TUGAS 10 PRAK11 Rating App



Praktikum Pemrograman Berbasis Web - A

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PROGRAM STUDI S1 TEKNIK INFORMATIKA

FAKULTAS TEKNIK

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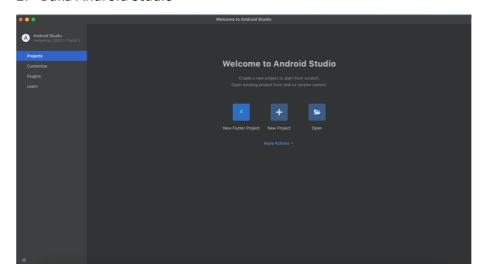
JAKARTA

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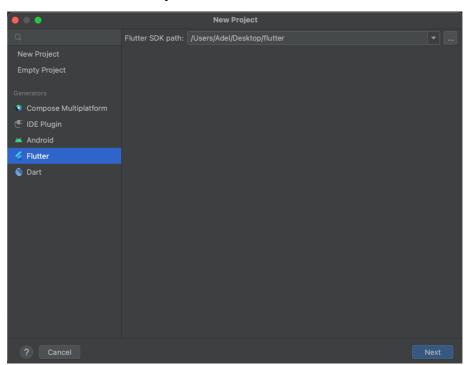
A. Project rating_app

a. First Initialization

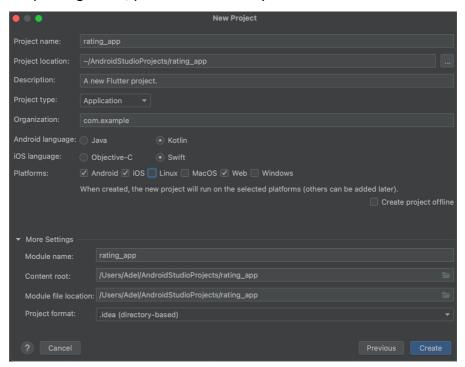
- 1. Akses web https://docs.flutter.dev/ui/layout/tutorial
- 2. Buka Android Studio



3. Pilih New Flutter Project -> Flutter -> Next



4. Isi form untuk nama project, tempat project, type, bahasa pemrograman, platforms dan lainnya -> Create



b. Membuat App

1. Buat file dengan susunan seperti berikut



2. Add package ke pubspec.yaml

```
| Table | Tabl
```

```
flutter_rating_bar: ^4.0.1 $ flutter pub add
```

3. File page_try.dart membuat widget stateful RatingScreen

```
import 'package:flutter/material.dart';

class RatingScreen extends StatefulWidget {
  const RatingScreen({super.key});

  @override
  State<RatingScreen> createState() =>
  _RatingScreenState();
}

class _RatingScreenState extends State<RatingScreen> {
  @override
  Widget build(BuildContext context) {
    return Scaffold();
  }
}
```

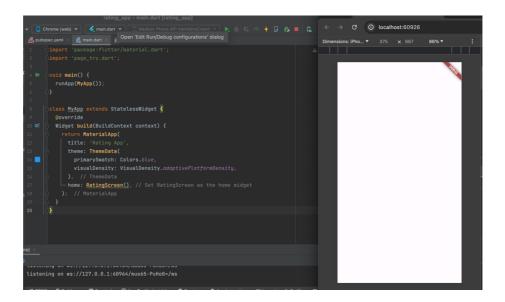
4. File main.dart

```
import 'package:flutter/material.dart';
import 'page_try.dart';

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

class MyApp extends StatelessWidget {
   @override
```

```
Widget build(BuildContext context) {
    return MaterialApp(
        title: 'Rating App',
        theme: ThemeData(
            primarySwatch: Colors.blue,
            visualDensity:
VisualDensity.adaptivePlatformDensity,
        ),
        home: RatingScreen(), // Set RatingScreen as the home widget
    );
}
```



Tambah appbar, body, dan widget RatingBar.builder pada RatingScreen ()

