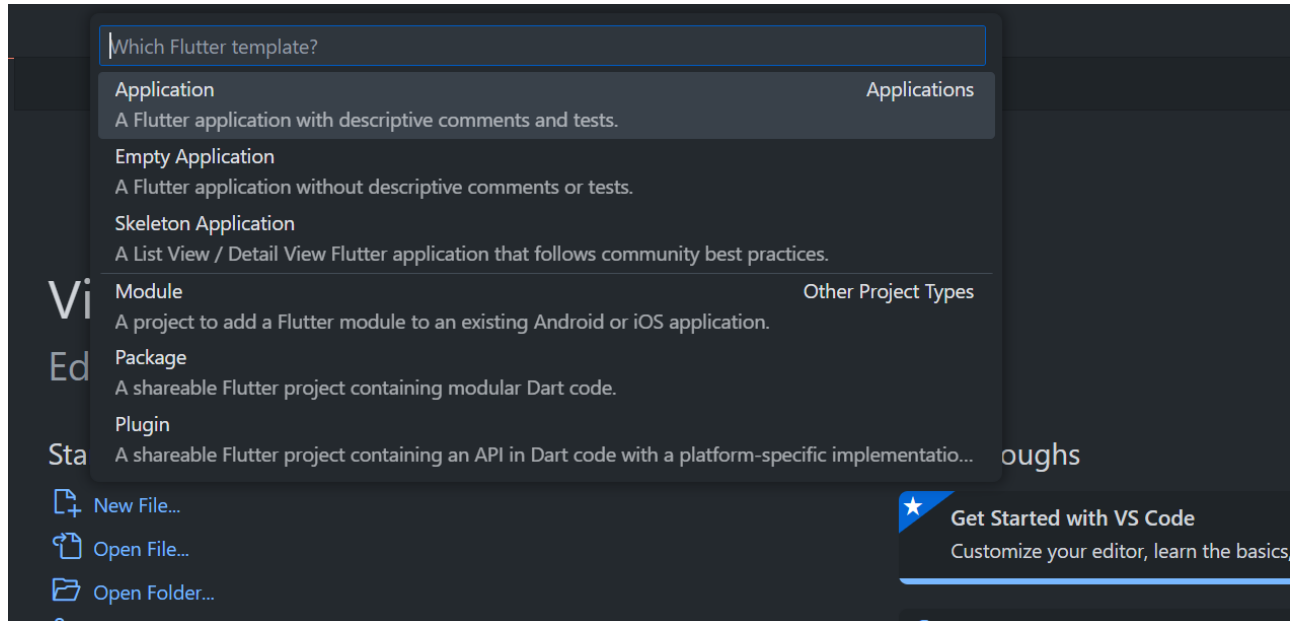


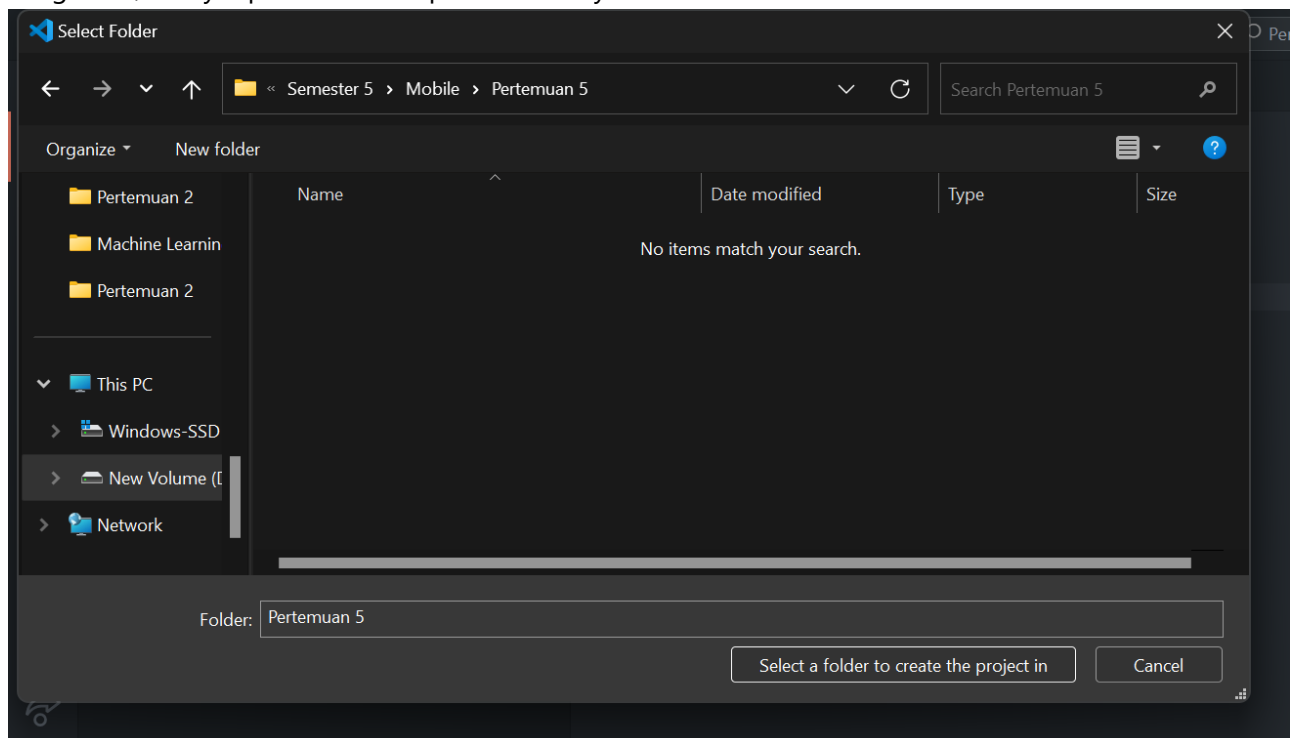
# Pertemuan 5

## Praktikum 1

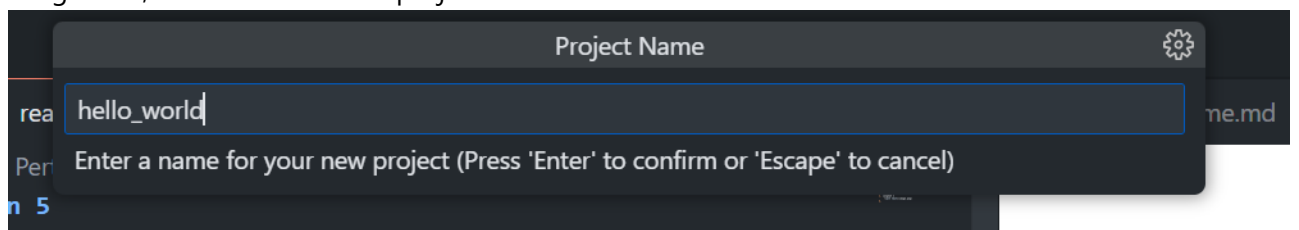
1. Langkah 1, membuat proyek baru dengan flutter



2. Langkah 2, menyimpan file flutter pada directory



3. Langkah 3 , Memberi nama file project



#### 4. Langkah 4

```
lib > main.dart > ...
1 import 'package:flutter/material.dart';
2
3 Run | Debug | Profile
4 void main() {
5   runApp(const MyApp());
6 }
7
8 class MyApp extends StatelessWidget {
9   const MyApp({super.key});
10
11   // This widget is the root of your application.
12   @override
13   Widget build(BuildContext context) {
14     return MaterialApp(
15       title: 'Flutter Demo',
16       theme: ThemeData(
17         // This is the theme of your application.
18         // TRY THIS: Try running your application with "flutter run". You'll see
19         // the application has a purple toolbar. Then, without quitting the app,
20         // try changing the seedColor in the colorScheme below to Colors.green
21         // and then invoke "hot reload" (save your changes or press the "hot
22         // reload" button in a Flutter-supported IDE, or press "r" if you used
23         // the command line to start the app).
24         //
25         // Notice that the counter didn't reset back to zero; the application
26         // state is not lost during the reload. To reset the state, use hot
27         // restart instead.
28         //
29         // This works for code too, not just values: Most code changes can be
30         // tested with just a hot reload.
31         colorScheme: ColorScheme.fromSeed(seedColor: Colors.deepPurple),
32         useMaterial3: true,
```

OUTPUT DEBAG CONSOLE TERMINAL PORTS

```
Chrome (web) • chrome • web-javascript • Google Chrome 129.0.6668.58
Edge (web) • edge • web-javascript • Microsoft Edge 128.0.2739.79
[1]: Windows (windows)
[2]: Chrome (chrome)
[3]: Edge (edge)
Please choose one (or "q" to quit): 2
Launching lib/main.dart on Chrome in debug mode...
Waiting for connection from debug service on Chrome...
```

