

# **LAPORAN PRAKTIKUM**

## **JOBSHEET FLUTTER 2**



Oleh:

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2341760004

SIB 3C

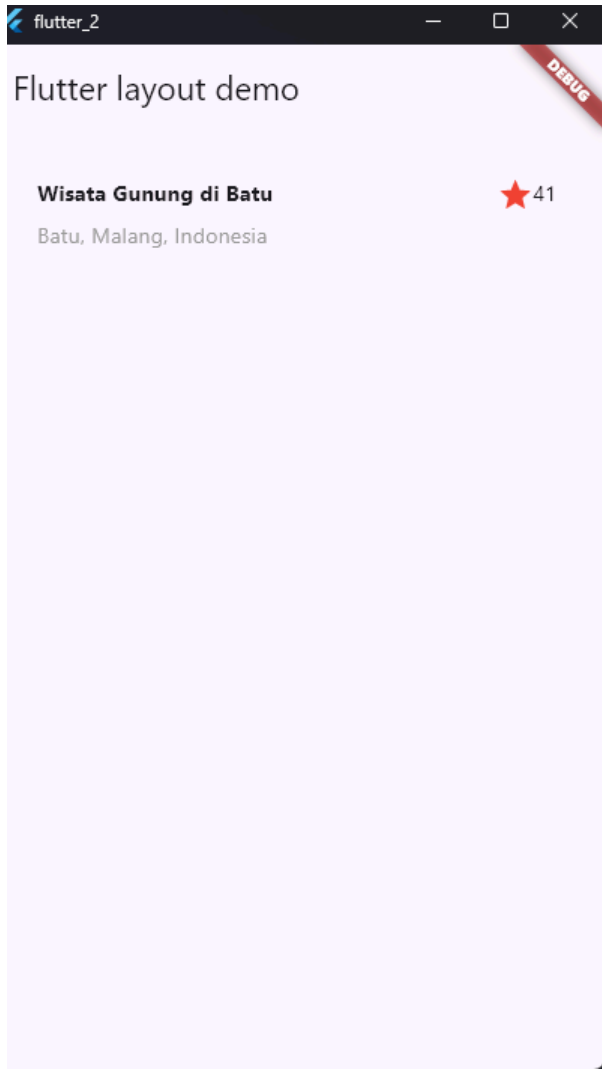
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**PROGRAM STUDI D-IV SISTEM INFORMASI BISNIS**

**POLITEKNIK NEGERI MALANG**

**TAHUN AJARAN 2025/2026**

Praktikum 1: Membangun Layout di Flutter	
Langkah 2	
Penjelasan	Gambar
Membuka main.dart dan mengganti kode	<div><pre>1 import 'package:flutter/material.dart'; 2 3 Run   Debug   Profile 4 void main() =&gt; runApp(const MyApp()); 5 6 class MyApp extends StatelessWidget { 7   const MyApp({super.key}); 8 9   @override 10  Widget build(BuildContext context) { 11    return MaterialApp( 12      title: 'Flutter layout: Nama dan NIM Anda', 13      home: Scaffold( 14        appBar: AppBar( 15          title: const Text('Flutter layout demo'), 16        ), // AppBar 17        body: const Center( 18          child: Text('Hello World'), 19        ), // Center 20      ), // Scaffold 21    ); // MaterialApp 22  }</pre></div> <div></div>
Langkah 4	
Membuat kolom bagian kiri pada judul	<div><pre>import 'package:flutter/material.dart';  Run   Debug   Profile void main() =&gt; runApp(const MyApp());  class MyApp extends StatelessWidget {   const MyApp({super.key});    @override   Widget build(BuildContext context) {     Widget titleSection = Container(       padding: const EdgeInsets.all(32.0), // Reasonable padding for the container       child: Row(         children: [           Expanded(             /* soal 1 */             child: Column(               crossAxisAlignment: CrossAxisAlignment.start, // Aligns text to the left               children: [                 /* soal 2 */                 Container(                   padding: const EdgeInsets.only(bottom: 8.0), // Small padding below title                   child: const Text(                     'Wisata Gunung di Batu',                     style: TextStyle(</pre></div>

	
<p>Soal 1:</p> <ul style="list-style-type: none"><li>- Row membagi ruang horizontal ke tiap child. Kalau kita ingin teks kolom <b>memenuhi ruang yang tersisa</b>, kita bungkus dengan Expanded</li><li>- Supaya isi Column rata ke kiri, kita tambahkan crossAxisAlignment: CrossAxisAlignment.start</li></ul>	<pre>Expanded(   /* soal 1 */   child: Column(     crossAxisAlignment: CrossAxisAlignment.start, // Aligns text to the left     children: [</pre>

