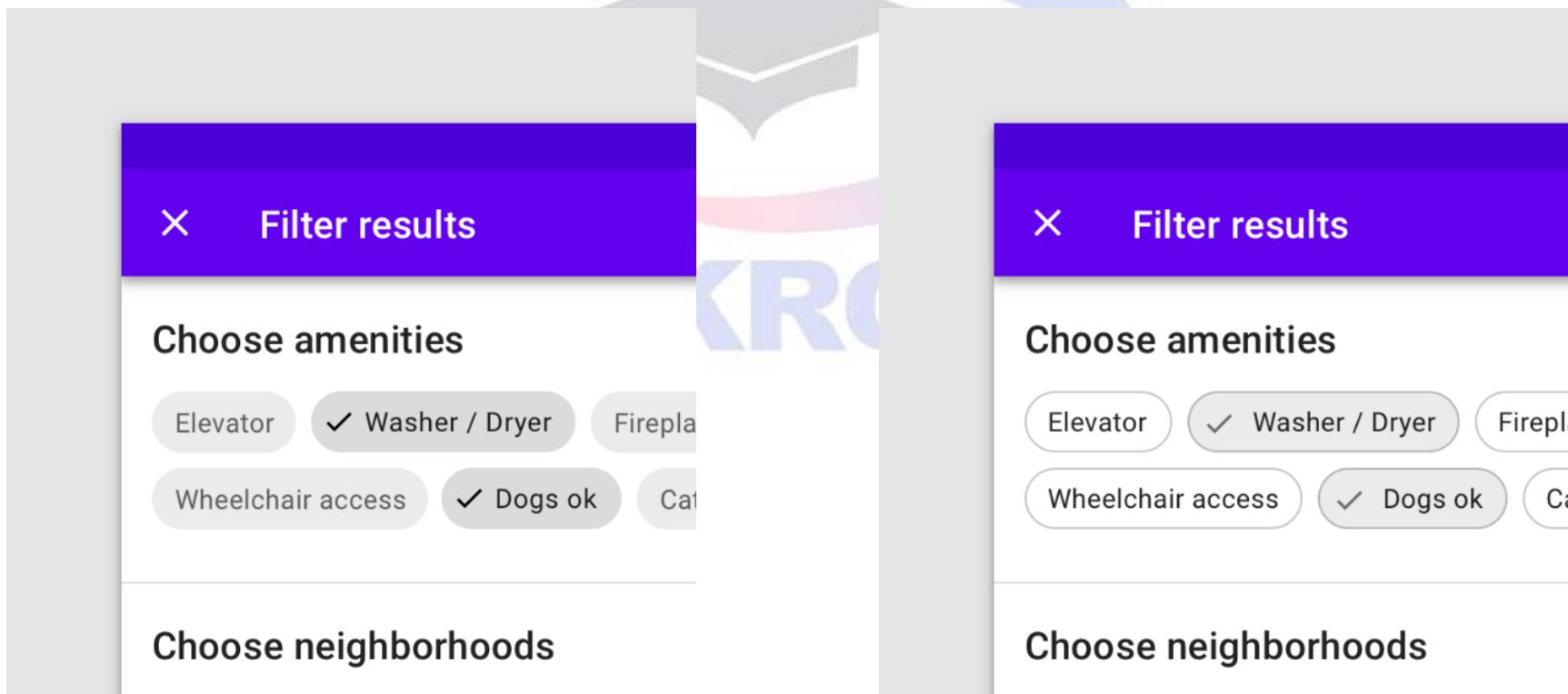
States



Filter Chips

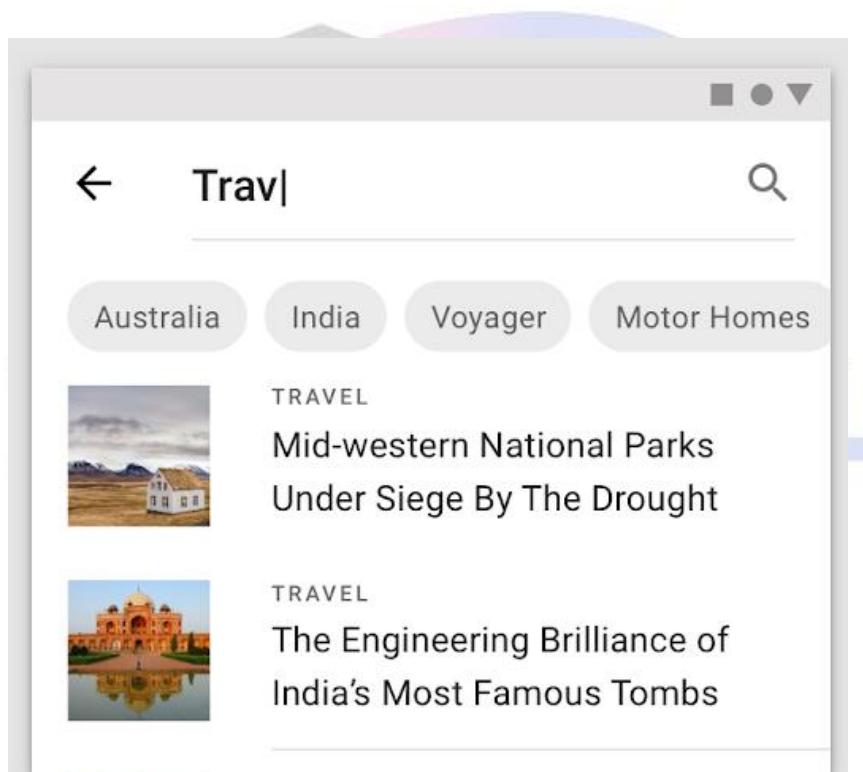
Dipakai untuk tags atau kata deskriptif untuk filter konten.

Cocok untuk alternatif toggle button atau checkbox.



