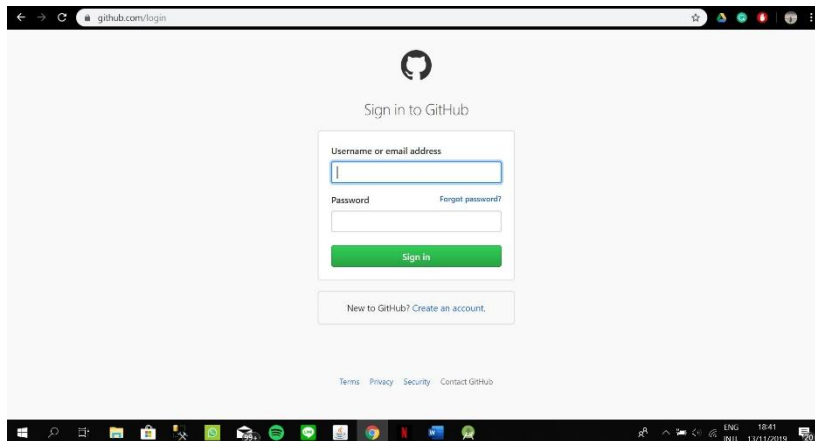


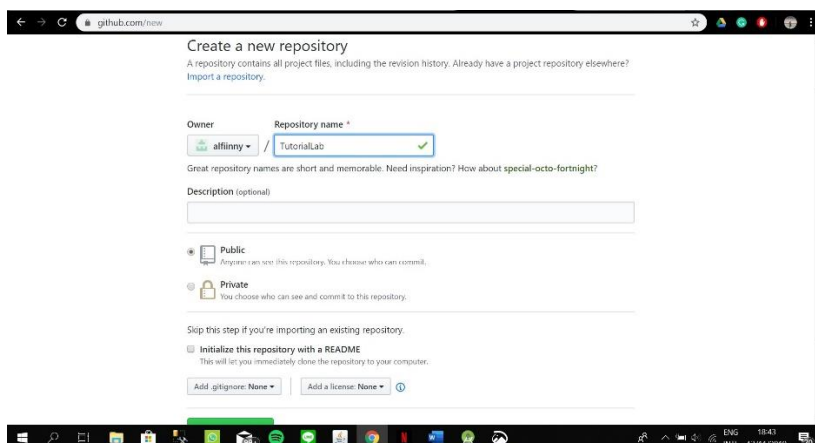
Tutorial 1

I. Git

1. Sign up / Login di github.com

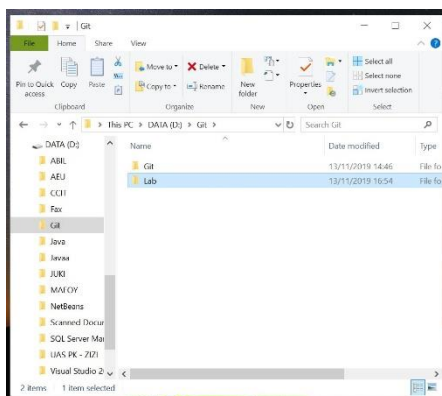


2. Buat repository baru



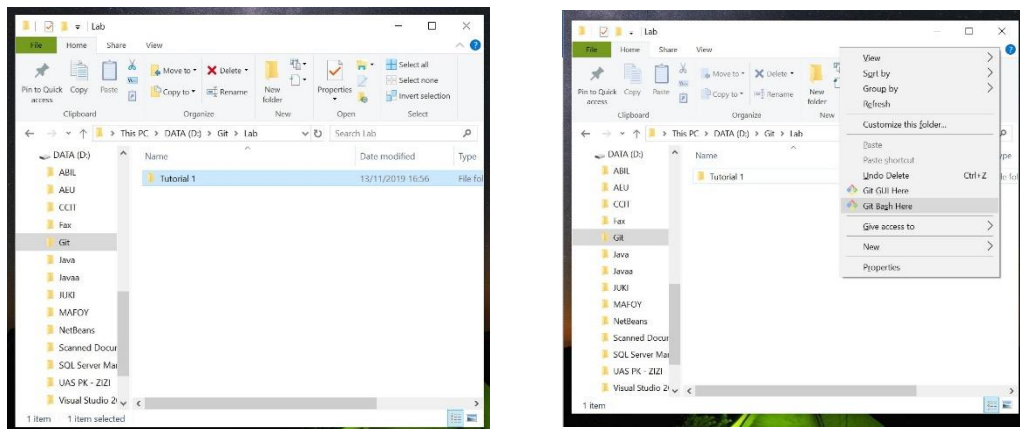
3. Download dan install git bash: <https://git-scm.com/downloads>

