

LAPORAN PRAKTIKUM PEMROGRAMAN MOBILE
PERTEMUAN 9 Flutter Install Camera

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PROGRAM STUDI D-IV SISTEM INFORMASI BISNIS
JURUSAN TEKNOLOGI INFORMASI
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Tugas Praktikum

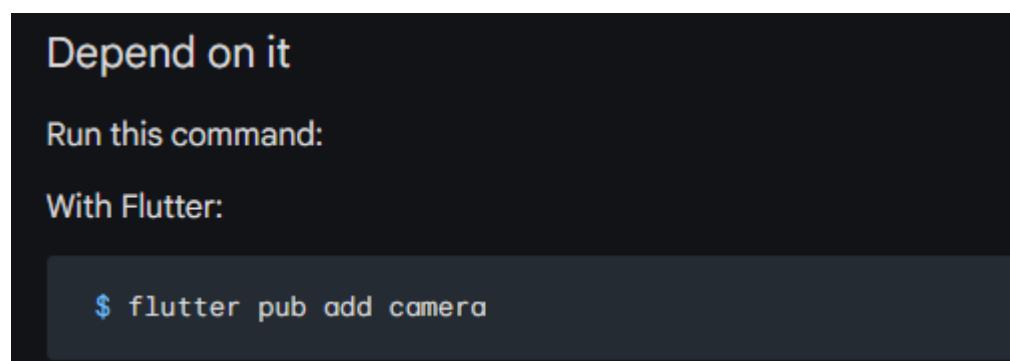
- Membuat aplikasi flutter yang dapat menampilkan camera dan mengambil gambar, serta fitur untuk berpindah camera depan ke belakang
- Menampilkan hasil path file foto di layer atau Snackbar
- Menyimpan hasil foto ke direktori local (path_provider)

Langkah awal membuat new project flutter



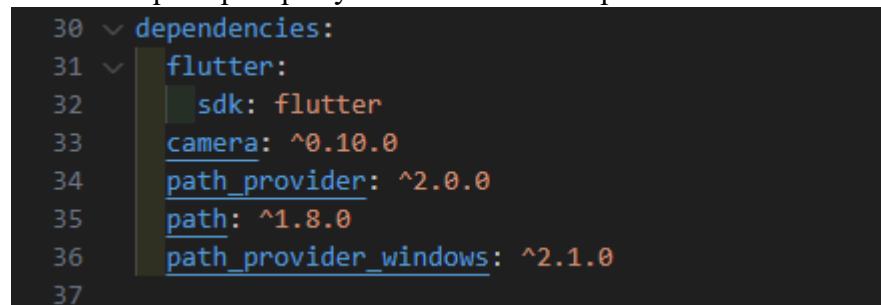
```
D:\SIB-3B\Semester 1\Pemrograman Mobile\Pertemuan 9\kamera>flutter new camera
Completed.  No connection  ☁ Java: Ready  ⚡ Afiq Firdaus (1 minute ago)  Ln 13, Col 1  Spaces:
```

Kemudian menginstall camera yang sudah ada pada library pub dev



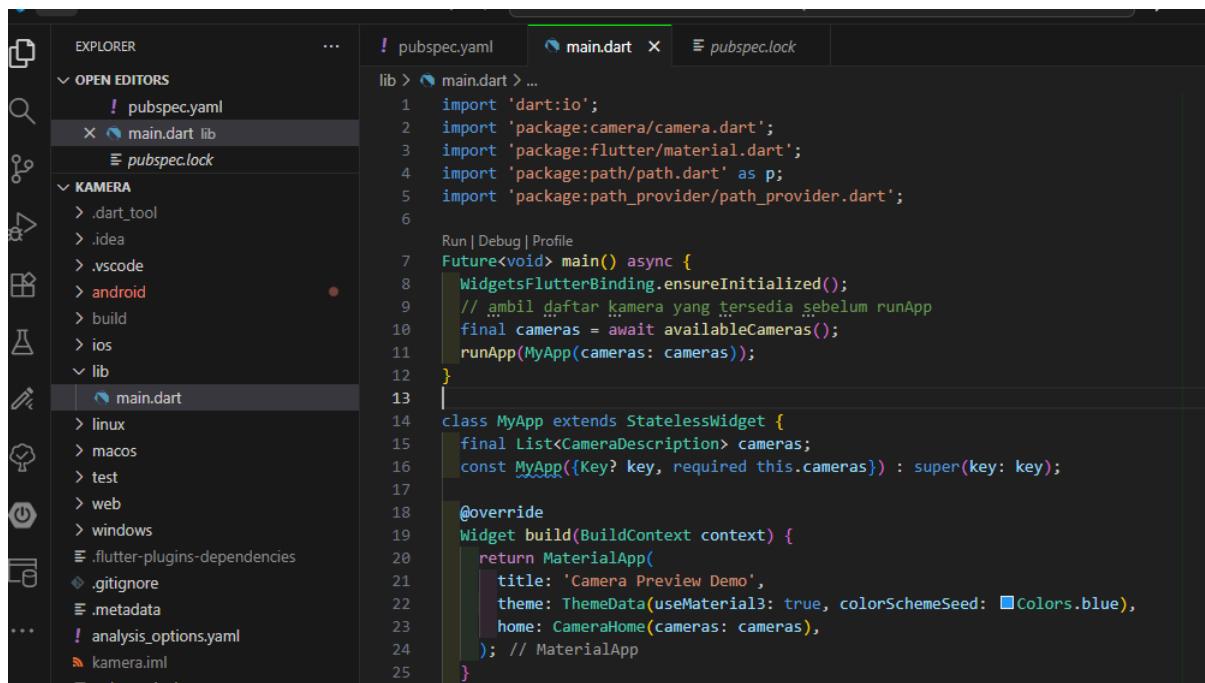
Berdasarkan panduan pada <http://pub.dev>