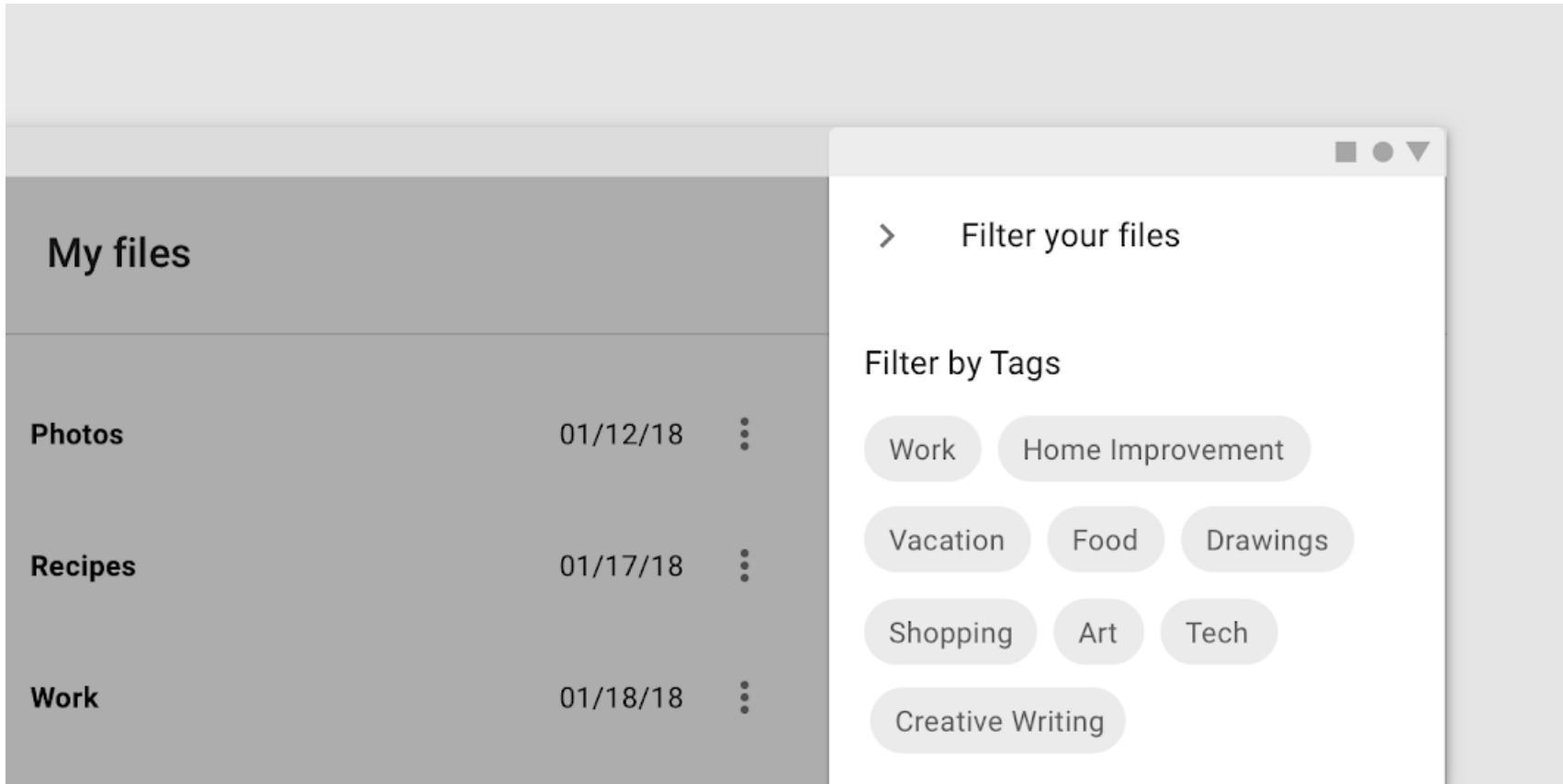
Placement

Dapat diletakkan di bawah search bar



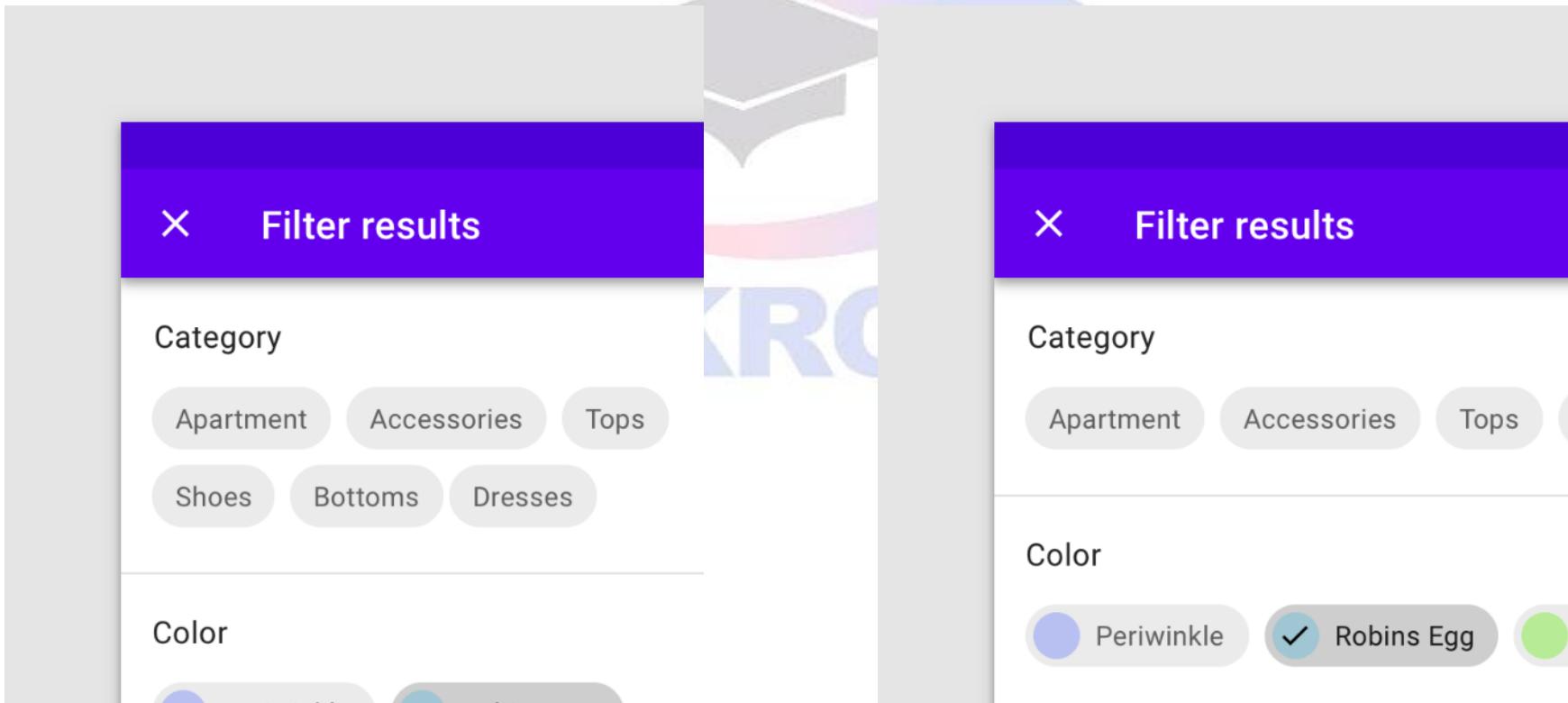
Placement

Dapat ditampilkan di samping sebagai kumpulan filter



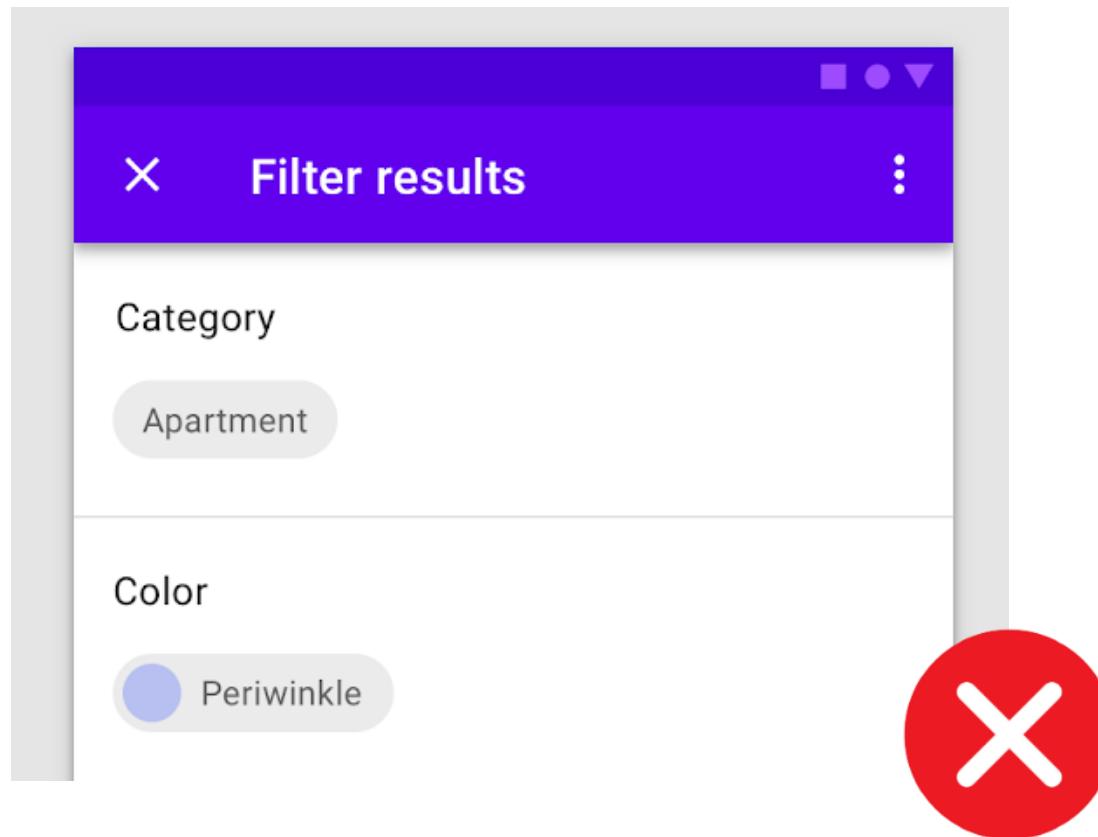
Placement

Dapat di wrap menjadi new row, jika sampai lebih dari 2 row, pertimbangkan menggunakan horizontal scrolling