4. Buat folder yang akan menjadi local repository



5. Buka gitbash, masuk ke dalam folder “Lab”

6. Buat folder baru dengan nama Tutorial 1



7. Jalankan perintah **git init** pada command prompt/shell

```
Alma Finny@DESKTOP-I5R4I8H MINGW64 /d/Git/Lab (master)
$ git init
Reinitialized existing Git repository in D:/Git/Lab/.git/
```

8. Jalankan perintah **git status**

```
Alma Finny@DESKTOP-I5R4I8H MINGW64 /d/Git/Lab (master)
$ git status
On branch master
Changes not staged for commit:
  (use "git add/rm <file>..." to update what will be committed)
  (use "git restore <file>..." to discard changes in working directory)
    deleted:    Tutorial 1/halo.txt

no changes added to commit (use "git add" and/or "git commit -a")
```

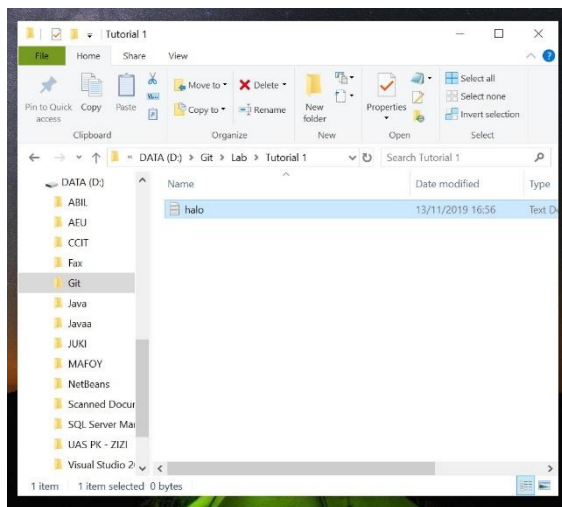
Tertulis deleted: Tutorial 1/halo.txt karna sebelumnya terjadi kesalahan sehingga harus delete file dan membuat baru kembali.

9. Atur username dan email dengan: **git config --global user.name “nama”** dan **git config --global user.email “email”**

```
Alma Finny@DESKTOP-I5R4I8H MINGW64 /d/Git/Lab (master)
$ git config --global user.name "alfinny"

Alma Finny@DESKTOP-I5R4I8H MINGW64 /d/Git/Lab (master)
$ git config --global user.email "almafinny@gmail.com"
```

10. Setelah melakukan konfigurasi, buatlah file halo.txt di dalam folder “Tutorial 1”



11. Setelah itu, jalankan perintah **git status**

```
Alma Finny@DESKTOP-I5R4I8H MINGW64 /d/Git/Lab (master)
$ git status
On branch master
nothing to commit, working tree clean
```