Ln 6, Col 1 Spaces: 2 UTF-8 CRLF Dart Go Live No Device Prettier

## Praktikum 2

### 1. Commit ke repository

```
saono@saonoke MINGW64 /d/Kuliahe wong jenius/Semester 5/Mobile (main)
$ git commit -m 'pertemuan 5'
[main 8a9be6b] pertemuan 5
134 files changed, 4969 insertions(+)
create mode 100644 Pertemuan 5/hello_world/.gitignore
create mode 100644 Pertemuan 5/hello_world/.metadata
create mode 100644 Pertemuan 5/hello_world/README.md
create mode 100644 Pertemuan 5/hello_world/analysis_options.yaml
create mode 100644 Pertemuan 5/hello_world/android/.gitignore
create mode 100644 Pertemuan 5/hello_world/android/app/build.gradle
create mode 100644 Pertemuan 5/hello_world/android/app/src/debug/AndroidManifest.xml
create mode 100644 Pertemuan 5/hello_world/android/app/src/main/AndroidManifest.xml
create mode 100644 Pertemuan 5/hello_world/android/app/src/main/kotlin/com/example/hello_world/MainActivity.kt
create mode 100644 Pertemuan 5/hello_world/android/app/src/main/res/drawable-v21/launch_background.xml
create mode 100644 Pertemuan 5/hello_world/android/app/src/main/res/drawable/launch_background.xml
create mode 100644 Pertemuan 5/hello_world/android/app/src/main/res/mipmap-hdpi/ic_launcher.png
create mode 100644 Pertemuan 5/hello_world/android/app/src/main/res/mipmap-mdpi/ic_launcher.png
```

2. Push ke repository

```
MINGW64/d/Kuliahe wong jenius/Semester 5/Mobile
create mode 100644 Pertemuan 5/hello_world/windows/runner/Utils.h
create mode 100644 Pertemuan 5/hello_world/windows/runner/win32_window.cpp
create mode 100644 Pertemuan 5/hello_world/windows/runner/win32_window.h
create mode 100644 Pertemuan 5/image-1.png
create mode 100644 Pertemuan 5/image-2.png
create mode 100644 Pertemuan 5/image-3.png
create mode 100644 Pertemuan 5/image-4.png
create mode 100644 Pertemuan 5/image.png
create mode 100644 Pertemuan 5/readme.md

saono@saonoke MINGW64 /d/Kuliahe wong jenius/Semester 5/Mobile (main)
$ git push origin main
Enumerating objects: 185, done.
Counting objects: 100% (185/185), done.
Delta compression using up to 20 threads
Compressing objects: 100% (153/153), done.
Writing objects: 100% (184/184), 670.04 KiB | 16.75 MiB/s, done.
Total 184 (delta 20), reused 0 (delta 0), pack-reused 0
remote: Resolving deltas: 100% (20/20), completed with 1 local object.
To https://github.com/Saonoke/Mobile-2024.git
 979c180..8a9be6b  main -> main

saono@saonoke MINGW64 /d/Kuliahe wong jenius/Semester 5/Mobile (main)
$
```

3. Repository Github

Saonoke pertemuan 5 8a9be6b · 2 minutes ago History

Name	Last commit message	Last commit date
..		
android	Saonoke pertemuan 5	2 minutes ago
ios	Saonoke pertemuan 5	2 minutes ago
lib	Saonoke pertemuan 5	2 minutes ago
linux	Saonoke pertemuan 5	2 minutes ago
macos	Saonoke pertemuan 5	2 minutes ago
test	Saonoke pertemuan 5	2 minutes ago
web	Saonoke pertemuan 5	2 minutes ago
windows	Saonoke pertemuan 5	2 minutes ago
.gitignore	Saonoke pertemuan 5	2 minutes ago
.metadata	Saonoke pertemuan 5	2 minutes ago
README.md	Saonoke pertemuan 5	2 minutes ago
analysis_options.yaml	Saonoke pertemuan 5	2 minutes ago
pubspec.lock	Saonoke pertemuan 5	2 minutes ago
pubspec.yaml	Saonoke pertemuan 5	2 minutes ago
README.md		

Praktikum 3

## 1. Text Widget

```
README.md  readme.md  text_widget.dart  main.dart

> widget > text_widget.dart > MyTextWidget

1  import 'package:flutter/material.dart';
2
3  class MyTextWidget extends StatelessWidget {
4      const MyTextWidget({Key? key}) : super(key: key);
5
6      @override
7      Widget build(BuildContext context) {
8          return const Text(
9              'Nama saya krisna andika ',
10             style: TextStyle(color: Colors.red, fontSize: 14),
11             textAlign: TextAlign.center,
12         ); // Text
13     }
14 }
15
```