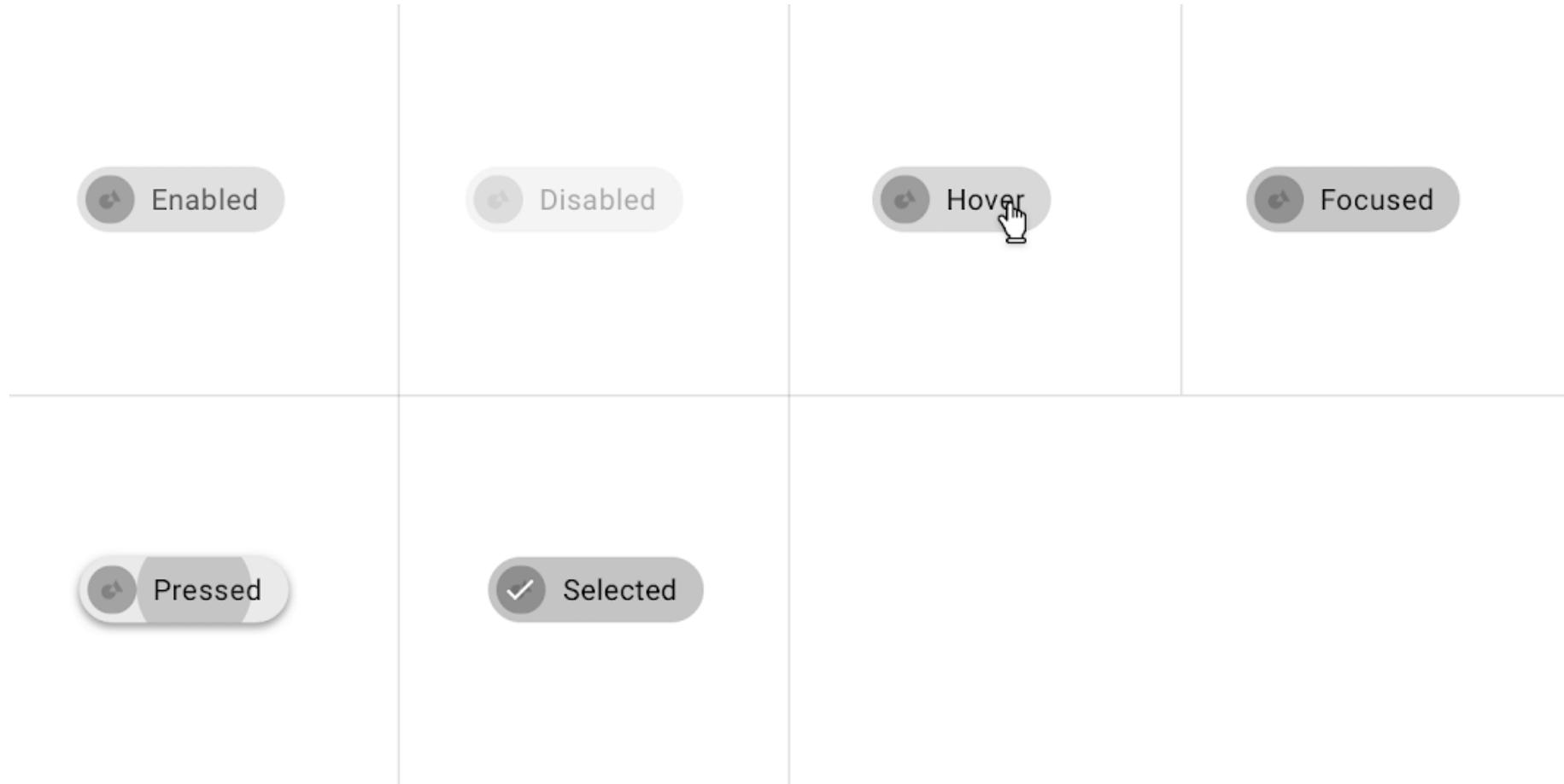


Placement

Jangan gunakan filter chips, jika hanya ada satu chip



States



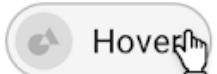
States



Enabled



Disabled



Hover



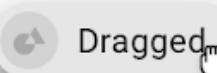