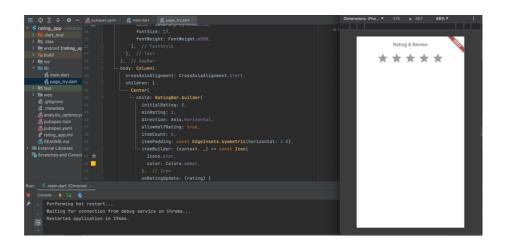
```
import 'package:flutter/material.dart';
import
'package:flutter_rating_bar/flutter_rating_bar.dart';

class RatingScreen extends StatefulWidget {
   const RatingScreen({super.key});

   @override
   State<RatingScreen> createState() =>
   _RatingScreenState();
}

class _RatingScreenState extends State<RatingScreen> {
   @override
   Widget build(BuildContext context) {
     return Scaffold(
```

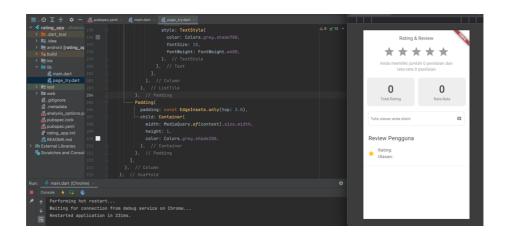
```
EdgeInsets.symmetric(horizontal: 4.0),
              onRatingUpdate: (rating) {
```



 File add_screen.dart Tambahkan juga text dan container untuk informasi rata-rata rating dan total reviewnya serta running kembali aplikasinya

```
Text (
MediaQuery.of(context).size.width * 0.45,
BorderRadius.circular(10),
MainAxisAlignment.center,
```

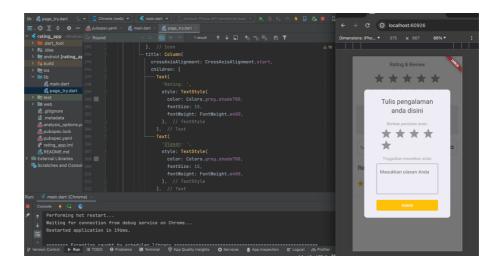
```
InkWell(
MediaQuery.of(context).size.width * 0.91,
BorderRadius.circular(10),
                child: Padding(
8.0, right: 10),
MainAxisAlignment.spaceBetween,
              "Review Pengguna",
```



7. Pada widget InkWell, tambahkan onTap: showDialog: (){} (code dibawah), untuk memberikan pop up halaman ketika tombol bar ditekan

```
EdgeInsets.symmetric(horizontal: 4.0),
                  TextField(
```

```
InkWell(
MediaQuery.of(context).size.width,
BorderRadius.circular(5),
                      child: Padding(
EdgeInsets.all(10),
                        child: Center(
FontWeight.w600,
right: 10),
MainAxisAlignment.spaceBetween,
```



8. Tambahkan variabel dan fungssi baru

```
// Tambah Variabel
final TextEditingController _reviewController =
TextEditingController();
double _currentRating = 0.0;
List<double> _ratings = [];
List<String> _reviews = [];

// Fungsi _submitRating

void _submitRating() {
    setState(() {
        _ratings.add(_currentRating);
        _reviews.add(_reviewController.text);
        _currentRating = 0.0;
        _reviewController.clear();
    });
}
```

```
// Fungsi _calculateAverageRating
double _calculateAverageRating() {
  if (_ratings.isEmpty) {
    return 0.0;
  } else {
    double totalRating = _ratings.reduce((value, element) => value + element);
    return totalRating / _ratings.length;
  }
```

9. Tambahkan intialRating dan onRatingUpdate

```
RatingBar.builder(
4.0),
// InkWell
showDialog(
    return AlertDialog(
      shape: RoundedRectangleBorder(
        borderRadius: BorderRadius.circular(10),
```

```
EdgeInsets.symmetric(horizontal: 4.0),
Icon (
                TextField(
```

```
MediaQuery.of(context).size.width,
BorderRadius.circular(5),
EdgeInsets.all(10),
                      child: Center(
FontWeight.w600,
                     submitRating();
```

