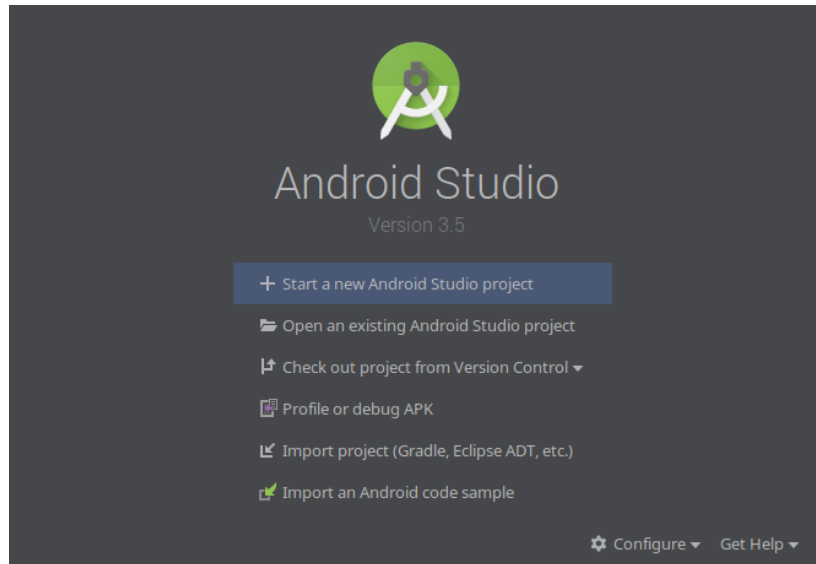


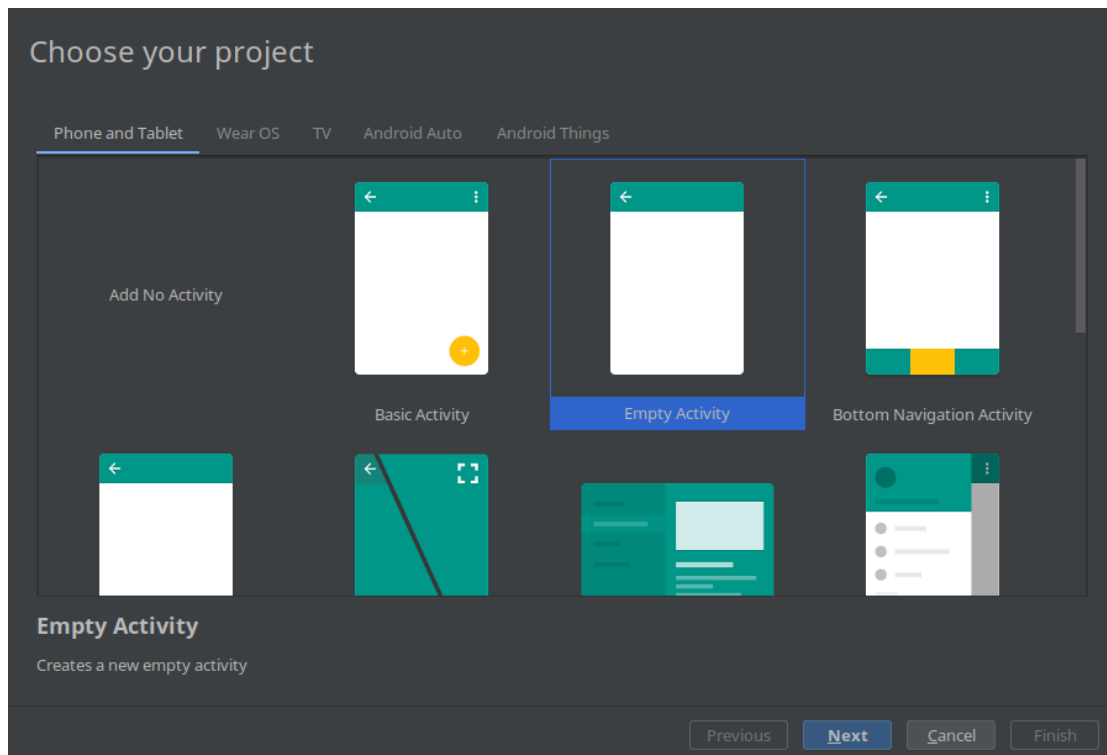
Praktikum 6

Notifikasi

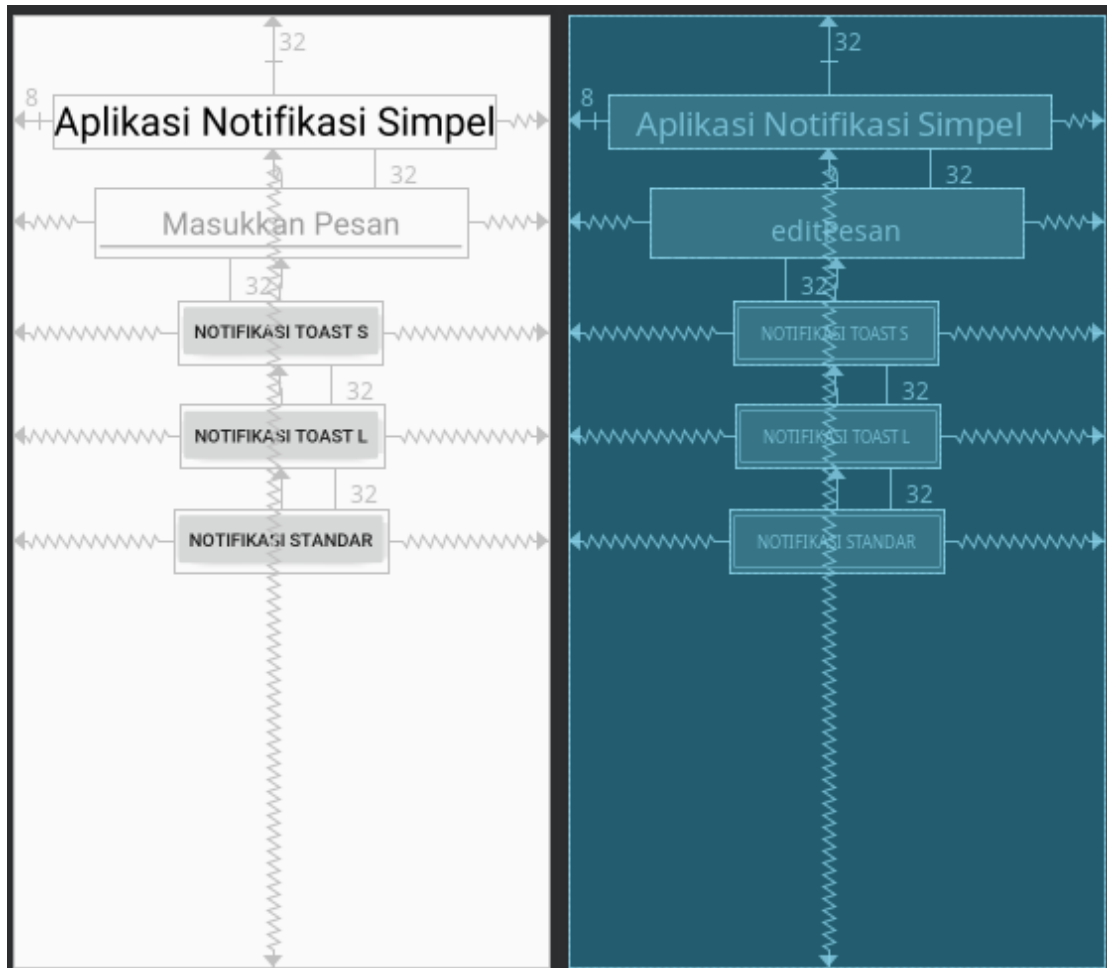
1. Buatlah proyek baru dengan Android Studio



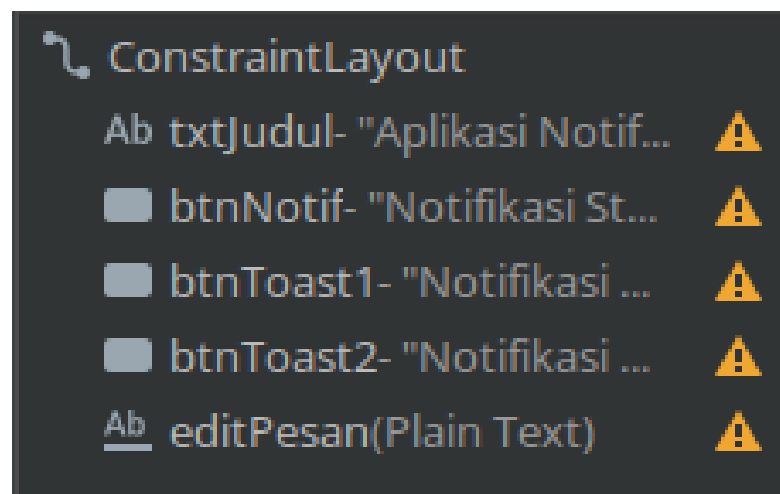
2. Pilih Empty Activity untuk memulai aplikasi baru



3. Isikan nama aplikasi dan lokasinya
4. Buatlah tampilan aplikasi seperti berikut, setelah fungsi background selesai:



5. Nama variabel yang dianjurkan agar mudah diingat



6. Lalu lanjutkan dengan koding fungsional

Bagian 1

```
// Inisialisasi Button
val btnNotifikasi = findViewById<Button>(R.id.btnNotif)
val btnToastS = findViewById<Button>(R.id.btnToast1)
val btnToastL = findViewById<Button>(R.id.btnToast2)

var editPesan = findViewById<EditText>(R.id.editPesan)

var pesan = editPesan.getText()
```

Bagian 2

```
// Aksi
btnNotifikasi.setOnClickListener { it: View!
    // Set Default
    val DEFAULT_CHANNEL_ID = "default_channel"

    // Buat Channel Notifikasi
    if (Build.VERSION.SDK_INT >= Build.VERSION_CODES.O) {
        // Create the NotificationChannel
        val name = getString(R.string.channel_name)
        val descriptionText = getString(R.string.channel_description)
        val importance = NotificationManager.IMPORTANCE_DEFAULT
        val mChannel = NotificationChannel(DEFAULT_CHANNEL_ID, name, importance)
        mChannel.description = descriptionText

        val notificationManager = getSystemService(NOTIFICATION_SERVICE) as NotificationManager
        notificationManager.createNotificationChannel(mChannel)
    }

    // Buat Notifikasi
    val builder = NotificationCompat.Builder(context: this, DEFAULT_CHANNEL_ID)
        .setSmallIcon(R.drawable.ic_launcher_foreground)
        .setContentTitle("Informasi")
        .setContentText(pesan)
        .setPriority(NotificationCompat.PRIORITY_DEFAULT)
    // Set the intent that will fire when the user taps the notification
    .setAutoCancel(true)

    with(NotificationManagerCompat.from(context: this)) { this: NotificationManagerCompat
        // notificationId is a unique int for each notification that you must define
        notify(id: 1, builder.build())
    }
}
```

Bagian 3

```
// Toast Pendek
btnToastS.setOnClickListener { it: View!
    Toast.makeText(context: this, text: "Notifikasi Toast Versi Pendek\n"+pesan, Toast.LENGTH_SHORT).show()
}

// Toast Panjang
btnToastL.setOnClickListener { it: View!
    Toast.makeText(context: this, text: "Notifikasi Toast Versi Panjang\n"+pesan, Toast.LENGTH_LONG).show()
}
```

7. Kompilasi Kode ke Emulator