Focused



Pressed



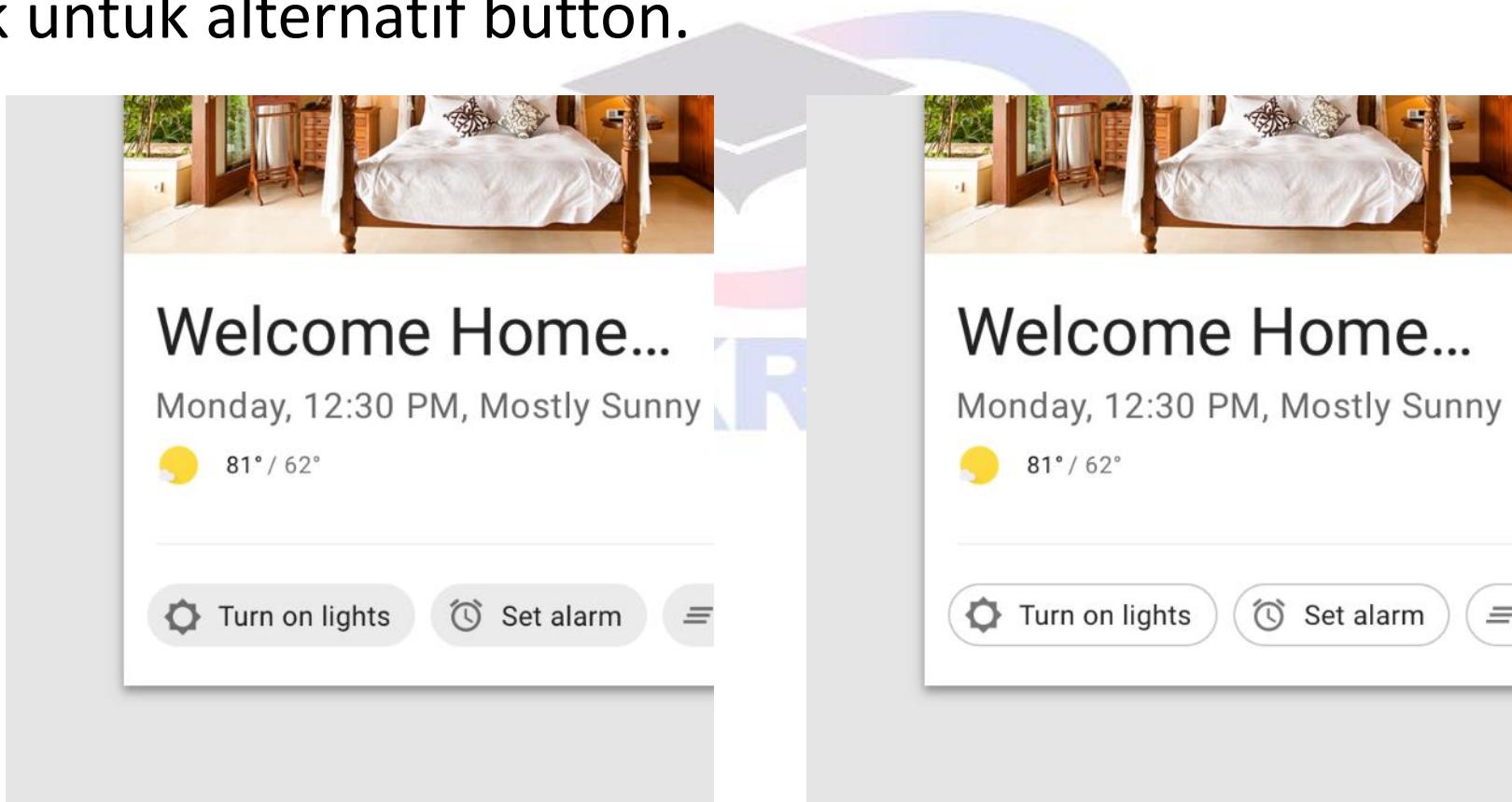
Selected



Dragged

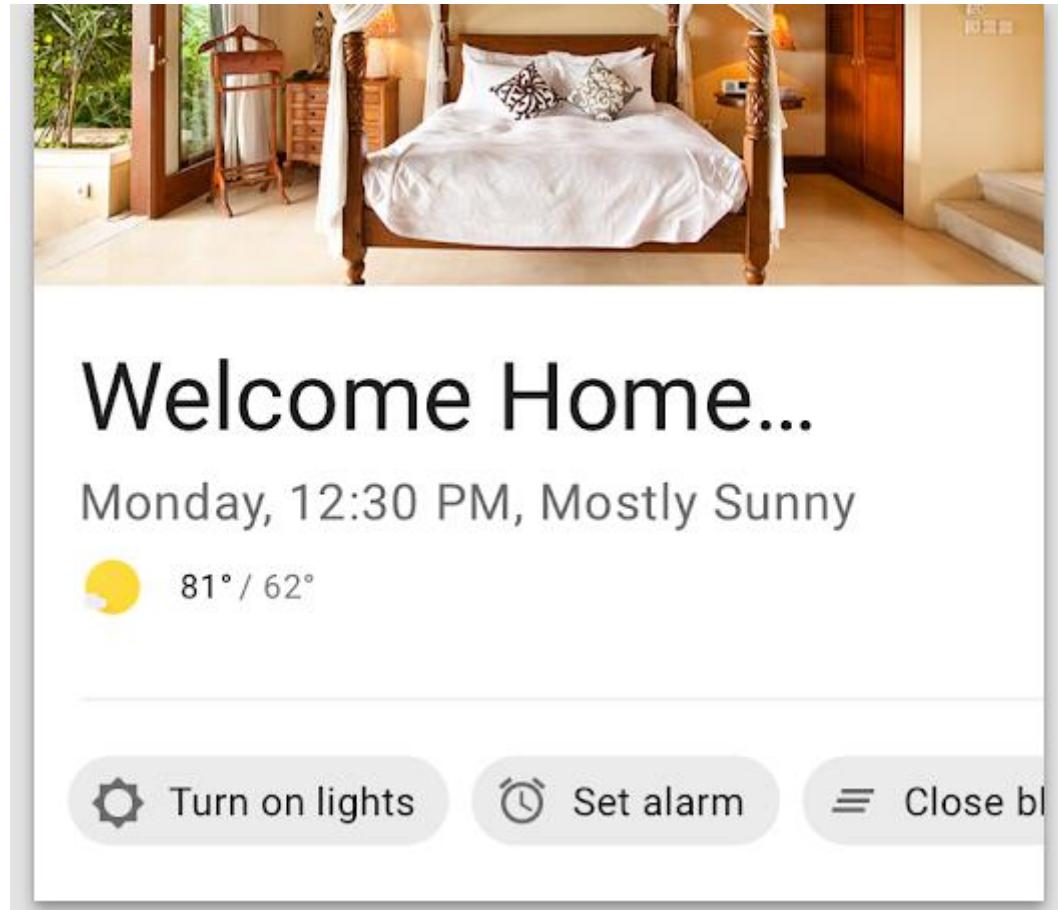
Action Chips

Dipakai sebagai aksi yang related dengan primary content.
Cocok untuk alternatif button.



