#### Pertemuan 6

#### Praktikum 1

1. Buat Project Baru

```
∨ LAYOUT_FLUTTER
                                                 lib > 🐚 main.dart >
  > 🔳 .dart_tool
                                                       import 'package:flutter/material.dart';
 > 虜 .idea
                                                        Run | Debug | Profile
void main() {
 > 🖷 android
 > ios
                                                          runApp(const MyApp());
 ∨ 📹 lib
     nain.dart
                                                        class MyApp extends StatelessWidget {
  const MyApp({super.key});
 > 👩 linux
 > 🌠 macos
 > 🧖 test
  > 💰 web
                                                          @override
  > 📹 windows
                                                          Widget build(BuildContext context) {
                                                            return MaterialApp(
   .gitignore
    .metadata
                                                              title: 'Flutter Demo',
                                                              theme: ThemeData(
    analysis_options.yaml
   layout_flutter.iml
   🙀 pubspec.lock
   pubspec.yaml
      README.md
                                                                colorScheme: ColorScheme.fromSeed(seedColor: ☐ Colors.deepPu
                                                                useMaterial3: true,
                                                              home: const MyHomePage(title: 'Flutter Demo Home Page'),
> OUTLINE
                                                        class MyHomePage extends StatefulWidget {
> TIMELINE
                                                          const MyHomePage({super.key, required this.title});
> DEPENDENCIES
```

#### 2. Buka file lib/main.dart

```
▷ ~ □ ···
🔷 main.dart 🗙 💹 laporan.md
lib > 🐚 main.dart > 😭 MyApp > 😭 build
      class MyApp extends StatelessWidget {
         const MyApp({super.key});
         @override
         Widget build(BuildContext context) {
           return MaterialApp(
             title: 'Flutter layout : Krisna Andika Wijaya / 2241720118',
 14
             theme: ThemeData(
               colorScheme: ColorScheme.fromSeed(seedColor: Colors.deepPu
               useMaterial3: true,
             ), // ThemeData
             home: const Center(
               child: Text("hello world"),
             ), // Center
           ); // MaterialApp
```

Android Emulator - flutter\_emulator:5554

9:12 🌣 🛕





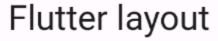
3. Identifikasi Layout diagram

4. Implementasi title row

```
Widget titleSection = Container(
  padding: const EdgeInsets.all(32),
  child: Row(
    children: [
      Expanded(
          child: Column(
        crossAxisAlignment: CrossAxisAlignment.start,
        children:
          Container(
            padding: const EdgeInsets.only(bottom: 8),
            child: const Text(
              'Wisata Gunung di Batu',
              style: TextStyle(fontWeight: FontWeight.bold),
            ), // Text
          ), // Container
                 Use 'const' with the constructor to improve perf
            'Batu Malang, Indonesia',
            style: TextStyle(color: □Colors.black54),
          ) // Text
      )), // Column // Expanded
              Use 'const' with the constructor to improve performa
        Icons.star,
        color: Colors.red,
        size: 41.0,
      ) // Icon
```

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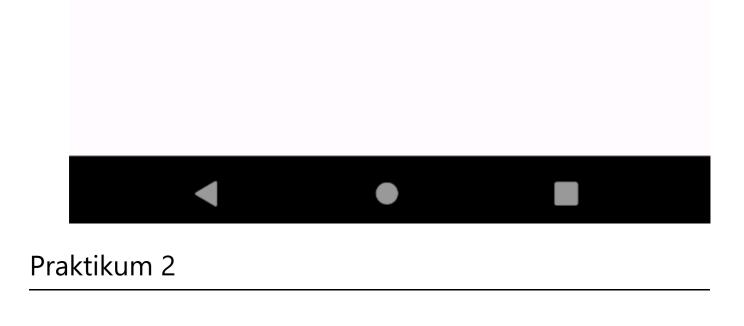


# Blic

### Wisata Gunung di Batu

Batu Malang, Indonesia





1. Buat method column buildButtonColumn

```
Column _buildButtonColumn(Color color, IconData icon, String label) {

return Column(
mainAxisSize: MainAxisSize.min,
mainAxisAlignment: MainAxisAlignment.center,
children: [
Icon(icon, color: color),
Container(
margin: const EdgeInsets.only(top: 8),
child: Text(
label,
style: TextStyle(
fontSize: 12, fontWeight: FontWeight.w400, color: color), // TextStyle
), // Text
) // Container
],
); // Column
}

100
}
```

2. Buat Widget buttonSection

```
@override

Widget build(BuildContext context) {

Color color = Theme.of(context).primaryColor;

Widget buttonSection = Row(

mainAxisAlignment: MainAxisAlignment.spaceEvenly,

children: [

_buildButtonColumn(color, Icons.call, 'CALL'),
 _buildButtonColumn(color, Icons.near_me, 'ROUTE'),
 _buildButtonColumn(color, Icons.share, 'SHARE')

buildButtonColumn(color, Icons.share, 'SHARE')

return MaterialApp(

title: 'Flutter layout : Krisna Andika Wijaya / 2241720118',

theme: ThemeData(

// This is the theme of your application.
```

3. Tambah button section ke body

```
useMaterial3: true,
), // ThemeData
home: Scaffold(
appBar: AppBar(
title: const Text('Flutter layout'),
), // AppBar
body: Column(
children: [titleSection, buttonSection],
), // Column
)); // Scaffold // MaterialApp

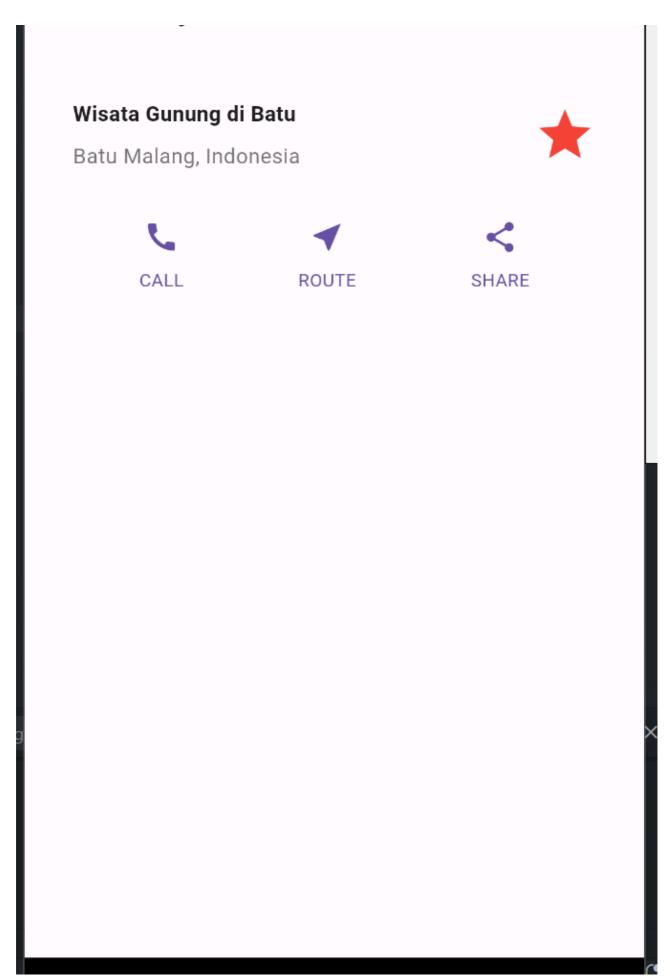
81
}
```

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Flutter layout



## Praktikum 3

1. Buat widget TextSection

```
Widget textSection = Container(

padding: const EdgeInsets.all(32),

child: const Text(

'Trowulan adalah sebuah kecamatan di Kabupaten Mojokerto, Jawa Timur, Indonesi

'Krisna Andika Wijaya / 2241720118',

softWrap: true,

), // Text

44 ); // Container
```

2. Tambahkan variabel text section ke body

```
colorScheme: ColorScheme.fromSeed(seedColor: DColors.deepPurple),
    useMaterial3: true,
), // ThemeData
home: Scaffold(
    appBar: AppBar(
        title: const Text('Flutter layout'),
), // AppBar
    body: Column(
    children: [titleSection, buttonSection, textSection],
), // Column
)); // Scaffold // MaterialApp
```

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#### Wisata Gunung di Batu

Batu Malang, Indonesia





CALL



ROUTE



SHARE

Trowulan adalah sebuah kecamatan di Kabupaten Mojokerto, Jawa Timur, Indonesia. Kecamatan ini terletak di bagian barat Kabupaten Mojokerto, berbatasan dengan wilayah Kabupaten Jombang.

Trowulan terletak di jalan nasional yang menghubungkan Surabaya-Solo-Yogyakarta Krisna Andika Wijaya / 2241720118

an acngan majan kabapaten combang.

## Praktikum 4

1. Siapkan aset gambar

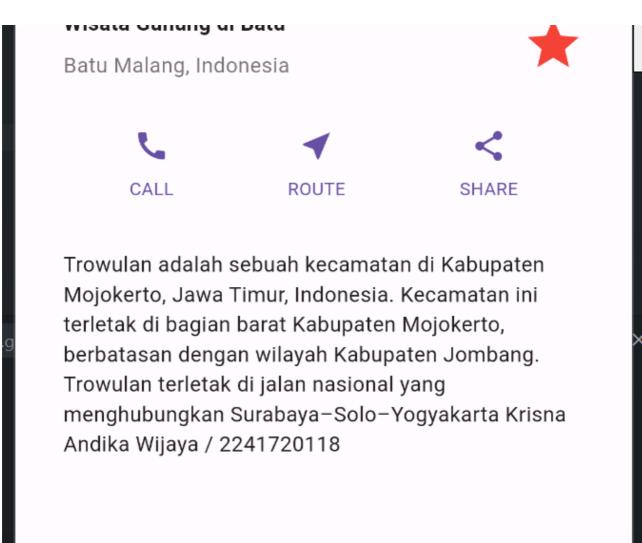
```
# To add assets to your application, add an ass
assets:

- assets/trowulan.png

# - images/a_dot_burr.jpeg
# - images/a_dot_ham.jpeg
```

```
2. Tambahkan gambar ke body
                     appBar: AppBa Widget titleSection
                       title: cons Type: Widget
                     ), // AppBar
                     body: Column( package:layout_flutter/main.dart
                        children: [
                          Image.asset(
                            'assets/trowulan.png',
                            width: 600,
                            height: 200,
                            fit: BoxFit.cover,
                          ), // Image.asset
                          titleSection,
                          buttonSection,
                          textSection
                     ), // Column
                   )); // Scaffold // MaterialApp
             }
    101
```





3. Terakhir , ubah menjadi ListView