Kemudian pada pubspec.yaml menambahkan path



```
30  dependencies:
31    flutter:
32      sdk: flutter
33      camera: ^0.10.0
34      path_provider: ^2.0.0
35      path: ^1.8.0
36      path_provider_windows: ^2.1.0
37
```

Dan mengedit tampilan pada mobile di lib/main.dart

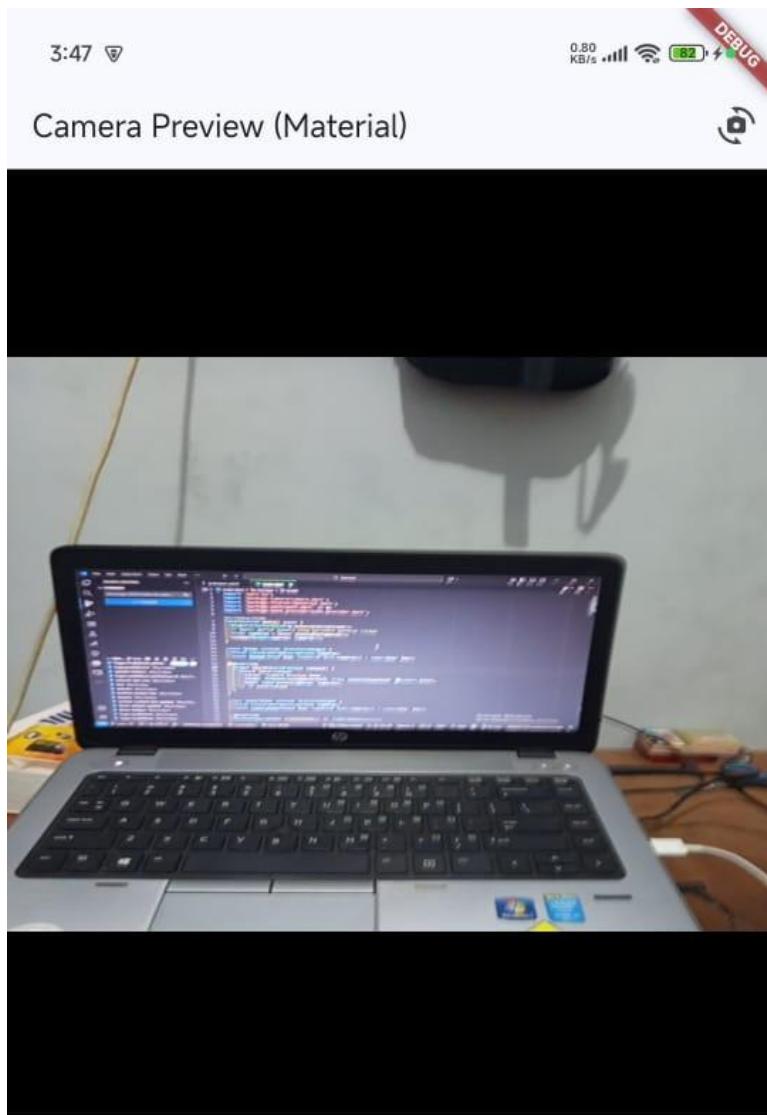


The screenshot shows the VS Code interface with the following details:

- EXPLORER** sidebar:
 - OPEN EDITORS: pubspec.yaml, main.dart lib, pubspec.lock
 - KAMERA: .dart_tool, .idea, .vscode, android, build, ios, lib (selected), main.dart, linux, macos, test, web, windows
 - .flutter-plugins-dependencies, .gitignore, .metadata, analysis_options.yaml, kamera.iml
- MAIN EDITOR**: The main.dart file is open and contains the following Dart code:

```
lib > main.dart > ...
1 import 'dart:io';
2 import 'package:camera/camera.dart';
3 import 'package:flutter/material.dart';
4 import 'package:path/path.dart' as p;
5 import 'package:path_provider/path_provider.dart';
6
7 Run | Debug | Profile
8 Future<void> main() async {
9   WidgetsFlutterBinding.ensureInitialized();
10  // ambil daftar kamera yang tersedia sebelum runApp
11  final cameras = await availableCameras();
12  runApp(MyApp(cameras: cameras));
13 }
14
15 class MyApp extends StatelessWidget {
16   final List<CameraDescription> cameras;
17   const MyApp({Key? key, required this.cameras}) : super(key: key);
18
19   @override
20   Widget build(BuildContext context) {
21     return MaterialApp(
22       title: 'Camera Preview Demo',
23       theme: ThemeData(useMaterial3: true, colorSchemeSeed: Colors.blue),
24       home: CameraHome(cameras: cameras),
25     ); // MaterialApp
}
```

