

TUGAS 06
PRAK07 Destini App



Praktikum Pemrograman Berbasis Web - A

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PROGRAM STUDI S1 TEKNIK INFORMATIKA

FAKULTAS TEKNIK

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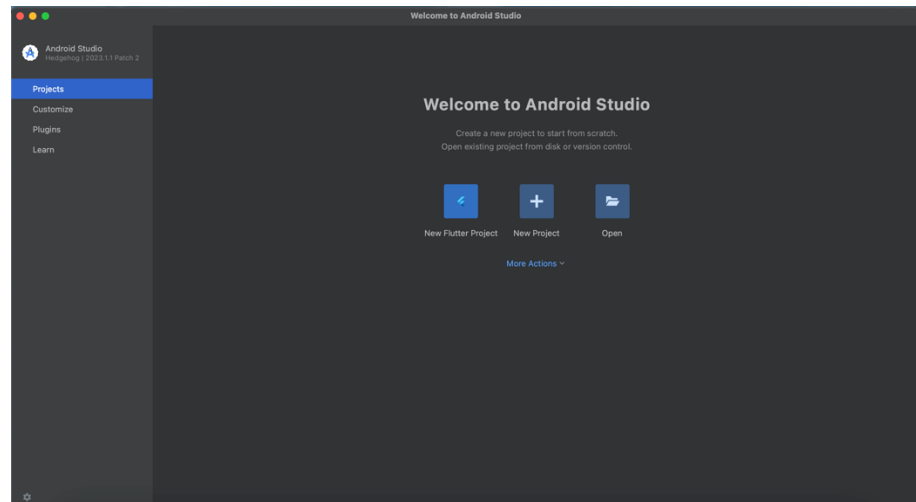
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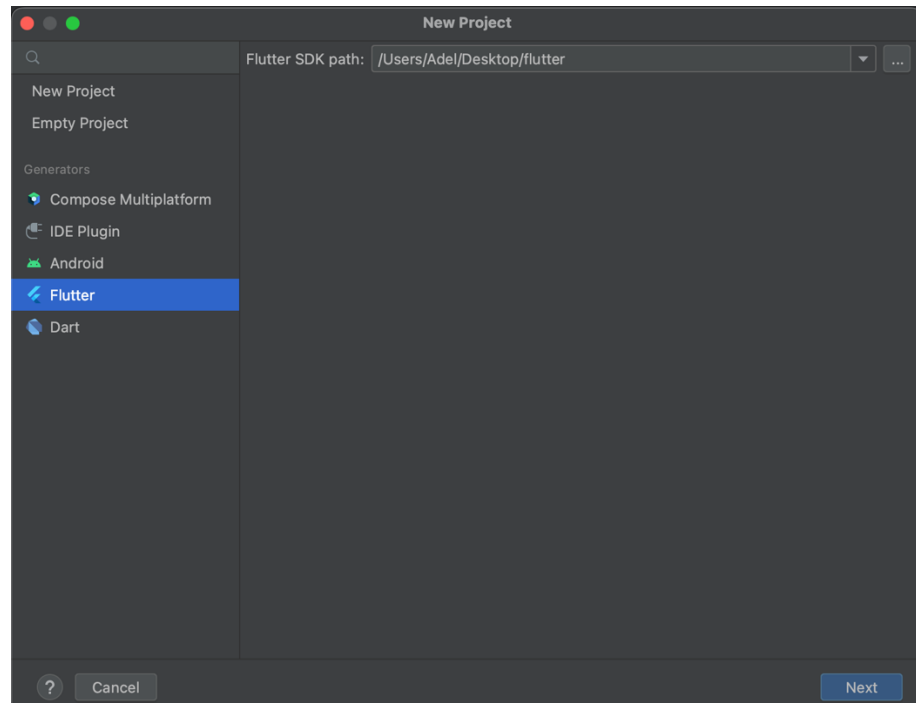
A. Project destini_app

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

The screenshot shows the 'New Project' dialog in Android Studio. The form is filled with the following details:

- Project name: `destini_app`
- Project location: `~/AndroidStudioProjects/destini_app`
- Description: `A new Flutter project.`
- Project type: `Application`
- Organization: `com.example`
- Android language: `Kotlin`
- iOS language: `Swift`
- Platforms: `Android`, `iOS`, `Linux`, `Web` (checked), `macOS`, `Windows` (unchecked)
- When created, the new project will run on the selected platforms (others can be added later).
- `Create project offline` (unchecked)
- More Settings:
 - Module name: `destini_app`
 - Content root: `/Users/Adel/AndroidStudioProjects/destini_app`
 - Module file location: `/Users/Adel/AndroidStudioProjects/destini_app`
 - Project format: `.idea (directory-based)`