## 2. import ke main

```
lib > main.dart > MyHomePageState > build

58  class _MyHomePageState extends State<MyHomePage> {
59      Widget build(BuildContext context) {
60          // action in the IDE, or press "p" in the console, to see the
61          // wireframe for each widget.
62          mainAxisAlignment: MainAxisAlignment.center,
63          children: <Widget>[
64              const MyTextWidget(),
65              Text(
66                  '$_counter',
67                  style: Theme.of(context).textTheme.headlineMedium,
68              ), // Text
69          ], // <Widget>[]
70          ), // Column
71          ), // Center
72          floatingActionButton: FloatingActionButton(
73              onPressed: _incrementCounter,
74              tooltip: 'Increment',
75              child: const Icon(Icons.add),
76          ), // This trailing comma makes auto-formatting nicer for build methods. // FloatingActionButton
77          ); // Scaffold
78      }
79  }
80
```

OUTPUT DEBUG CONSOLE TERMINAL PORTS

```
D/EGL_emulation(11159): eglMakeCurrent: 0x5bcb08c0: ver 2 0 (tinfo 0x5bcb20f0)
D/EGL_emulation(11159): eglMakeCurrent: 0x5bcbf5e0: ver 2 0 (tinfo 0x5bcb20f0)
W/ple.hello_world(11159): Accessing hidden method Landroid/os/Trace;→asyncTraceEnd(Ljava/lang/String;)V (light greylist, reflection)
I/Choreographer(11159): Skipped 49 frames! The application may be doing too much work on its main thread.
D/eglCodecCommon(11159): setVertexArrayObject: set vao to 0 (0) 1 0
D/EGL_emulation(11159): eglMakeCurrent: 0x5bcbfb20: ver 2 0 (tinfo 0x5bcb25e0)
```