12. Jalankan perintah **git add** .

```
Alma Finny@DESKTOP-I5R4I8H MINGW64 /d/Git/Lab (master)
$ git add .
```

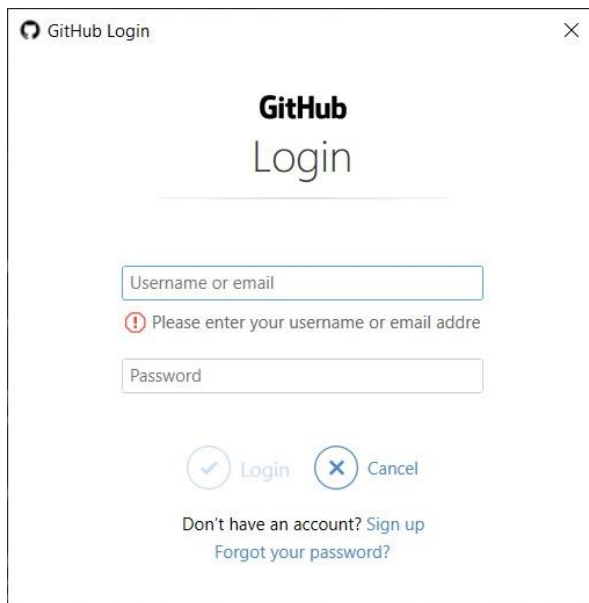
13. Jalankan perintah **git commit -m "halo"**

```
Alma Finny@DESKTOP-I5R4I8H MINGW64 /d/Git/Lab (master)
$ git commit -m "halo"
On branch master
nothing to commit, working tree clean
```

14. Jalankan perintah **git remote add origin** “isi dengan repository kalian”

```
Alma Finny@DESKTOP-I5R4I8H MINGW64 /d/Git/Lab (master)
$ git remote add origin "https://github.com/alfinny/TutorialLab.git"
```

15. Jalankan perintah **git push u- origin master**, lalu keluar login github

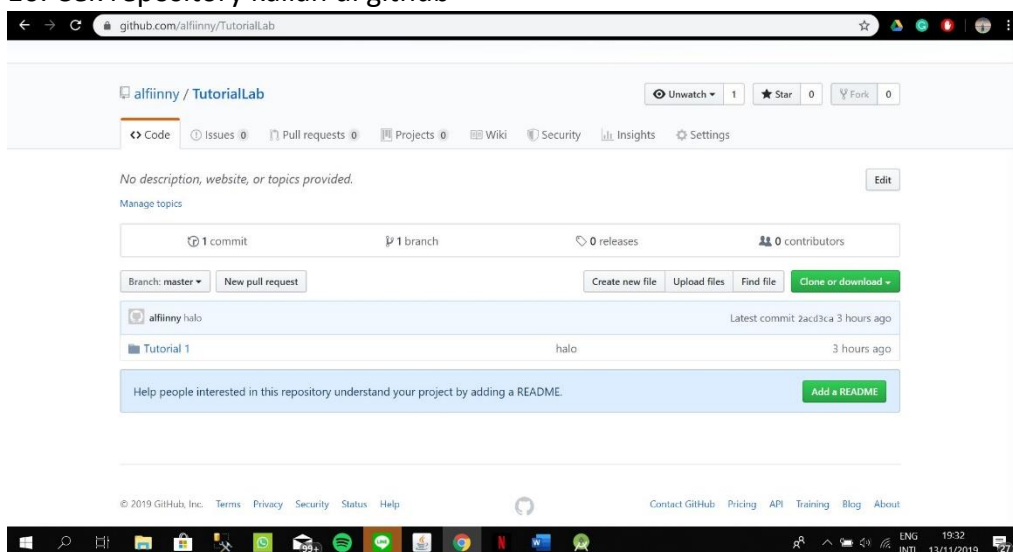


The image shows the GitHub Login page. At the top, it says "GitHub Login" with a close button. Below that is the GitHub logo and "Login". There are two input fields: "Username or email" and "Password". Below the "Username or email" field, there is a red error message: "Please enter your username or email address". At the bottom, there are two buttons: "Login" (with a checkmark icon) and "Cancel" (with an 'X' icon). Below the buttons, there is a link: "Don't have an account? Sign up" and another link: "Forgot your password?".