The 'Create' button is highlighted in blue.

b. Membuat Layout Dasar

1. File main.dart

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

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

class DestiniApp extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      theme: ThemeData.dark(),
      home: StoryPage(),
    );
  }
}

class StoryPage extends StatefulWidget {
  @override
  _StoryPageState createState() => _StoryPageState();
}
```

```

class _StoryPageState extends State<StoryPage> {
  StoryBrain storyBrain = StoryBrain();

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      body: Container(
        decoration: BoxDecoration(
          image: DecorationImage(
            image: AssetImage('images/img.png'),
            fit: BoxFit.cover,
          ),
        ),
        padding: EdgeInsets.symmetric(vertical: 50.0,
horizontal: 15.0),
        constraints: BoxConstraints.expand(),
        child: SafeArea(
          child: Column(
            crossAxisAlignment:
CrossAxisAlignment.stretch,
            children: <Widget>[
              Expanded(
                flex: 12,
                child: Center(
                  child: Text(
                    storyBrain.getStory(),
                    style: TextStyle(
                      fontSize: 25.0,
                      color: Colors.black,
                    ),
                  ),
                ),
              ),
              Expanded(
                flex: 2,
                child: TextButton(
                  style: TextButton.styleFrom(
                    backgroundColor:
Colors.lightBlueAccent,
                    elevation: 2,
                    textStyle: TextStyle(fontSize:
20.0),
                  ),
                  onPressed: () {
                    setState(() {
                      storyBrain.nextStory(1);
                    });
                  },
                  child: Text(
                    storyBrain.getChoice1(),
                    style: TextStyle(
                      fontSize: 20.0,
                      color: Colors.black,
                    ),
                  ),
                ),
              ),
            ],
          ),
        ),
      ),
    );
  }
}

```

- Import file `story_brain.dart`
- Pada `main()` function `runApp(DestiniApp())`
- Class `DestiniApp` adalah extends dari `StatelessWidget`
- Return dari class `DestiniApp` adalah `MaterialApp` yang di dalamnya terdapat property `home`:
- `Home`: memanggil class `StoryPage()`
- Class `StoryPage()` berisi:
 - a. `AppBar` `backgroundColor` dengan tema default dari `ThemeData.dark()`

- b. Body Container dengan BoxDecoration yang menggunakan gambar sebagai background (img.png)
- c. Terakhir berisi Column

2. File story.dart

```
class Story {
  String storyTitle;
  String choice1;
  String choice2;

  Story({
    required this.storyTitle,
    required this.choice1,
    required this.choice2,
  });
}
```

- Membuat class Story
- Class Story memiliki tiga properties:
 - a. storyTitle: judul atau teks utama dari cerita
 - b. choice1: teks pilihan pertama
 - c. choice2: teks pilihan kedua
- Membuat constructor untuk class Story

3. File story_brain.dart

```
import 'story.dart';

class StoryBrain {
  final List<Story> _storyData = [
    Story(
      storyTitle:
        'You have won a backstage pass to an NCT 127
        concert! As you walk in, you see Taeyong and Doyoung
        discussing their next song. They notice you and invite
        you to join them.',
      choice1: 'Join the conversation with Taeyong and
        Doyoung.',
      choice2: 'Excitedly ask for a photo with them.',
    ),
    Story(
      storyTitle: 'Taeyong and Doyoung smile and
        welcome you to their discussion. They ask for your
        opinion on their new song idea.',
      choice1: 'Give them a suggestion for their
        song.',
    ),
  ];
}
```

```

        choice2: 'Thank them and move on to explore the
backstage.',
    ),
    Story(
        storyTitle:
            'You take a photo with Taeyong and Doyoung. Just
then, Johnny walks by and asks if you want to join the
rest of the members for a group photo.',
        choice1: 'Join the group photo.',
        choice2: 'Politely decline and explore the
backstage.',
    ),
    Story(
        storyTitle:
            'They love your suggestion and decide to
incorporate it into their song. You end up spending the
whole evening with NCT 127, helping them and learning
about their creative process.',
        choice1: 'Restart',
        choice2: '',
    ),
    Story(
        storyTitle:
            'You explore the backstage and stumble upon a
rehearsal session. You quietly watch as they practice,
amazed by their talent and dedication.',
        choice1: 'Restart',
        choice2: '',
    ),
    Story(
        storyTitle:
            'You join the group photo and the members thank
you for being a great fan. The experience leaves you
with unforgettable memories and a bunch of photos to
cherish.',
        choice1: 'Restart',
        choice2: '',
    ),
),
];

int _storyNumber = 0;