Flutter Demo Home Page

Nama saya krisna andika

0

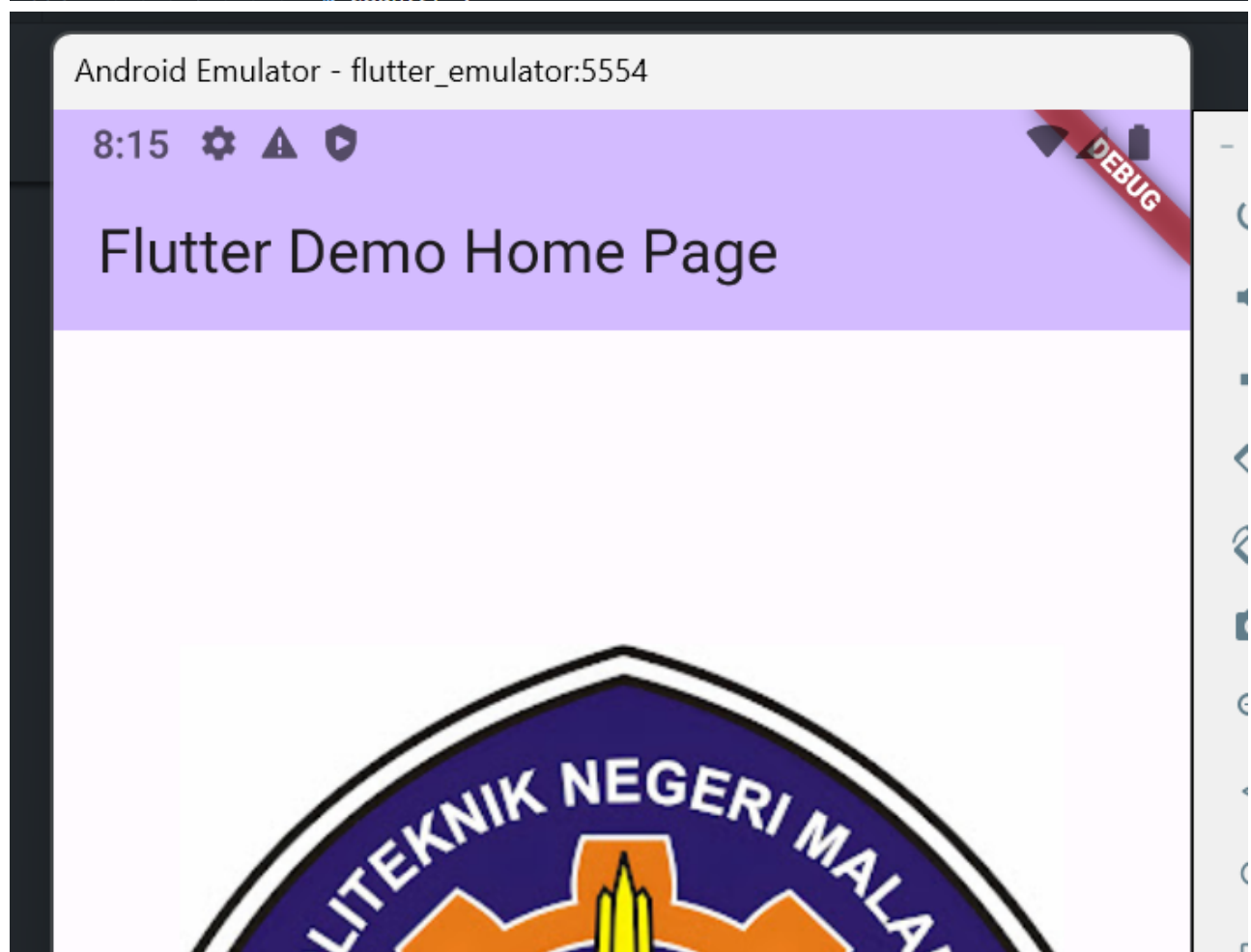
+

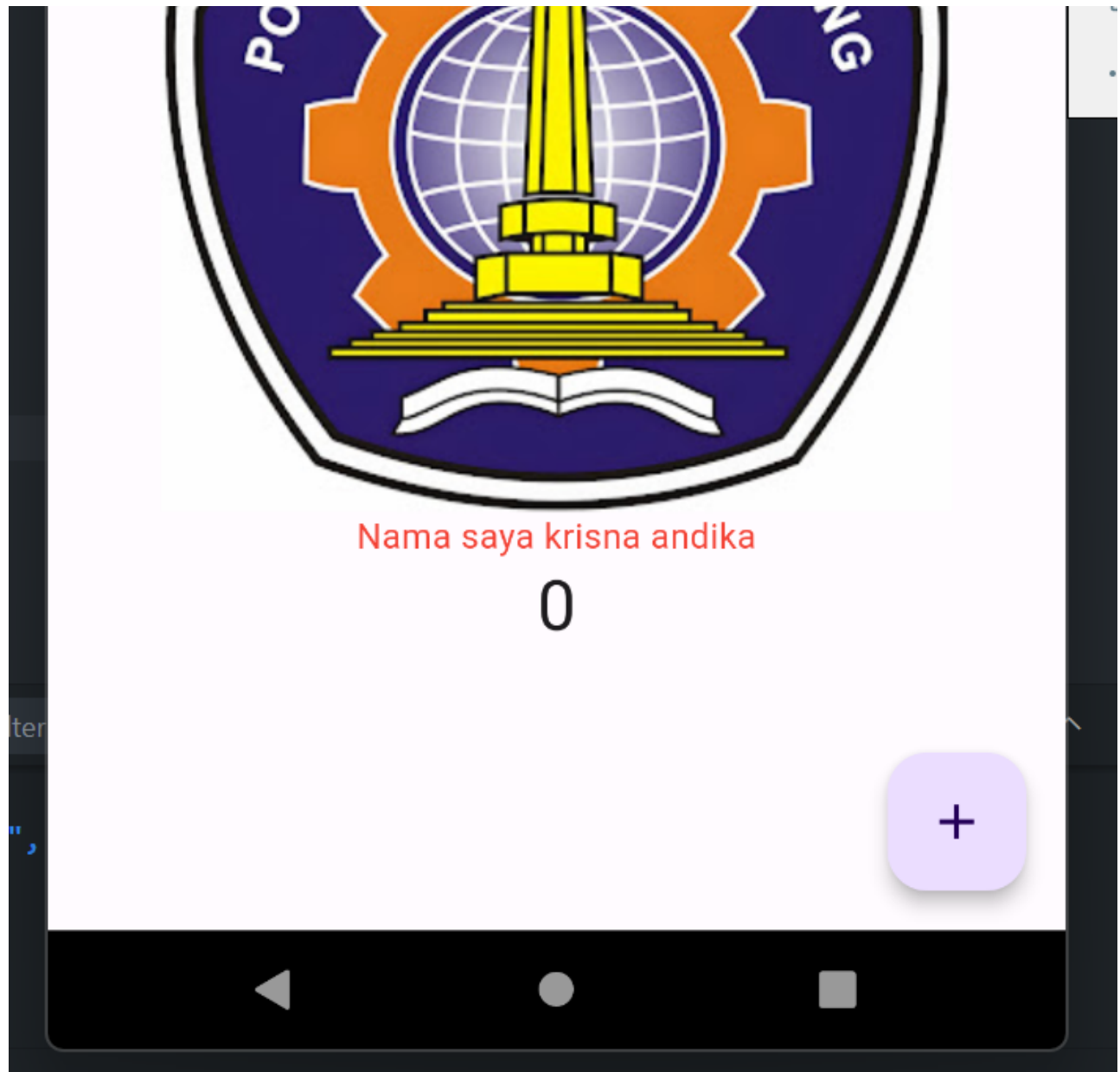
### 3. Image Widget

```
1 import 'package:flutter/material.dart';
2
3 class MyImageWidget extends StatelessWidget {
4   const MyImageWidget({Key? key}) : super(key: key);
5
6   @override
7   Widget build(BuildContext context) {
8     return const Image(image: AssetImage('lib/assets/logo_polinema.jpeg'));
9   }
10 }
11
```

```
9 # To add assets to your application, add an assets section, like this:
10 assets:
11   # - images/a_dot_burr.jpeg
12   # - images/a_dot_ham.jpeg
13   - lib/assets/logo_polinema.jpeg
```

```
103 // horizontal).
104 //
105 // TRY THIS: Invoke "debug painting" (choose the "Toggle Debug Paint"
106 // action in the IDE, or press "p" in the console), to see the
107 // wireframe for each widget.
108 mainAxisAlignment: MainAxisAlignment.center,
109 children: <Widget>[
110   const MyImageWidget(),
111   const MyTextWidget(),
112   Text(
113     '$ counter'
```