Kemudian menjalankan code atau flutter run dan mencoba menjalankan sistem



Kontrol:

Ambil Foto

Ganti Kamera

Path foto terakhir:

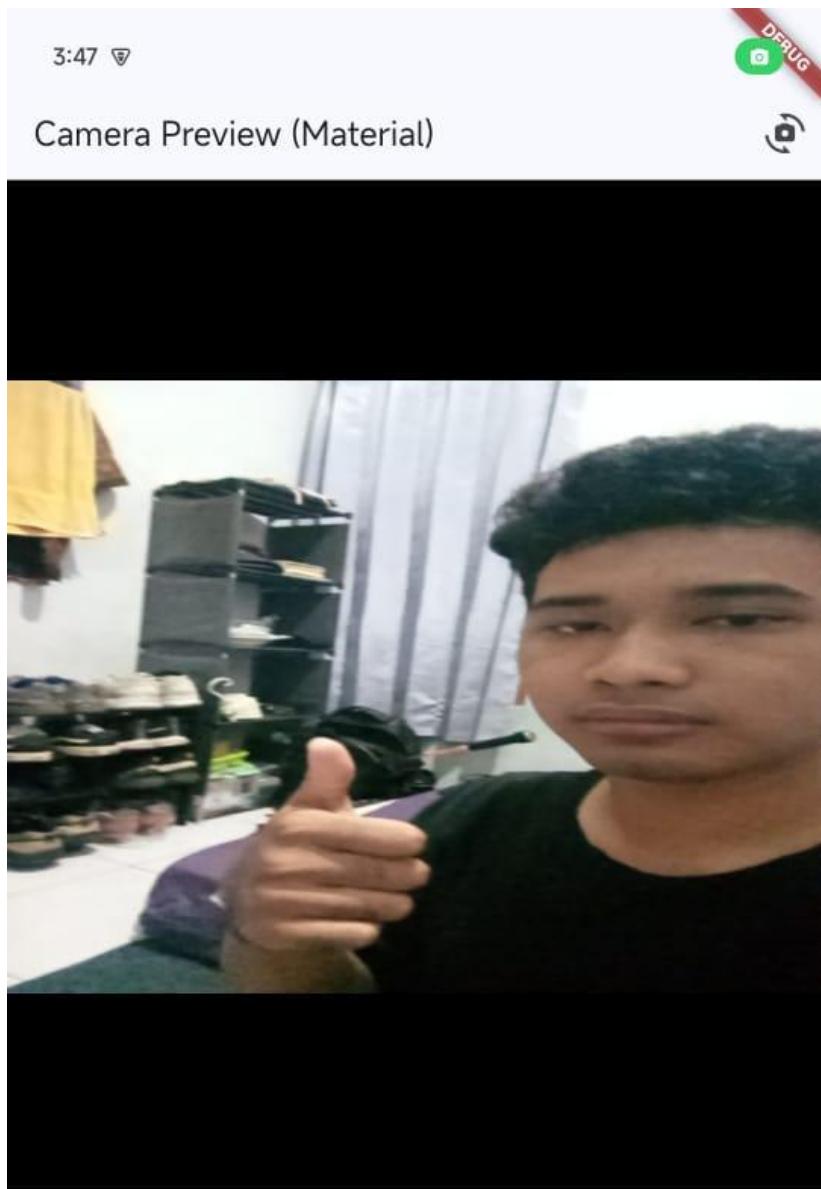
/data/user/0/com.example.kamera/app_flutter/Pictures/
photo_2025-11-07T03-47-35.312054.jpg

Catatan:

- Foto disimpan di folder aplikasi (getApplicationDocumentsDirectory() / Pictures).
- Untuk melihat file di perangkat, gunakan File Manager atau share



Foto disimpan di: /data/user/0/com.example.kamera/app_flutter/
Pictures/photo_2025-11-07T03-47-35.312054.jpg



Kontrol:

Ambil Foto

Ganti Kamera

Path foto terakhir:

/data/user/0/com.example.kamera/app_flutter/Pictures/
photo_2025-11-07T03-47-15.862684.jpg

Catatan:

- Foto disimpan di folder aplikasi (getApplicationDocumentsDirectory() / Pictures).
- Untuk melihat file di perangkat, gunakan File Manager atau share dari app.



Foto akan otomatis tersimpan pada direktori lokal (path_provider)

Path foto terakhir:

```
/data/user/0/com.example.kamera/app_flutter/Pictures/  
photo_2025-11-07T03-47-15.862684.jpg
```

Catatan:

- Foto disimpan di folder aplikasi (getApplicationDocumentsDirectory() / Pictures).
- Untuk melihat file di perangkat, gunakan File Manager atau share dari app.