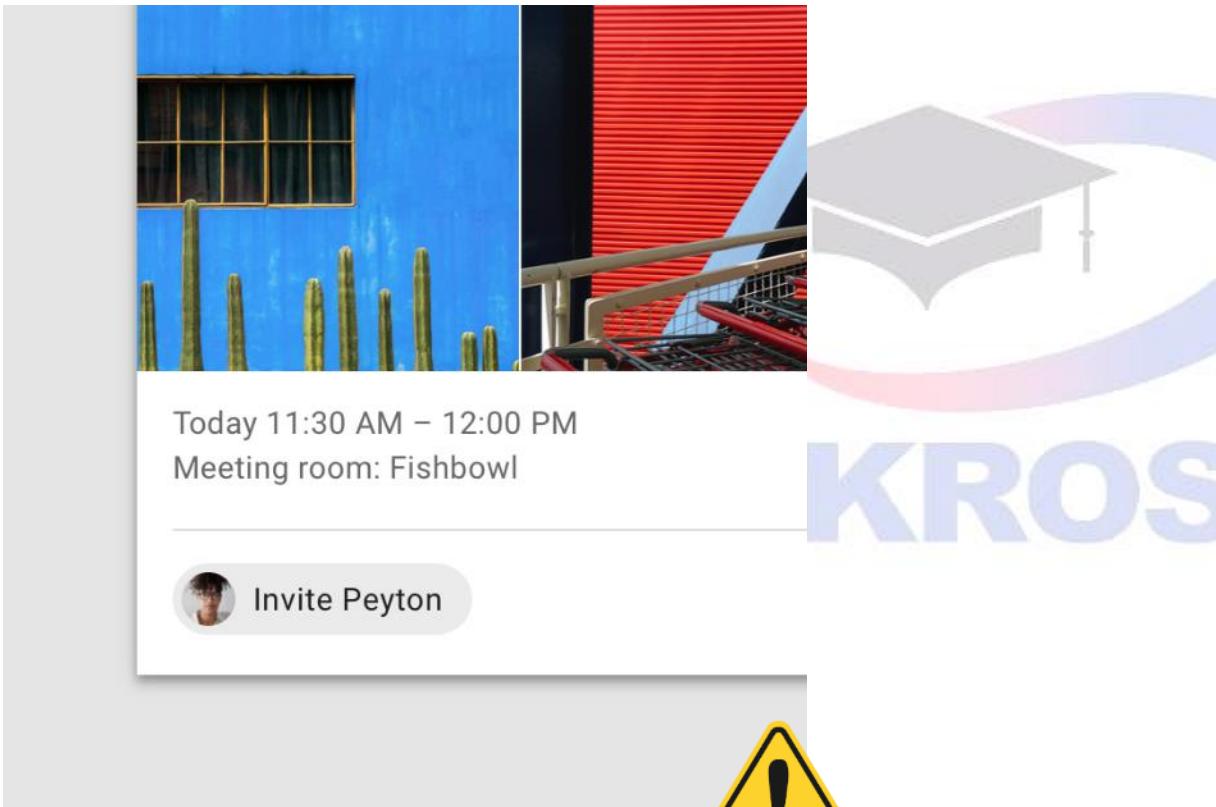
Placement

Action chip seharusnya diletakkan di bawah primary content

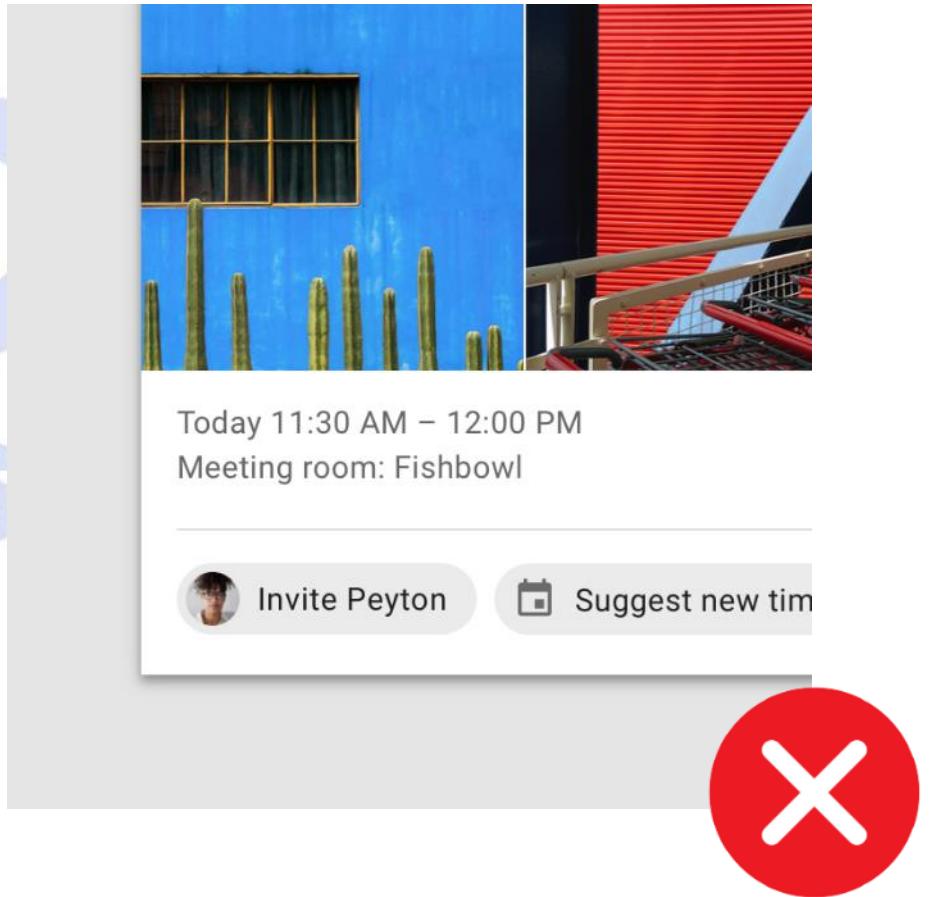


Placement

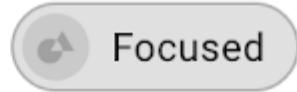
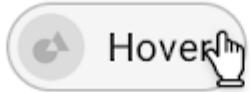
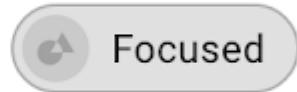
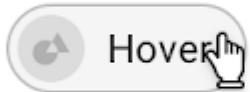
Action chips sebaiknya lebih dari satu