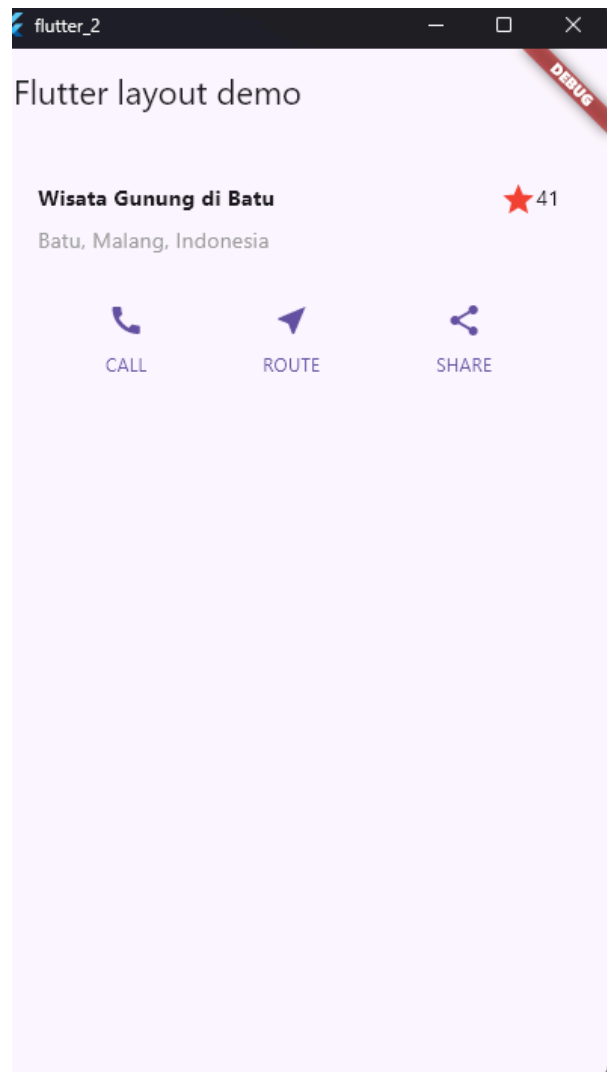
<p>Soal 2:</p> <p>Letakkan baris pertama teks di dalam Container sehingga memungkinkan Anda untuk menambahkan padding = 8.</p> <p>Teks <i>'Batu, Malang, Indonesia'</i> di dalam Column, set warna menjadi abu-abu.</p>	<pre>/* Soal 2 */ Container(   padding: const EdgeInsets.only(bot child: const Text(   'Wisata Gunung di Batu',   style: TextStyle(     fontWeight: FontWeight.bold,   ), // TextStyle ), // Text ), // Container</pre>
<p>Soal 3:</p> <p>Dua item terakhir di baris judul adalah ikon bintang, set dengan warna merah, dan teks "41". Seluruh baris ada di dalam Container dan beri padding di sepanjang setiap tepinya sebesar 32 piksel. Kemudian ganti isi body text <i>'Hello World'</i> dengan variabel <code>titleSection</code>.</p>	

Praktikum 2: Membangun Layout di Flutter	
Langkah 1	
Penjelasan	Gambar
Buat method <code>column _buildButtonColumn</code>	<pre>Column _buildButtonColumn(Color color, IconData icon, String label) {   return Column(     mainAxisAlignment: MainAxisAlignment.min, // ukuran column pas isi     mainAxisAlignment: MainAxisAlignment.center, // ikon + teks di tengah     children: [       Icon(icon, color: color),       Container(         margin: const EdgeInsets.only(top: 8), // jarak atas teks         child: Text(           label,           style: TextStyle(             fontSize: 12,             color: color,           ),         ),       ),     ],   ); }</pre>
Langkah 2	