## Praktikum 4

## 1. Loading cupertino

```

lib > widget > loading_cupertino.dart > LoadingCupertino > build
1  import 'package:flutter/cupertino.dart';
2  import 'package:flutter/material.dart';
3
4  class LoadingCupertino extends StatelessWidget {
5    LoadingCupertino(Key? key) : super(key: key);
6
7    @override
8    Widget build(BuildContext context) {
9      return MaterialApp(
10        home: Container(
11          margin: const EdgeInsets.only(top: 30),
12          color: Colors.white,
13          child: Column(children: <Widget>[
14            CupertinoButton(
15              child: const Text('Contoh button'), onPressed: () => {}), // CupertinoButton
16            const CupertinoActivityIndicator(),
17          ]), // <Widget>[] // Column
18        ), // Container
19      ); // MaterialApp
20    }
21  }
22

```

## 2. Floating action button

```

lib > widget > fab_widget.dart > FabWidget > build
1  import 'package:flutter/material.dart';
2
3  class FabWidget extends StatelessWidget {
4    FabWidget(Key? key) : super(key: key);
5
6    @override
7    Widget build(BuildContext context) {
8      return MaterialApp(
9        home: Scaffold(
10          floatingActionButton: FloatingActionButton(
11            onPressed: () => {},
12            child: const Icon(Icons.thumb_up),
13            backgroundColor: Colors.pink,
14          ), // FloatingActionButton
15        ), // Scaffold
16      ); // MaterialApp
17    }
18  }
19

```

### 3. Scaffold Widget

```

ib > main.dart > _MyHomePageState > build
59 class _MyHomePageState extends State<MyHomePage> {
74   Widget build(BuildContext context) {
105     // TRY THIS: Invoke "debug painting" (choose the "Toggle Debug Paint"
106     // action in the IDE, or press "p" in the console), to see the
107     // wireframe for each widget.
108     mainAxisAlignment: MainAxisAlignment.center,
109     children: <Widget>[
110       const MyImageWidget(),
111       const MyTextWidget(),
112       Text(
113         '$_counter',
114         style: Theme.of(context).textTheme.headlineMedium,
115       ), // Text
116     ], // <Widget>[]
117   ), // Column
118 ), // Center
119 bottomNavigationBar: BottomAppBar(
120   child: Container(
121     height: 50.0,
122   ), // Container
123 ), // BottomAppBar
124
125   floatingActionButton: FloatingActionButton(
126     onPressed: _incrementCounter,
127     tooltip: 'Increment',
128     child: const Icon(Icons.add),
129   ), // FloatingActionButton
130   floatingActionButtonLocation: FloatingActionButtonLocation
131   .centerDocked, // This trailing comma makes auto-formatting nicer for build methods.
132 ); // Scaffold
133 }
134 }