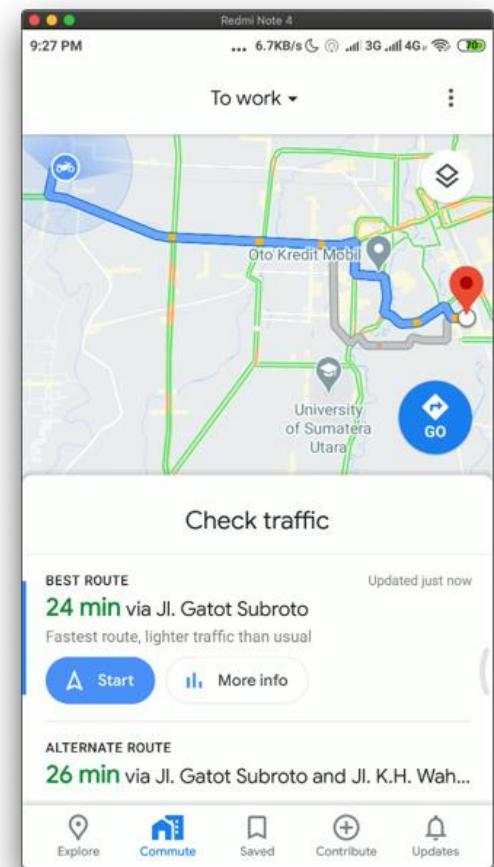
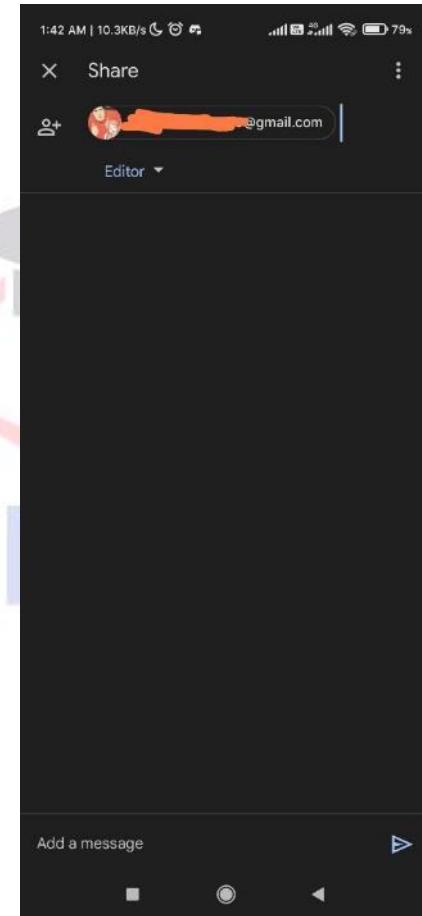
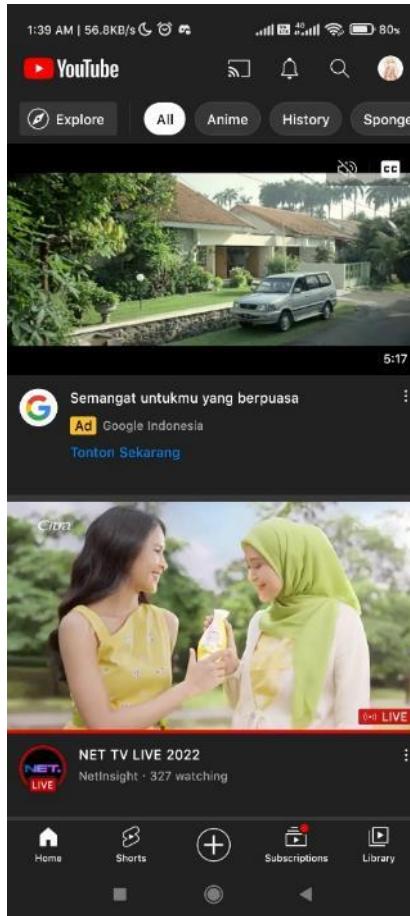
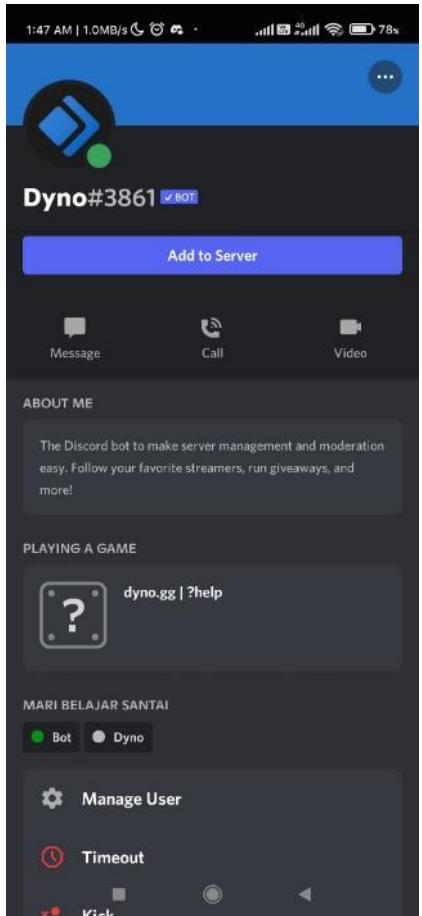
Action chips boleh horizontal scrollable



States



Contoh Implementasi Chips



Penerapan di Flutter



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Chip

```
Chip(  
  elevation: 20,  
  padding: EdgeInsets.all(8),  
  backgroundColor: Colors.greenAccent[100],  
  shadowColor: Colors.black,  
  avatar: CircleAvatar(  
    backgroundImage: NetworkImage(  
      "https://pbs.twimg.com/profile_images/1474621873308635136/q4m05WwM_400x400.jpg"),  
  ), //CircleAvatar  
  label: Text(  
    'Moonchild',  
    style: TextStyle(fontSize: 20),  
  ), //Text  
)
```