Buat widget buttonSection

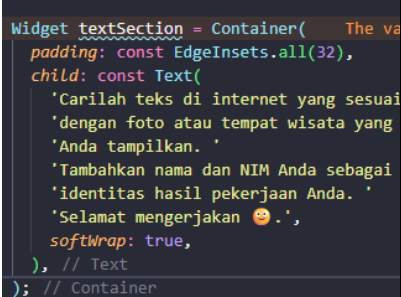
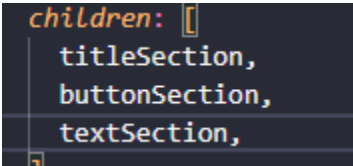

```
// * Langkah 2: Bagian tombol (buttonSection)
Color color = Theme.of(context).primaryColor;

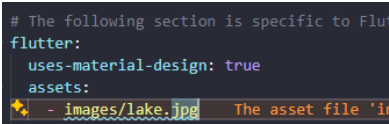
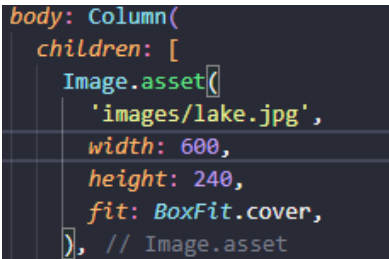
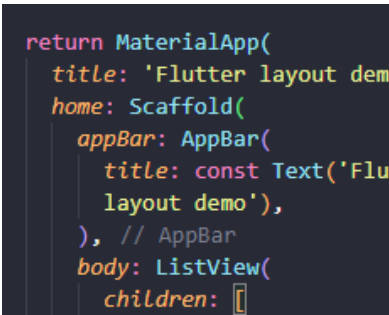
Widget buttonSection = Row(
  mainAxisAlignment: MainAxisAlignment.spaceEvenly,
  children: [
    _buildButtonColumn(color, Icons.call, 'CALL'),
    _buildButtonColumn(color, Icons.near_me, 'ROUTE'),
    _buildButtonColumn(color, Icons.share, 'SHARE'),
  ],
);
```

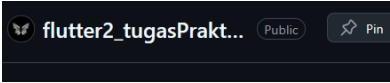
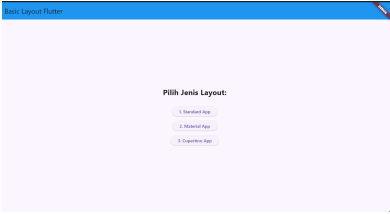

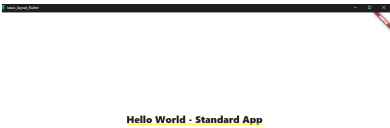


Tambah variabel buttonsection

```
title: const Text(
), // AppBar
body: Column(
  children: [
    titleSection,
    buttonSection,
  ],
);
```

Praktikum 3: Implementasi text section		
No	Penjelasan	Gambar
1	Menambah widget textsection	 <pre> Widget textSection = Container(   padding: const EdgeInsets.all(32),   child: const Text(     'Carilah teks di internet yang sesuai      'dengan foto atau tempat wisata yang      'Anda tampilkan. '      'Tambahkan nama dan NIM Anda sebagai      'identitas hasil pekerjaan Anda. '      'Selamat mengerjakan 😊.',     softWrap: true,   ), // Text ); // Container </pre>
2	Menambah variabel textSection	 <pre> children: [   titleSection,   buttonSection,   textSection, ] </pre>
3	Output	 <p>Flutter layout demo</p> <p><b>Wisata Gunung di Batu</b> ★ 41    Batu, Malang, Indonesia</p> <p>CALL ROUTE SHARE</p> <p>Carilah teks di internet yang sesuai dengan foto atau tempat wisata yang ingin Anda tampilkan. Afgan Galih F. A. A - 234176004 identitas hasil pekerjaan Anda. Selamat mengerjakan 😊.</p>

Praktikum 4: Implementasi image section		
No	Penjelasan	Gambar
1	Melakukan persiapan asset gambar	 <pre># The following section is specific to Flutter flutter:   uses-material-design: true   assets:     - images/lake.jpg</pre>
2	Menambah gambar ke body	 <pre>body: Column(   children: [     Image.asset(       'images/lake.jpg',       width: 600,       height: 240,       fit: BoxFit.cover,     ), // Image.asset</pre>
3	Mengubah elemen dalam listview untuk mendukung scroll yang dinamis saat aplikasi running	 <pre>return MaterialApp(   title: 'Flutter layout demo',   home: Scaffold(     appBar: AppBar(       title: const Text('Flutter layout demo'),     ), // AppBar     body: ListView(       children: [</pre>
4	Output	

Tugas Praktikum 1		
Praktikum 5: Membangun Navigasi di Flutter		
No	Penjelasan	Gambar
1	Buat repository baru	
2	Buat 3 File Layout yang Berbeda:	
	standard_app.dart	<div><pre>1 import 'package:flutter/material.dart'; 2 3 class StandardApp extends StatelessWidget { 4   const StandardApp({super.key}); 5 6   @override 7   Widget build(BuildContext context) { 8     return Container( 9       decoration: const BoxDecoration(color: Colors.white), 10      child: const Center( 11        child: Text( 12          'Hello World - Standard App', 13          textDirection: TextDirection.ltr, 14          style: TextStyle( 15            fontSize: 32, 16            color: Colors.black87, 17          ), // TextStyle 18        ), // Text 19      ), // Center 20    ); // Container 21  } 22 }</pre></div> 