```

### 4. Dialog Widget

```

40
41 class MyLayout extends StatelessWidget {
42   const MyLayout({super.key});
43
44   showAlertDialog(BuildContext context) {
45     Widget okButton = TextButton(
46       onPressed: () {
47         Navigator.pop(context);
48       },
49       child: const Text('OK')); // TextButton
50
51     AlertDialog alert = AlertDialog(
52       title: const Text('My Tittle'),
53       content: const Text('This is my message'),
54       actions: [okButton],
55     ); // AlertDialog
56
57     showDialog(context: context, builder: ((context) => alert));
58   }
59
60   @override

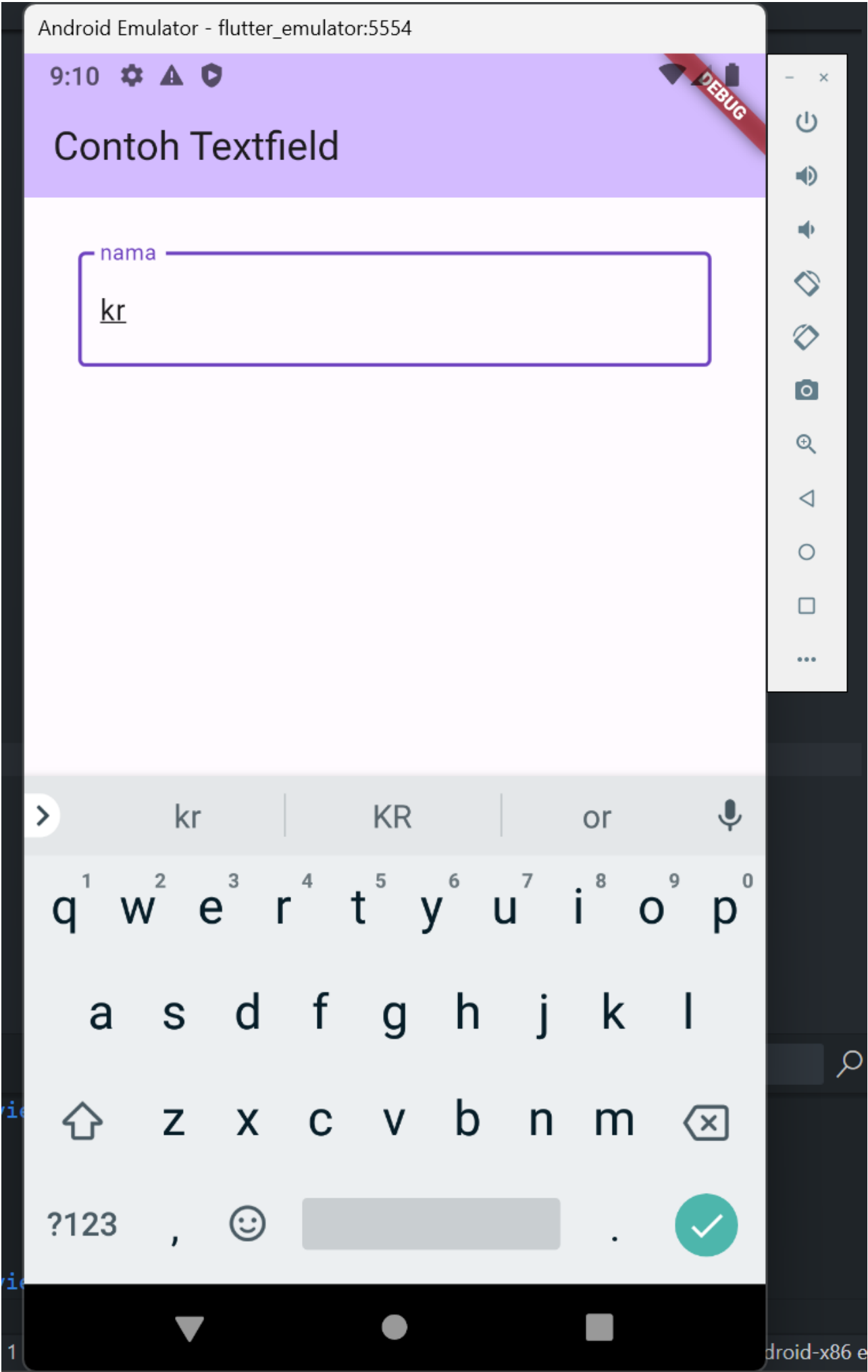
```



```
59
60 @override
61 Widget build(BuildContext context) {
62   return Scaffold(
63     body: Padding(
64       padding: const EdgeInsets.all(8.0),
65       child: ElevatedButton(
66         onPressed: () {
67           showDialog(context);
68         },
69         child: const Text('Show Alert')), // ElevatedButton
70     ), // Padding
71   ); // Scaffold
72 }
73
74
```

