TUGAS 05 PRAK06 Quizzler



Praktikum Pemrograman Berbasis Web - A

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PROGRAM STUDI S1 TEKNIK INFORMATIKA

FAKULTAS TEKNIK

UNIVERSITAS PANCASILA

JAKARTA

2024

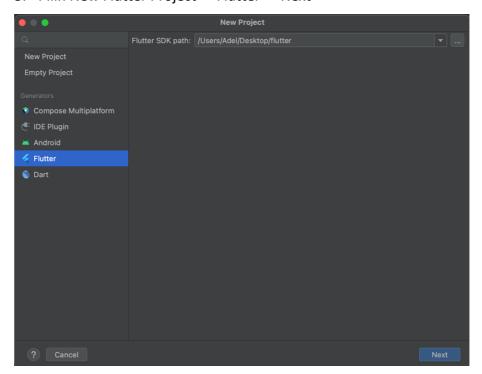
A. Project quizzler

a. First Initialization

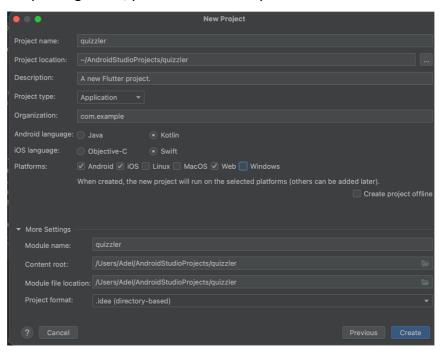
- 1. Akses web https://docs.flutter.dev/ui/layout/tutorial
- 2. Buka Android Studio



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



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



b. Membuat Layout

1. File main.dart

```
body: const SafeArea(
          child: Padding(
           padding: EdgeInsets.symmetric(horizontal:
           child: QuizPage(),
  State<QuizPage> createState() => QuizPageState();
       Alert(
${quizBrain.getTotalQuestions()}',
```

```
MainAxisAlignment.spaceBetween,
         Expanded (
              padding: const EdgeInsets.all(10.0),
                     textAlign: TextAlign.center,
style: const TextStyle(
  fontSize: 25.0,
           child: Padding(
MaterialStatePropertyAll(Colors.lightGreenAccent),
MaterialStatePropertyAll(Colors.black),
                   textStyle: MaterialStatePropertyAll(
```

- Membuat halaman QuizPage stateful
- Tambah package alert

2. File question.dart

```
class Question {
   String questionText;
   bool questionAnswer;

   Question({required this.questionText, required this.questionAnswer});
}
```

- Class question
- 3. File quiz_brain.dart

```
class Question {
import 'question.dart';
```

```
Question(questionText: 'NCT 127 debut July 7,
String getQuestionText() {
bool getCorrectAnswer() {
```

```
return false;
}

//TODO: Menghitung jumlah pertanyaan
int getTotalQuestions() {
   return _questionBank.length;
}

//TODO: Step 4 Part B - Create a reset() method that
sets the questionNumber back to 0

void reset() {
   _questionNumber = 0;
}
```

- Class quiz_brain
- Memanggil class question dati file question.dart

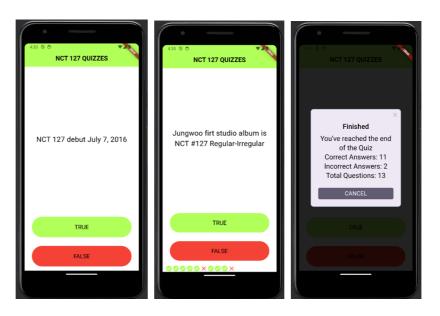
4. Install Package

Buka terminal

- \$ cd /Users/Adel/AndroidStudioProjects/quizzler
- \$ flutter pub add rflutter_alert

5. Run

Pilih Simulator -> Klik Ikon Run



B. Push Code to GitHub https://github.com/adelianurlinap/Prak PBM.git

a. Clone Repository yang telah dibuat:

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

b. Add dan commit

```
git add .
git commit -m "Tugas5"
```

c. Push code

```
git push
```

C. Kesimpulan

Pada tugas 5 ini, telah dilakukan praktek untuk membuat stateful app dan app dengan Alert.

D. Referensi

https://github.com/adiwp/MobileProjects