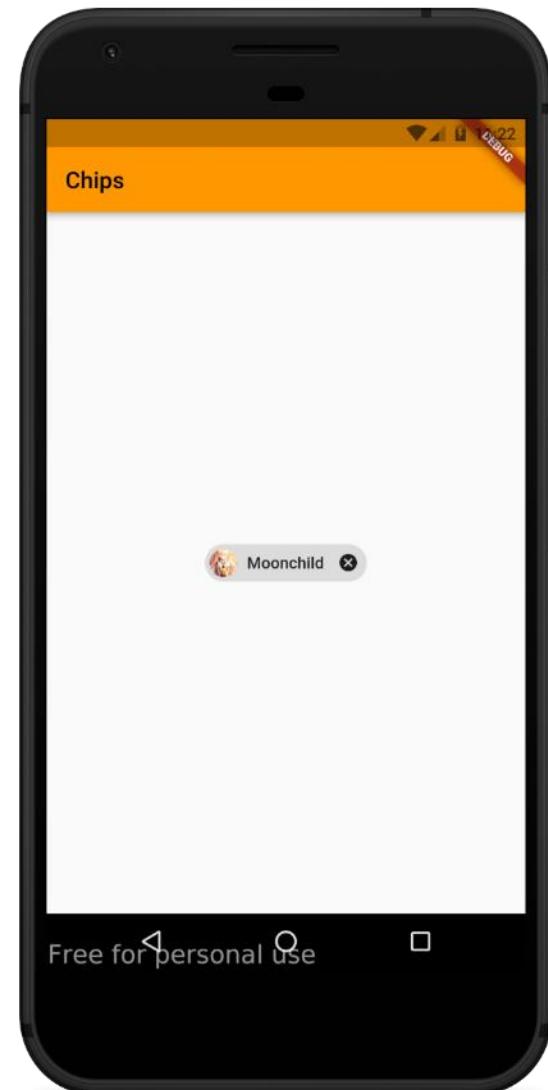
Property Chip

Property	Class/Data Type	Description
avatar	Widget	Menampilkan widget sebelum label chips (Umumnya images)
padding	EdgeInsetsGeometry	Memberikan padding pada konten chips
label	Widget	Menampilkan widget yang berisi informasi dari chips
deletelcon	Widget	Menampilkan widget yang akan menjalankan onDelete
onDelete	VoidCallback	Menjalankan trigger ketika deletelcon di tekan
backgroundColor	Color	Set warna background pada chips
shadowColor	Color	Set warna shadow pada chips

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

InputChip

```
● ● ●  
InputChip(  
  selected: _selected,  
  label: Text('Moonchild'),  
  avatar: CircleAvatar(  
    backgroundImage: NetworkImage(  
      'https://cdn.discordapp.com/avatars/517713906492243993/6b57881f468f0ed5af7623658eed5cc.png'  
    ), //NetworkImage  
  ),  
  tooltip: 'Moonchild',  
  onPressed: () {  
    print('Hello Moonchild');  
  
    setState(() {  
      _selected = !_selected;  
    });  
  },  
  onDeleted: () {  
    print('Bye Moonchild');  
  },  
)
```



Free for personal use

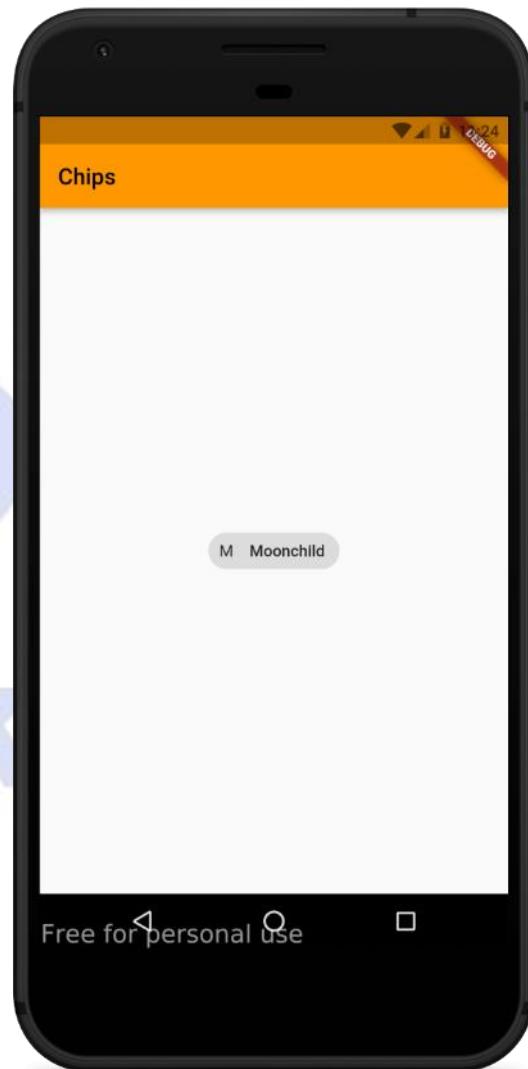
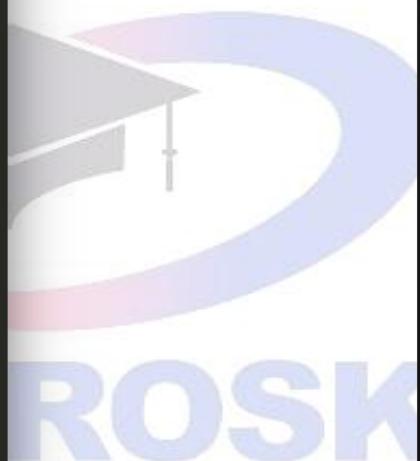
Property InputChip

Property	Class/Data Type	Description
avatar	Widget	Menampilkan widget sebelum label chips (Umumnya images)
padding	EdgeInsetsGeometry	Memberikan padding pada konten chips
label	Widget	Menampilkan widget yang berisi informasi dari chips
deletelcon	Widget	Menampilkan widget yang akan menjalankan onDelete
onDelete	VoidCallback	Menjalankan trigger ketika deletelcon di tekan
backgroundColor	Color	Set warna background pada chips
onPressed	VoidCallback	Menjalankan trigger ketika chips di tekan (kecuali di bagian deletelcon)

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

ChoiceChip

```
ChoiceChip(  
    selected: _selected,  
    label: Text('Moonchild'),  
    avatar: Text('M'),  
    onSelected: (bool selected) {  
        setState(() {  
            _selected = !_selected;  
        });  
    }  
)
```



Property InputChip

Property	Class/Data Type	Description
avatar	Widget	Menampilkan widget sebelum label chips (Umumnya images)
padding	EdgeInsetsGeometry	Memberikan padding pada konten chips
label	Widget	Menampilkan widget yang berisi informasi dari chips
backgroundColor	Color	Set warna background pada chips
onSelected	VoidCallback	Menjalankan trigger ketika chips di tekan (selected / unselected)
selected	boolean	Menentukan nilai dari checkbox (true === checked)