	<p>material_app.dart</p>	<pre>import 'package:flutter/material.dart';  class MyMaterialApp extends StatelessWidget {   const MyMaterialApp({super.key});    @override   Widget build(BuildContext context) {     const String appTitle = 'Flutter Layout Demo';     return MaterialApp(       title: appTitle,       home: Scaffold(         appBar: AppBar(           title: const Text(appTitle),         ), // AppBar         body: const Center(           child: Text(             'Hello World - Material App',             style: TextStyle(fontSize: 24),           ), // Text         ), // Scaffold       ); // MaterialApp     }   } }</pre>
	<p>cupertino_app.dart</p>	<pre>import 'package:flutter/cupertino.dart';  class MyCupertinoApp extends StatelessWidget {   const MyCupertinoApp({super.key});    @override   Widget build(BuildContext context) {     return const CupertinoApp(       title: 'Flutter layout demo',       theme: CupertinoThemeData(         brightness: Brightness.light,         primaryColor: CupertinoColors.systemBlue,       ), // CupertinoThemeData       home: CupertinoPageScaffold(         navigationBar: CupertinoNavigationBar(           backgroundColor: CupertinoColors.systemGrey,           middle: Text('Flutter Layout Demo'),         ), // CupertinoNavigationBar         child: Center(           child: Column(             mainAxisAlignment: MainAxisAlignment.center,             children: [               Text(                 'Hello World - Cupertino App',                 style: TextStyle(fontSize: 24),               ), // Text             ],           ),         ),       ),     );   } }</pre> <div><p>Flutter Layout Demo</p><p>Hello World - Cupertino App</p></div>
<p><a href="https://github.com/afgangelih/flutter2_tugasPraktikum1.git">https://github.com/afgangelih/flutter2_tugasPraktikum1.git</a></p>		

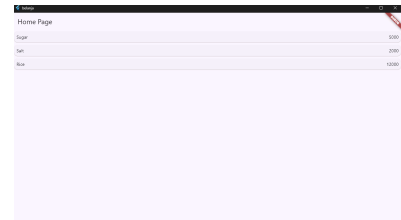
Projek Baru		
Praktikum 5: Membangun Navigasi di Flutter		
No	Penjelasan	Gambar
1	Membuat projek baru dengan nama <i>belanja</i>	
2	Membuat 2 file dart dengan nama home_page & item_page, serta mendeklarasikan class homepage pada file home_page.dart, begitupun ItemPage	 
3	Mendefinisikan route untuk ke-2 halaman/page diatas	
		Home Page

		<div><div>HomePage</div><div><div>Go to Item Page</div></div></div> <div><div>Item Page</div><div><div>Go back to Home Page</div></div></div>
4	membuat data model supaya data bisa lebih terstruktur saat dipassing antar halaman	<pre>class Item {   String name;   int price;    Item({required this.name, required this.price}); }</pre>
5	Melengkeapi kode di class HomePage	<pre>class HomePage extends StatelessWidget {   final List&lt;Item&gt; items = [     Item(name: 'Sugar', price: 5000),     Item(name: 'Salt', price: 2000),     Item(name: 'Rice', price: 12000),   ]; }</pre>
6	Membuat ListView dan itemBuilder	<pre>Navigator.push(   context,   MaterialPageRoute(     builder: (context) =&gt; ItemPage(item: item),   ), // MaterialPageRoute ); }, child: Card(   child: Container(     margin: const EdgeInsets.all(8),     child: Row(       children: [         Expanded(child: Text(item.name)),         Expanded(           child: Text(             item.price.toString(),             textAlign: TextAlign.end,           ), // Text         ), // Expanded       ],     ),   ), ),</pre>
7	Menambahkan aksi pada ListView	<pre>final item = items[index]; return InkWell( // wrap Card dengan InkWell   onTap: () {     // pindah ke ItemPage sambil membawa data item     Navigator.push(       context,       MaterialPageRoute(         builder: (context) =&gt; ItemPage(item: item),       ), // MaterialPageRoute     );   }, );</pre>