## 5. Input and selection widget

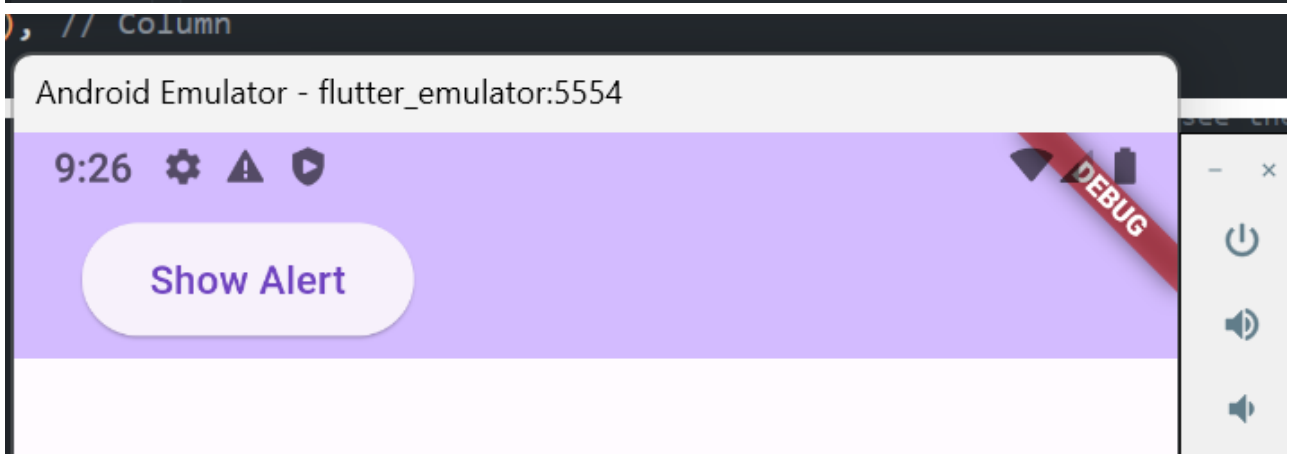
```
44 @override
45 Widget build(BuildContext context) {
46   return Scaffold(
47     appBar: AppBar(
48       // TRY THIS: Try changing the color here to a specific color (to
49       // Colors.amber, perhaps?) and trigger a hot reload to see the AppBar
50       // change color while the other colors stay the same.
51       backgroundColor: Theme.of(context).colorScheme.inversePrimary,
52       // Here we take the value from the MyHomePage object that was created by
53       // the App.build method, and use it to set our appBar title.
54       title: const Text('Contoh Textfield'),
55     ), // AppBar
56     body: const Padding(
57       padding: EdgeInsets.all(30),
58       child: TextField(
59         obscureText: false,
60         decoration: InputDecoration(
61           border: OutlineInputBorder(), labelText: 'nama'), // InputDecoration
62       ), // TextField
63     ); // Padding // Scaffold
64   }
65 }
66
```



## 6. date and time pickers

```
// wireframe for each widget.
mainAxisSize: MainAxisSize.min,
mainAxisAlignment: MainAxisAlignment.center,
children: <Widget>[
  const MyImageWidget(),
  const MyTextWidget(),
  Text("${selectedDate.toLocal()}.split(' ')[0]]),
  ElevatedButton(
    onPressed: () => {
      _selectedDate(context),
      print(selectedDate.day + selectedDate.month +
        selectedDate.year)
    },
    child: const Text('Pilih Tanggal')) // ElevatedButton
], // <Widget>[]
), // Column
, // Center
```

```
180 // wireframe for each widget.
181 mainAxisSize: MainAxisSize.min,
182 mainAxisAlignment: MainAxisAlignment.center,
183 children: <Widget>[
184   const MyImageWidget(),
185   const MyTextWidget(),
186   ElevatedButton(
187     onPressed: () => {
188       _selectedDate(context),
189       print(selectedDate.day + selectedDate.month +
190         selectedDate.year)
191     },
192     child: const Text('Pilih Tanggal')) // ElevatedButton
193   ], // <Widget>[]
194 ), // Column
195 ), // Center
196 bottomNavigationBar: BottomAppBar(
197   child: Container(
198     height: 50.0,
199   ), // Container
200 ), // BottomAppBar
```





Nama saya krisna andika

2024-09-28

Pilih Tanggal