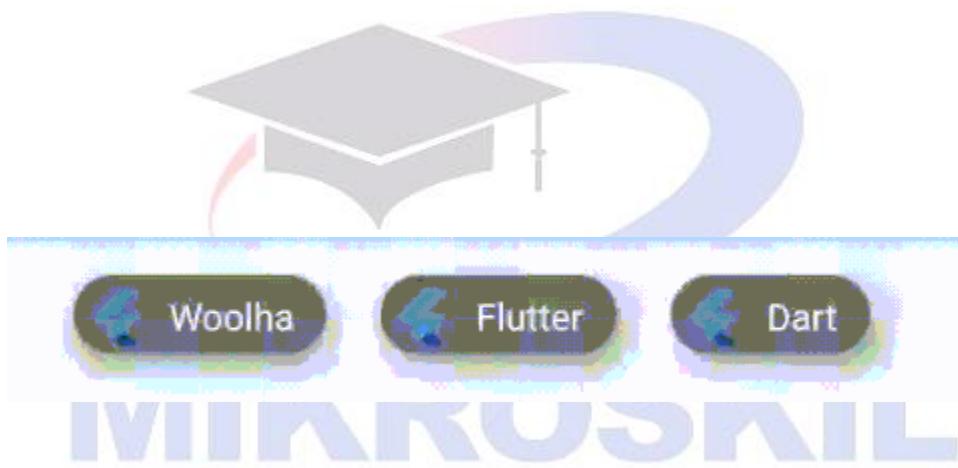
Property lain dapat dilihat [di sini](#) dan [di sini](#)

Advance InputChip

```
● ● ●  
class _InputChipExampleState extends State<_InputChipExample> with TickerProviderStateMixin {  
  
    int _selectedIndex;  
    List<String> _options = ['Woolha', 'Flutter', 'Dart'];  
  
    Widget _buildChips() {  
        List<Widget> chips = new List();  
  
        for (int i = 0; i < _options.length; i++) {  
            ChoiceChip choiceChip = ChoiceChip(  
                selected: _selectedIndex == i,  
                label: Text(_options[i], style: TextStyle(color: Colors.white)),  
                avatar: FlutterLogo(),  
                elevation: 10,  
                pressElevation: 5,  
                shadowColor: Colors.teal,  
                backgroundColor: Colors.black54,  
                selectedColor: Colors.blue,  
                onSelected: (bool selected) {  
                    setState(() {  
                        if (selected) {  
                            _selectedIndex = i;  
                        }  
                    });  
                },  
            );  
  
            chips.add(Padding(  
                padding: EdgeInsets.symmetric(horizontal: 10),  
                child: choiceChip  
            ));  
        }  
  
        return ListView(  
            // This next line does the trick.  
            scrollDirection: Axis.horizontal,  
            children: chips,  
        );  
    }  
}
```

```
● ● ●  
@override  
Widget build(BuildContext context) {  
    return Scaffold(  
        appBar: AppBar(  
            title: Text('Woolha.com Flutter Tutorial'),  
        ),  
        body: Padding(  
            padding: const EdgeInsets.all(15.0),  
            child: Column(  
                children: <Widget>[  
                    Container(  
                        height: 30,  
                        child: _buildChips(),  
                    ),  
                ],  
            ),  
        );  
    }  
}
```

Advance InputChip



FilterChip

```
FilterChip(  
    selected: _selected,  
    label: Text('Woolha'),  
    onSelected: (bool selected) {  
        setState(() {  
            _selected = !_selected;  
        });  
    }  
)
```



Woolha

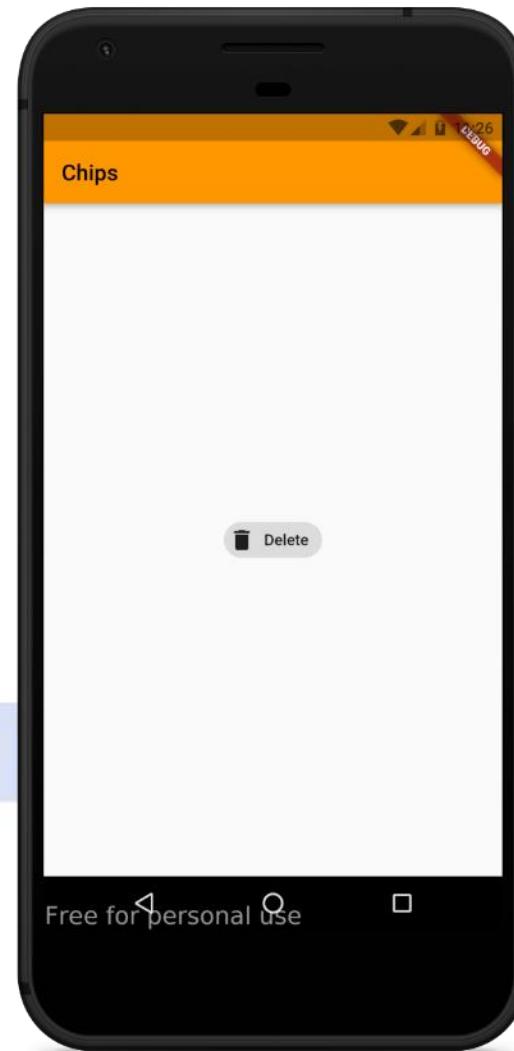
Property FilterChip

Property	Class/Data Type	Description
avatar	Widget	Menampilkan widget sebelum label chips (Umumnya images)
padding	EdgeInsetsGeometry	Memberikan padding pada konten chips
label	Widget	Menampilkan widget yang berisi informasi dari chips
backgroundColor	Color	Set warna background pada chips
onSelected	VoidCallback	Menjalankan trigger ketika chips di tekan (selected / unselected)
selected	boolean	Menentukan nilai dari checkbox (true === checked)

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

ActionChip

```
ActionChip(  
  label: Text('Delete'),  
  avatar: Icon(Icons.delete),  
  onPressed: () {  
    print('Processing to delete item');  
  }  
)
```

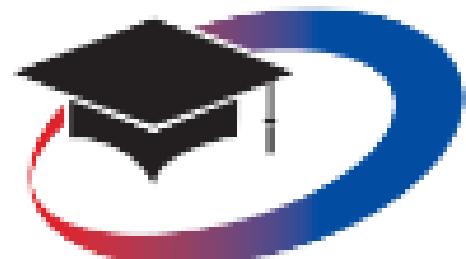


Property ActionChip

Property	Class/Data Type	Description
avatar	Widget	Menampilkan widget sebelum label chips (Umumnya images)
padding	EdgeInsetsGeometry	Memberikan padding pada konten chips
label	Widget	Menampilkan widget yang berisi informasi dari chips
backgroundColor	Color	Set warna background pada chips
onPressed	VoidCallback	Menjalankan trigger ketika chips di tekan

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

Terima Kasih



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