Setelah login

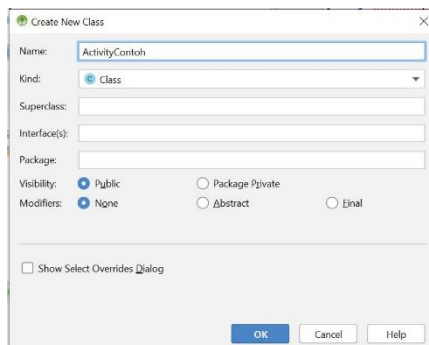
```
Alma Finny@DESKTOP-I5R4I8H MINGW64 /d/Git/Lab (master)
$ git push -u origin master
Enumerating objects: 4, done.
Counting objects: 100% (4/4), done.
Writing objects: 100% (4/4), 247 bytes | 247.00 KiB/s, done.
Total 4 (delta 0), reused 0 (delta 0)
To https://github.com/alfinny/TutorialLab.git
 * [new branch]      master -> master
Branch 'master' set up to track remote branch 'master' from 'origin'.
```

16. Cek repository kalian di github



II. Aplikasi Android Pertama

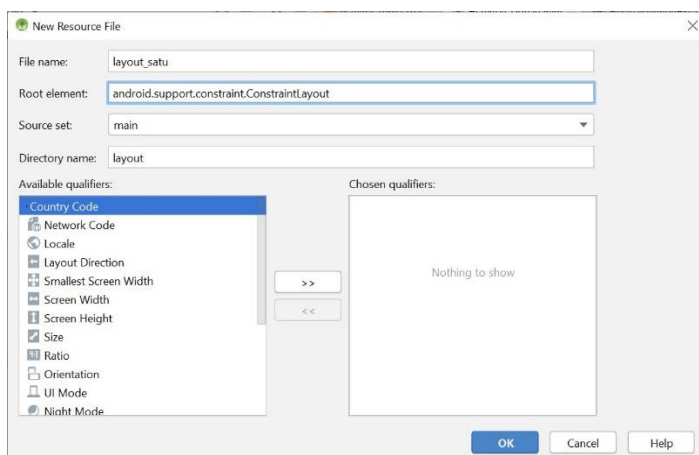
1. Buat Class baru dengan klik kanan pada App -> New -> Java Class lalu beri nama "ActivityContoh"



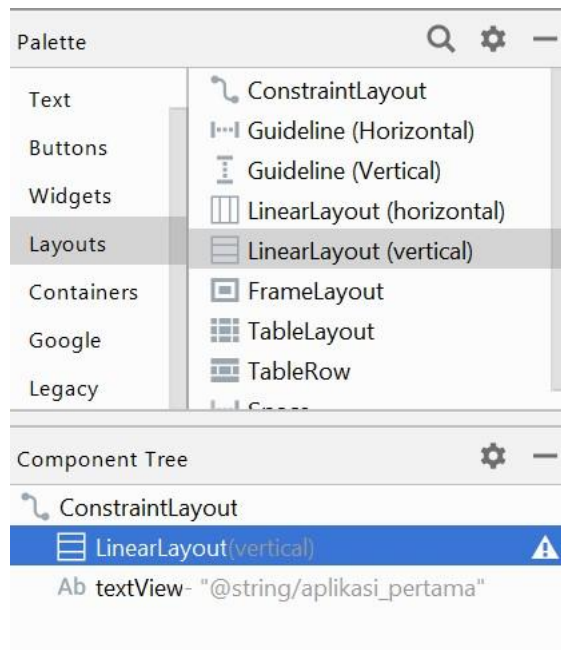
2. Turunkan Class Activity pada class yang baru anda buat dengan keyword **extends**. Lalu tekan **Ctrl + O** untuk memunculkan method-method Override, ketik huruf "**onc**" sehingga pilihan yang aktif akan menunjuk fungsi **onCreate**, pilih **onCreate(savedInstanceState:Bundle):void** maka halaman kerja sebagai berikut:

```
1 package com.example.myapplication;
2
3 import android.app.Activity;
4 import android.os.Bundle;
5
6 import androidx.annotation.Nullable;
7
8 public class ActivityContoh extends Activity{
9
10     @Override
11     protected void onCreate(@Nullable Bundle savedInstanceState) {
12         super.onCreate(savedInstanceState);
13     }
14 }
15 }
```