String getStory() {
    return _storyData[_storyNumber].storyTitle;
}

String getChoice1() {
    return _storyData[_storyNumber].choice1;
}

String getChoice2() {
    return _storyData[_storyNumber].choice2;
}

void nextStory(int choiceNumber) {
    if (_storyNumber == 0 && choiceNumber == 1) {

```

```

        _storyNumber = 1;
    } else if (_storyNumber == 0 && choiceNumber == 2)
    {
        _storyNumber = 2;
    } else if (_storyNumber == 1 && choiceNumber == 1)
    {
        _storyNumber = 3;
    } else if (_storyNumber == 1 && choiceNumber == 2)
    {
        _storyNumber = 4;
    } else if (_storyNumber == 2 && choiceNumber == 1)
    {
        _storyNumber = 5;
    } else if (_storyNumber == 2 && choiceNumber == 2)
    {
        _storyNumber = 4;
    } else if (_storyNumber >= 3) {
        restart();
    }
}

void restart() {
    _storyNumber = 0;
}

bool buttonShouldBeVisible() {
    return _storyNumber < 3;
}
}

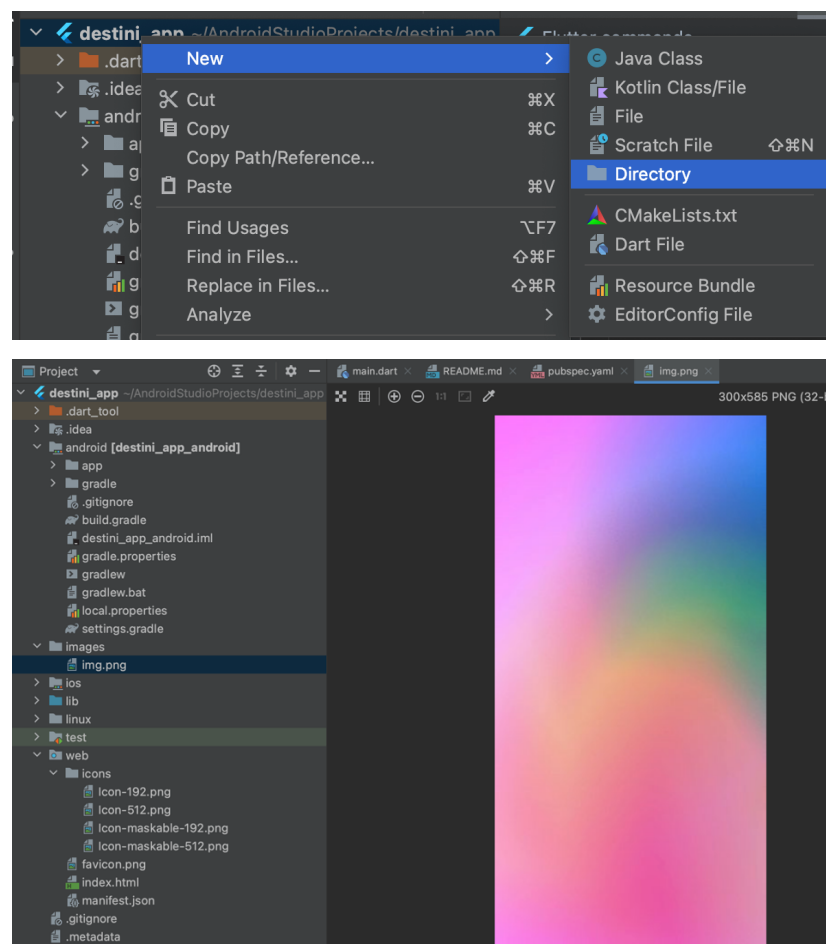
```

- Import file story.dart
- Membuat class StoryBrain
- StoryBrain memiliki property _storyData
- _storyData berisi beberapa cerita dengan judul, pilihan pertama, dan pilihan kedua yang berbeda
- Membuat property _storyNumber untuk mengetahui indeks cerita saat ini dalam _storyData
- Membuat method getStory() yang mengembalikan storyTitle dari objek Story pada indeks _storyNumber
- Membuat method getChoice1() yang mengembalikan choice1 dari objek Story pada indeks _storyNumber
- Membuat method getChoice2() yang mengembalikan choice2 dari objek Story pada indeks _storyNumber