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## Output

### Home Page


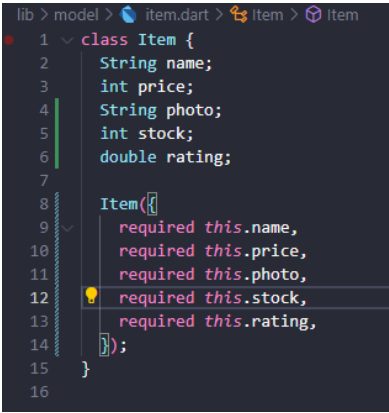



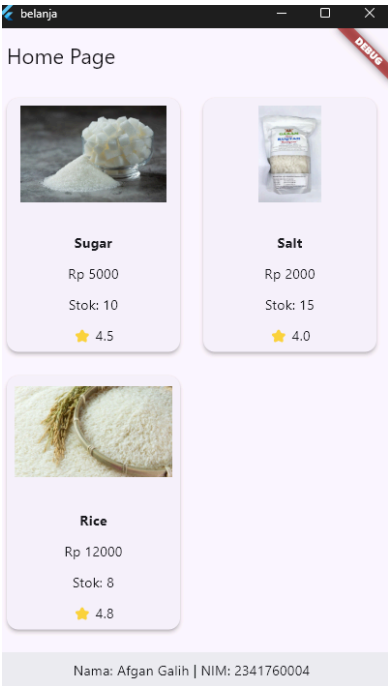
Home Page	
Sugar	5000
Salt	2000
Rice	10000

### Item Page



[https://github.com/afgangalih/flutter2\\_praktikum5.git](https://github.com/afgangalih/flutter2_praktikum5.git)

Tugas Praktikum 2		
No	Penjelasan	Gambar
1	Update main.dart dengan route menggunakan Navigator.pushNamed	 <pre> 1  import 'package:flutter/material.dart'; 2  import 'pages/home_page.dart'; 3  import 'pages/item_page.dart'; 4 5  void main() { 6    runApp(const MyApp()); 7  } 8 9  class MyApp extends StatelessWidget { 10   const MyApp({super.key}); 11 12   @override 13   Widget build(BuildContext context) { 14     return MaterialApp( 15       title: 'Demo Route', 16       theme: ThemeData( 17         primarySwatch: Colors.blue, 18       ), // ThemeData 19       initialRoute: '/', 20       routes: { 21         '/': (context) =&gt; HomePage(), 22         '/item': (context) =&gt; const ItemPage(), 23       }, </pre>
2	Update model item.dart untuk menambah atribut foto, stok, dan rating	 <pre> lib &gt; model &gt; item.dart &gt; item &gt; Item 1  class Item { 2    String name; 3    int price; 4    String photo; 5    int stock; 6    double rating; 7 8    Item({ 9      required this.name, 10     required this.price, 11     required this.photo, 12     required this.stock, 13     required this.rating, 14   }); 15 } 16 </pre>
3	Mengubah home_page menggunakan GridView + Hero	 <pre> final List&lt;Item&gt; items = [   Item(     name: 'Sugar',     price: 5000,     photo: 'images/sugar.png',     stock: 10,     rating: 4.5,   ),   Item(     name: 'Salt',     price: 2000,     photo: 'images/salt.png',     stock: 15,     rating: 4.0,   ),   Item(     name: 'Rice',     price: 12000,     photo: 'images/rice.png',     stock: 8,     rating: 4.8,   ), ]; </pre>

4	Mengubah path image	<pre> Image(   image: AssetImage(     itemData.photo,     height: 200,     fit: BoxFit.cover,   ), // image asset ), // item const SizedBox(height: 10), text("Nama: \${itemData.name}", style: const TextStyle(fontStyle: 20, fontWeight: FontWeight.bold)), text("Harga: Rp \${itemData.price}"), text("Stok: \${itemData.stock}"), text("Rating: ★ \${itemData.rating}"), </pre>
5	Konfigurasi pubspec.yaml	<pre> flutter:   uses-material-design: true   assets:     - images/ </pre>
6	Output	
	Home Page	 <p>The screenshot shows a mobile application window titled 'belanja'. The main content is 'Home Page'. It displays three product cards: 'Sugar' (Rp 5000, Stok: 10, Rating: 4.5), 'Salt' (Rp 2000, Stok: 15, Rating: 4.0), and 'Rice' (Rp 12000, Stok: 8, Rating: 4.8). At the bottom, there is a footer with the text 'Nama: Afgan Galih   NIM: 2341760004'.</p>

	<div>Item Page</div>	<div><div><div>←</div><div>Sugar</div><div></div></div><div></div><div><div><b>Nama: Sugar</b></div><div>Harga: Rp 5000</div><div>Stok: 10</div><div>Rating: ★ 4.5</div></div></div>
<a href="https://github.com/afgangalih/flutter2_praktikum5.git">https://github.com/afgangalih/flutter2_praktikum5.git</a>		