10. Tambahkan ListView.builder

```
children: [
    RatingBarIndicator(
    rating: _ratings[index],
    itemBuilder: (context,

index) => Icon(

    Icons.star,
    color: Colors.amber,
),
    itemCount: 5,
    itemSize: 20.0,
    direction: Axis.horizontal,
),
    SizedBox(width: 8.0),
    Text(
    _ratings[index].toString(),
    style: TextStyle(
    color:
Colors.grey.shade700,

    fontSize: 14,
    fontWeight:
FontWeight.w500,
),
),
),
),
),
```

11. Tambahkan nilai rating dan rata-rata rating

```
Center(
    child: Text(
        "Anda memiliki jumlah ${_ratings.length} penilaian
dan\nrata-rata
${_calculateAverageRating().toStringAsFixed(1)}
penilaian",
    textAlign: TextAlign.center,
    style: TextStyle(
        color: Colors.grey.shade500,
        fontWeight: FontWeight.w400,
      ),
    ),
    ),
    //Total

Text(
    "${_ratings.length}",
    style: TextStyle(
        color: Colors.grey.shade800,
        fontSize: 35,
        fontWeight: FontWeight.w600,
    ),
    ),
    //kalkulasi
```

```
color: Colors.grey.shade800,
Expanded (
  child: ListView.builder(
8.0, horizontal: 16.0),
Icon(
                   ratings[index].toString(),
```

```
),
),
),
```

12. Terakhir, tambahkan nilai rating dan review per index dalam listview.builder untuk menampilkan keseluruhan rating dan review

```
class RatingScreen extends StatefulWidget {
 @override
class RatingScreenState extends State<RatingScreen> {
TextEditingController();
  double calculateAverageRating() {
    super.dispose();
```

```
EdgeInsets.symmetric(horizontal: 4.0),
              onRatingUpdate: (rating) {
penilaian dan\nrata-rata
penilaian",
```

```
MainAxisAlignment.spaceEvenly,
            children: [
MediaQuery.of(context).size.width * 0.45,
BorderRadius.circular(10),
                child: Column (
MainAxisAlignment.center,
MediaQuery.of(context).size.width * 0.45,
BorderRadius.circular(10),
MainAxisAlignment.center,
```

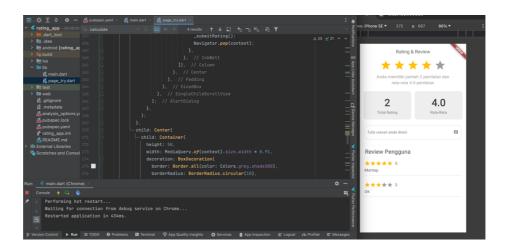
```
BorderRadius.circular(10),
                        content: SingleChildScrollView(
   child: SizedBox(
MediaQuery.of(context).size.width,
padding: const EdgeInsets.only(left: 18.0, right: 18),
disini",
TextAlign.center,
Colors.grey.shade800,
FontWeight.w500,
```

```
anda:',
Colors.grey.shade500,
FontWeight.w400,
                                child:
RatingBar.builder(
Axis.horizontal,
true,
EdgeInsets.symmetric(horizontal: 4.0),
Colors.amber,
rating;
anda:',
Colors.grey.shade500,
FontWeight.w400,
```

```
InputDecoration(
ulasan Anda',
OutlineInputBorder(),
                                child: Container(
MediaQuery.of(context).size.width,
BoxDecoration(
Colors.amber,
BorderRadius.circular(5),
EdgeInsets.all(10),
TextStyle(
FontWeight.w600,
Navigator.pop(context);
```

```
MediaQuery.of(context).size.width * 0.91,
8.0, right: 10),
                  child: Row(
MainAxisAlignment.spaceBetween,
                    children: [
EdgeInsets.symmetric(vertical: 8.0, horizontal: 16.0),
```

```
index) => Icon(
FontWeight.w500,
```



- c. Push Code to GitHub https://github.com/adelianurlinap/Prak PBM.git
 - 1. Clone Repository yang telah dibuat :

git clone https://github.com/adelianurlinap/Prak_PBM.git

2. Add dan commit

git add . git commit -m "Tugas9"

3. Push code

git push

B. Kesimpulan

Pada tugas 10 ini, telah dilakukan praktek untuk membuat rating_app

C. Referensi

modul prak11