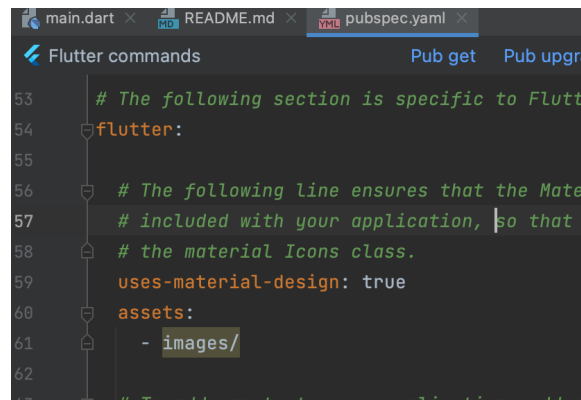
- Membuat method `nextStory(int choiceNumber)` yang memperbarui `_storyNumber` berdasarkan pilihan untuk lanjut ke cerita selanjutnya
- Membuat method `restart()` untuk mengatur `_storyNumber` agar kembali ke 0, digunakan saat cerita selesai

4. Membuat Directory Images

Klik kanan project -> New -> Directory -> Copy images to directory



5. Menambahkan asset pada pubspec.yaml



6. Update asset

\$ flutter pub get

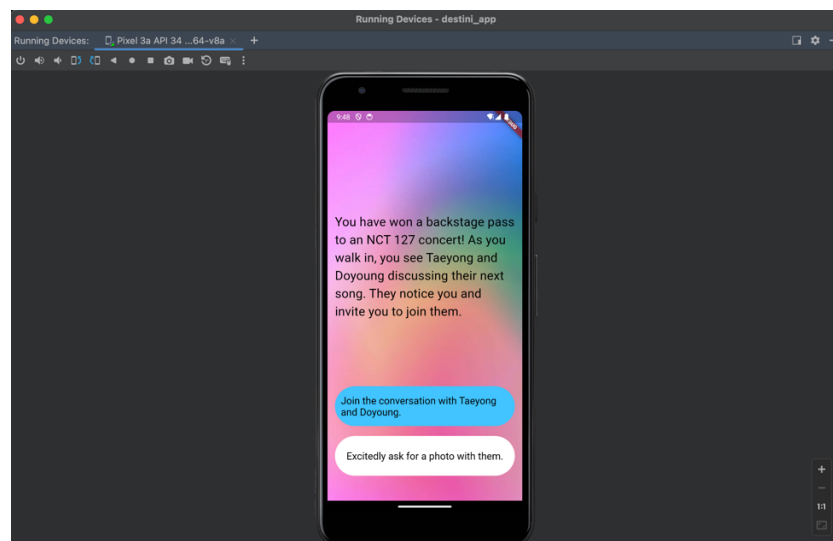
```

anps:~ Adel$ cd /Users/Adel/AndroidStudioProjects/destini_app
You have new mail in /var/mail/Adel
anps:destini_app Adel$ flutter pub get
Resolving dependencies...
  flutter_lints 3.0.2 (4.0.0 available)
  leak_tracker 10.0.0 (10.0.5 available)
  leak_tracker_flutter_testing 2.0.1 (3.0.5 available)
  leak_tracker_testing 2.0.1 (3.0.1 available)
  lints 3.0.0 (4.0.0 available)
  material_color_utilities 0.8.0 (0.11.1 available)
  meta 1.11.0 (1.15.0 available)
  test_api 0.6.1 (0.7.1 available)
  vm_service 13.0.0 (14.2.2 available)
Got dependencies!
9 packages have newer versions incompatible with dependency constraints.
Try 'flutter pub outdated' for more information.
anps:destini_app Adel$

```

7. Run

Pilih Simulator -> Klik Ikon Run



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 "Tugas6"
```

3. Push code

```
git push
```

B. Kesimpulan

Pada tugas 6 ini, telah dilakukan praktek untuk membuat stateful widget untuk membuat aplikasi cerita interaktif

C. Referensi

<https://github.com/adiwp/MobileProjects>