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1. File pubspec.yaml

```
2. name: febryanalessandro_2125240139
3. description: A new Flutter project.
4. # The following line prevents the package from being accidentally
   published to
5. # pub.dev using `flutter pub publish`. This is preferred for private
   packages.
6. publish_to: 'none' # Remove this line if you wish to publish to pub.dev
7.
8. # The following defines the version and build number for your application.
9. # A version number is three numbers separated by dots, like 1.2.43
10. # followed by an optional build number separated by a +.
11. # Both the version and the builder number may be overridden in flutter
12. # build by specifying --build-name and --build-number, respectively.
13. # In Android, build-name is used as versionName while build-number used as
   versionCode.
14. # Read more about Android versioning at
   https://developer.android.com/studio/publish/versioning
15. # In iOS, build-name is used as CFBundleShortVersionString while build-
   number is used as CFBundleVersion.
16. # Read more about iOS versioning at
17. #
   https://developer.apple.com/library/archive/documentation/General/Referenc
   e/InfoPlistKeyReference/Articles/CoreFoundationKeys.html
18. # In Windows, build-name is used as the major, minor, and patch parts
19. # of the product and file versions while build-number is used as the build
   suffix.
20. version: 1.0.0+1
21.
22. environment:
23.   sdk: '>=3.1.0 <4.0.0'
24.
25. # Dependencies specify other packages that your package needs in order to
   work.
26. # To automatically upgrade your package dependencies to the latest
   versions
27. # consider running `flutter pub upgrade --major-versions`. Alternatively,
```

```
28. # dependencies can be manually updated by changing the version numbers
    below to
29. # the latest version available on pub.dev. To see which dependencies have
    newer
30. # versions available, run `flutter pub outdated`.
31. dependencies:
32.   flutter:
33.     sdk: flutter
34.
35.   # The following adds the Cupertino Icons font to your application.
36.   # Use with the CupertinoIcons class for iOS style icons.
37.   cupertino_icons: ^1.0.2
38.
39. dev_dependencies:
40.   flutter_test:
41.     sdk: flutter
42.
43.   # The "flutter_lints" package below contains a set of recommended lints
    to
44.   # encourage good coding practices. The lint set provided by the package
    is
45.   # activated in the `analysis_options.yaml` file located at the root of
    your
46.   # package. See that file for information about deactivating specific
    lint
47.   # rules and activating additional ones.
48.   flutter_lints: ^2.0.0
49.
50. # For information on the generic Dart part of this file, see the
51. # following page: https://dart.dev/tools/pub/pubspec
52.
53. # The following section is specific to Flutter packages.
54. flutter:
55.
56.   # The following line ensures that the Material Icons font is
57.   # included with your application, so that you can use the icons in
58.   # the material Icons class.
59.   uses-material-design: true
60.
61.   # To add assets to your application, add an assets section, like this:
62.   # assets:
63.   #   - images/a_dot_burr.jpeg
64.   #   - images/a_dot_ham.jpeg
65.   assets :
66.   - images/
```

```

67.
68. # An image asset can refer to one or more resolution-specific
    "variants", see
69. # https://flutter.dev/assets-and-images/#resolution-aware
70.
71. # For details regarding adding assets from package dependencies, see
72. # https://flutter.dev/assets-and-images/#from-packages
73.
74. # To add custom fonts to your application, add a fonts section here,
75. # in this "flutter" section. Each entry in this list should have a
76. # "family" key with the font family name, and a "fonts" key with a
77. # list giving the asset and other descriptors for the font. For
78. # example:
79. # fonts:
80. #   - family: Schyler
81. #     fonts:
82. #       - asset: fonts/Schyler-Regular.ttf
83. #       - asset: fonts/Schyler-Italic.ttf
84. #         style: italic
85. #   - family: Trajan Pro
86. #     fonts:
87. #       - asset: fonts/TrajanPro.ttf
88. #       - asset: fonts/TrajanPro_Bold.ttf
89. #         weight: 700
90. #
91. # For details regarding fonts from package dependencies,
92. # see https://flutter.dev/custom-fonts/#from-packages
93.

```

2. Main. Dart

```

import 'package:febryanalessandro_2125240139/detail_bakmi.dart';
import 'package:flutter/material.dart';

void main() {
  runApp(const MyApp());
}

class MyApp extends StatelessWidget {
  const MyApp({super.key});

  // This widget is the root of your application.
  @override

```

```

Widget build(BuildContext context) {
  return MaterialApp(

    title: 'Bakmi' '--' 'Febryan Alessandro' '--' '2125240139',
    theme: ThemeData(
      colorScheme: ColorScheme.fromSeed(seedColor: Colors.white10),

      useMaterial3: true,

    ),
    home: const DetailBakmiScreen(),
  );
}

```

3. detail_bakmi.dart

```

import 'package:flutter/material.dart';

class DetailBakmiScreen extends StatelessWidget {
  const DetailBakmiScreen({super.key});

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(

        title: const Text("Bakmi" " " "Febryan Alessandro" "--" "2125240139"),

      ),
      body: SingleChildScrollView(
        child: Column(
          children: [
            // Container(
            //   color: Colors.black12,
            //   padding: const EdgeInsets.all(0),
            //   width: double.infinity,
            // ),
            Padding(
              padding: const EdgeInsets.symmetric(horizontal: 8),
              child: ClipRRect(

```

```

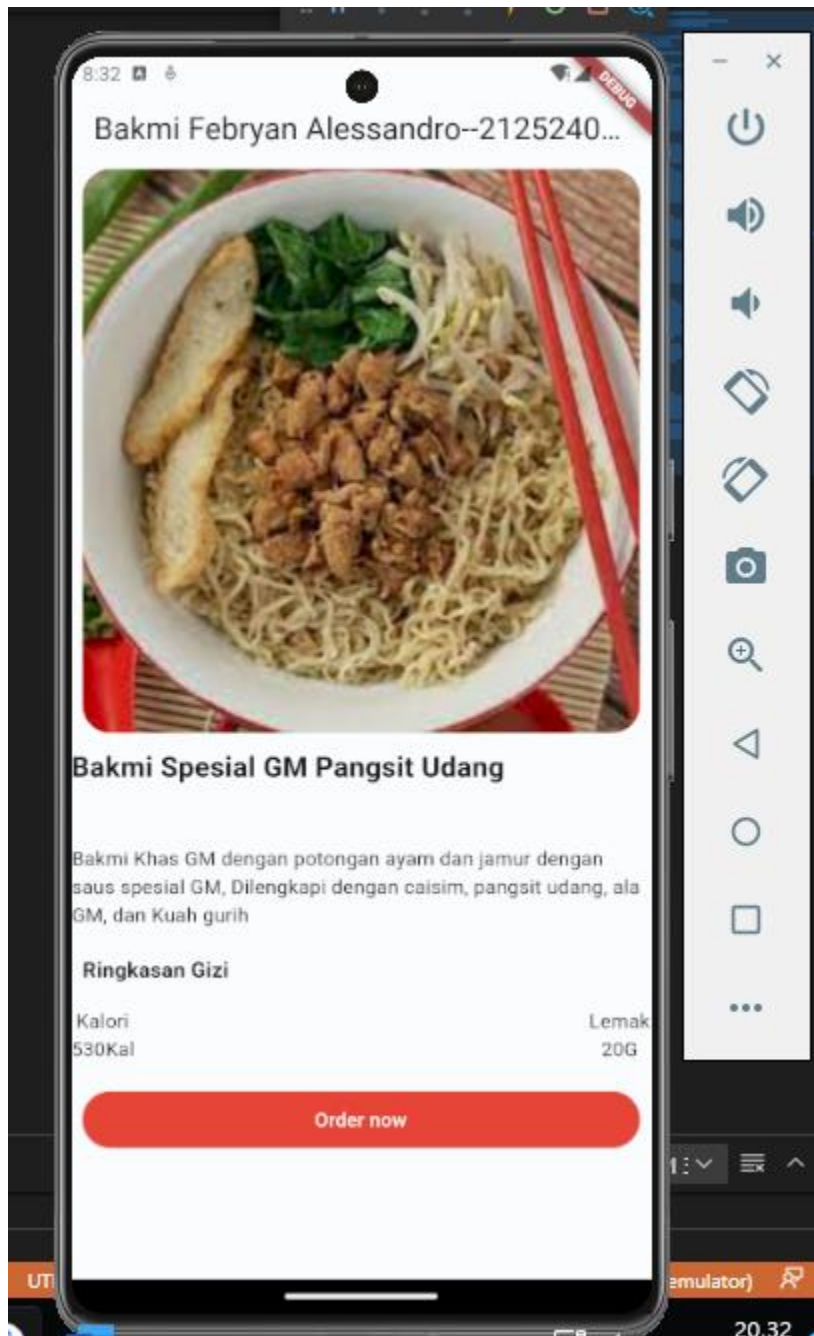
        borderRadius: BorderRadius.circular(20),
        child: Image.asset(
          'images/g1.jpg',
          width: double.infinity,
          height: 400,
          fit: BoxFit.cover,
        ),
      ),
    ),
    // Image.asset(
    //   'images/g1.jpg',
    //   height: 500,
    //   //width: double.infinity,
    //   fit: BoxFit.cover,
    // ),
    Container(
      margin: const EdgeInsets.only(top: 10),
      padding: const EdgeInsets.all(0),
      alignment: Alignment.centerLeft,
      child: const Text(
        'Bakmi Spesial GM Pangsit Udang',
        style: TextStyle(
          fontSize: 20,
          fontWeight: FontWeight.bold,
        ),
      ),
    ),
    Container(
      margin: const EdgeInsets.only(top: 40),
      padding: const EdgeInsets.all(0),
      child: const Text(
        'Bakmi Khas GM dengan potongan ayam dan jamur dengan saus spesial  
GM, Dilengkapi dengan caisim, pangsit udang, ala GM, dan Kuah gurih',
        textAlign: TextAlign.left,
      ),
    ),
    Container(
      margin: const EdgeInsets.only(top: 10),
      padding: const EdgeInsets.all(8),
      alignment: Alignment.centerLeft,
      child: const Text(
        'Ringkasan Gizi',
        style: TextStyle(
          fontSize: 15,
          fontWeight: FontWeight.bold,

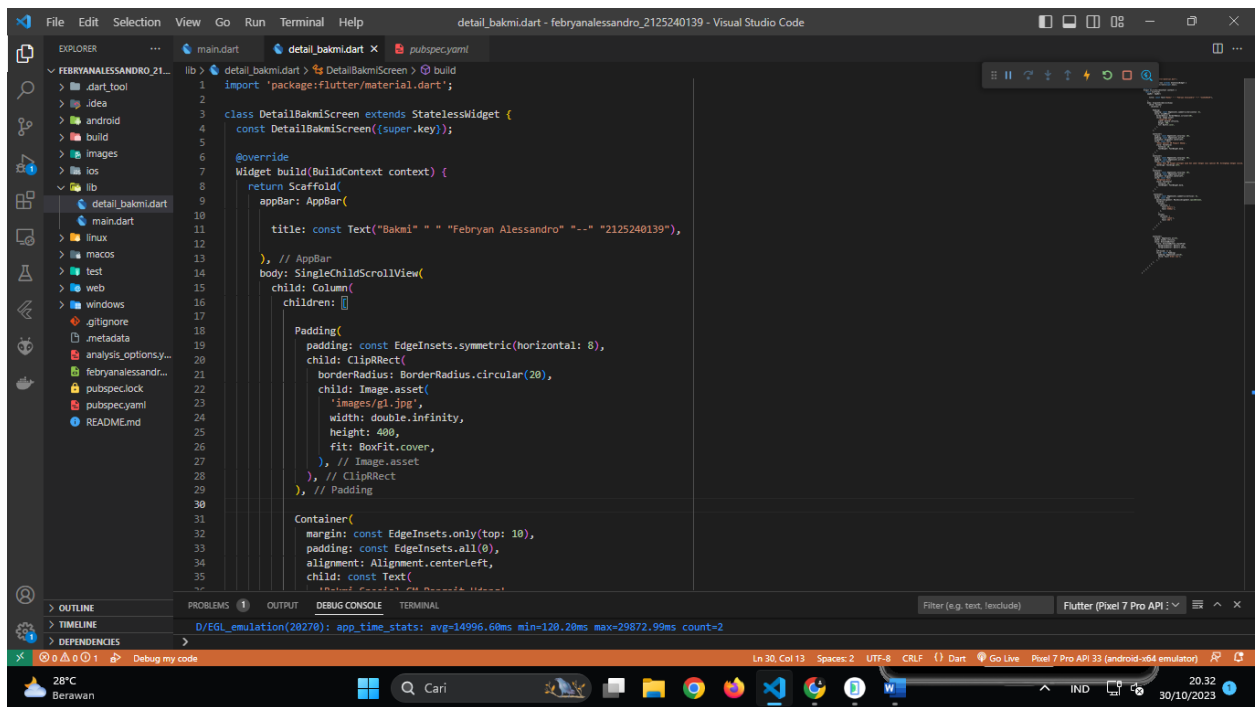
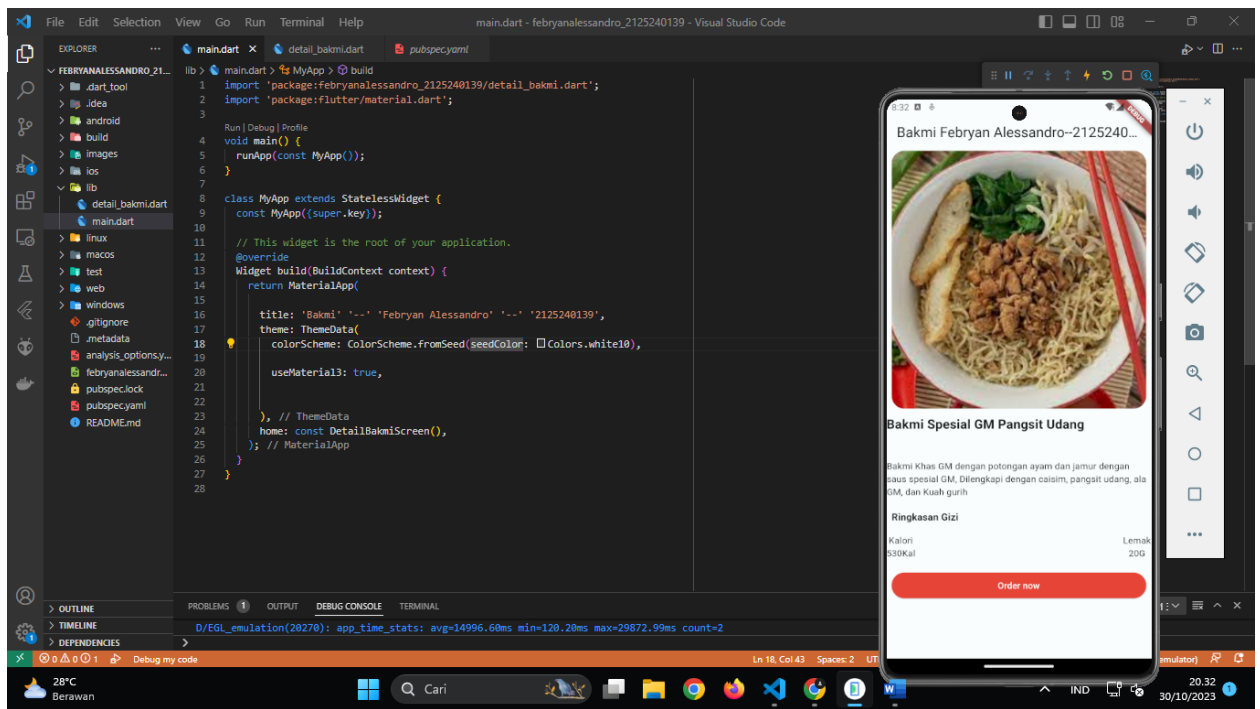
```



```
);  
}  
}
```

4. screenshot Codingan & Emulator






```
File Edit Selection View Go Run Terminal Help detail_bakmi.dart - febryanalessandro.2125240139 - Visual Studio Code

EXPLORER
main.dart detail_bakmi.dart pubspec.yaml
lib > detail_bakmi.dart > DetailBakmiScreen > build

30 Container(
31   margin: const EdgeInsets.only(top: 10),
32   padding: const EdgeInsets.all(8),
33   alignment: Alignment.centerLeft,
34   child: const Text(
35     'Bakmi Spesial GM Pangsit Udang',
36     style: TextStyle(
37       fontSize: 20,
38       fontWeight: FontWeight.bold,
39     ), // TextStyle
40   ), // Text
41 ), // Container
42 Container(
43   margin: const EdgeInsets.only(top: 40),
44   padding: const EdgeInsets.all(8),
45   child: const Text(
46     'Bakmi Khas GM dengan potongan ayam dan jamur dengan saus spesial GM, Dilengkapi dengan caisin, pangsit udang, ala GM, dan Kuah gurih',
47     textAlign: TextAlign.left,
48   ), // Text
49 ), // Container
50 Container(
51   margin: const EdgeInsets.only(top: 10),
52   padding: const EdgeInsets.all(8),
53   alignment: Alignment.centerLeft,
54   child: const Text(
55     'Ringkasan Gizi',
56     style: TextStyle(
57       fontSize: 15,
58       fontWeight: FontWeight.bold,
59     ), // TextStyle
60   ), // Text
61 ), // Container
62 Container(
63   // ...
64   // ...
65   // ...
66   // ...
67   // ...
68   // ...
69   // ...
70   // ...
71   // ...
72   // ...
73   // ...
74   // ...
75   // ...
76   // ...
77   // ...
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79   // ...
80   // ...
81   // ...
82   // ...
83   // ...
84   // ...
85   // ...
86   // ...
87   // ...
88   // ...
89   // ...
90   // ...
91   // ...
92   // ...
93   // ...
94   // ...
95   // ...
96   // ...
97   // ...
98   // ...
99   // ...
100  // ...

PROBLEMS 1 OUTPUT DEBUG CONSOLE TERMINAL Filter (e.g. text, exclude) Flutter (Pixel 7 Pro API 33)
D/EGl_emulation(20270): app_time_stats: avg=14996.60ms min=120.20ms max=29872.99ms count=2
28°C Berawan Cari 20:32 30/10/2023
```

```
File Edit Selection View Go Run Terminal Help detail_bakmi.dart - febryanalessandro.2125240139 - Visual Studio Code

EXPLORER
main.dart detail_bakmi.dart pubspec.yaml
lib > detail_bakmi.dart > DetailBakmiScreen > build

64 Container(
65   margin: const EdgeInsets.symmetric(vertical: 8),
66   child: const Row(
67     mainAxisAlignment: MainAxisAlignment.spaceBetween,
68     children: [
69       Column(
70         children: [
71           Text('Kalori'),
72           Text('530kal'),
73         ], // Column
74       Column(
75         children: [
76           Text('Lemak'),
77           Text('28g'),
78         ], // Column
79     ], // Row
80   ), // Container
81   child: const ElevatedButton(
82     style: ElevatedButton.stylefrom(
83       backgroundColor: Colors.red,
84       foregroundColor: Colors.white,
85     ),
86     onPressed: () {},
87     child: const Padding(
88       padding: EdgeInsets.all(8),
89       child: Text('Order now'),
90     ), // Padding
91   ), // ElevatedButton
92 ), // Container
93 Container(
94   // ...
95   // ...
96   // ...
97   // ...
98   // ...
99   // ...
100  // ...

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