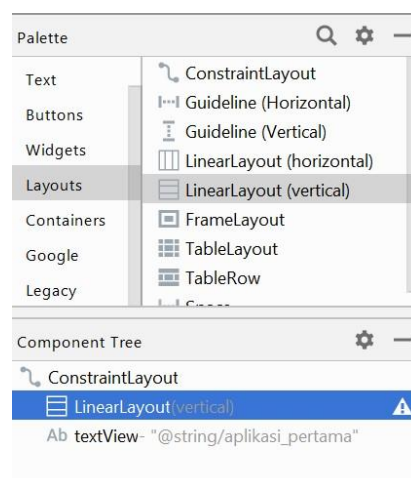
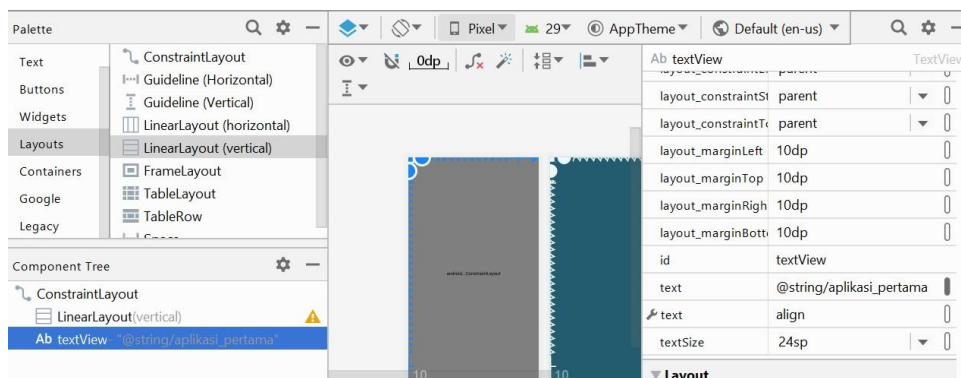
3. Selanjutnya pada sub-folder layout, lakukan klik kanan lalu pilih New->Layout->resource file



4. Buka bagian design di Layout, lalu drag and drop **Linear Layout**. Lalu, drag and drop sebuah **TextView**.



5. Ubah properties bagian text menjadi Aplikasi Pertama dan ukuran text dibagian textSize seperti berikut:



6. Kembali ke Class ActivityContoh lalu ketikkan kodingan berikut:

```
1 package com.example.myapplication;
2
3 import android.app.Activity;
4 import android.os.Bundle;
5
6 import androidx.annotation.Nullable;
7
8 public class ActivityContoh extends Activity{
9
10     @Override
11     protected void onCreate(@Nullable Bundle savedInstanceState) {
12         super.onCreate(savedInstanceState);
13         setContentView(R.layout.layout_satu);
14     }
15 }
```

7. Deklarasikan Activity (Class) yang baru dibuat ke file Manifest. Buka file **AndroidManifest.xml** lalu ketikkan baris berikut:

```
1 <?xml version="1.0" encoding="utf-8"?>
2 <manifest xmlns:android="http://schemas.android.com/apk/res/android"
3     package="com.example.myapplication">
4
5     <application
6         android:allowBackup="true"
7         android:icon="@mipmap/ic_launcher"
8         android:label="My Application"
9         android:roundIcon="@mipmap/ic_launcher_round"
10        android:supportRtl="true"
11        android:theme="@style/AppTheme">
12        <activity android:name=".MainActivity">
13            <intent-filter>
14                <action android:name="android.intent.action.MAIN" />
15
16                <category android:name="android.intent.category.LAUNCHER" />
17            </intent-filter>
18        </activity>
19        <activity android:name=".MainActivity">
20            <intent-filter>
21                <action android:name="android.intent.action.MAIN"/>
22
23                <category android:name="android.intent.category.LAUNCHER"/>
24            </intent-filter>
25        </activity>
26    </application>
27
28 </manifest>
```

8. Jalankan program dengan menekan icon



Maka akan muncul sebagai berikut:

