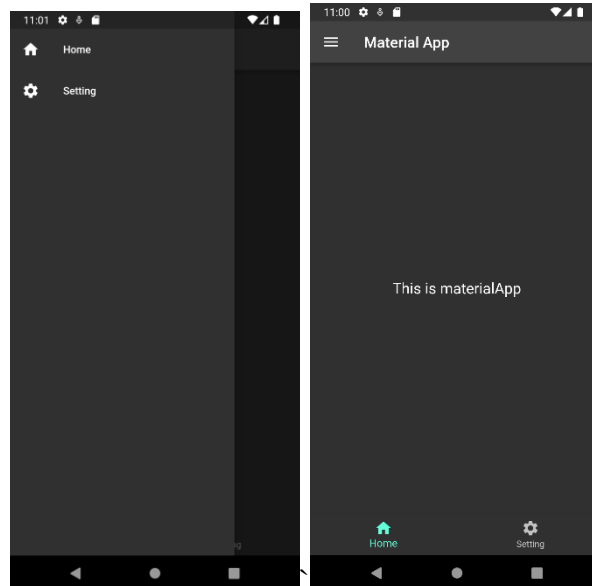


Soal Prioritas 1 (80)

1. Membuat tampilan OS Android (Material Design)

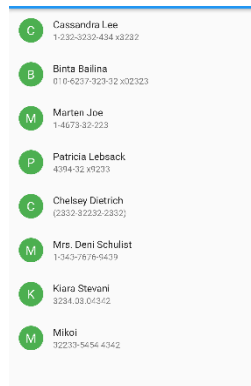


Source Code :

```
1 import 'package:flutter/material.dart';
2
3 class MyApp extends StatelessWidget {
4   const MyApp({super.key});
5
6   // This widget is the root of your application.
7
8   @override
9   Widget build(BuildContext context) {
10    return MaterialApp(
11      debugShowCheckedModeBanner: false,
12      theme: ThemeData.dark(),
13      home: HomePage(),
14    );
15  }
16}
17
18 void main() {
19   runApp(const MyApp());
20}
```

```
1 import 'package:flutter/material.dart';
2
3 class HomePage extends StatelessWidget {
4   const HomePage({super.key});
5
6   // This widget is the root of your application.
7
8   @override
9   Widget build(BuildContext context) {
10    return Scaffold(
11      appBar: AppBar(
12        title: const Text('Material App'),
13      ),
14      drawer: Drawer(
15        child: ListView(
16          children: const [
17            ListTile(
18              leading: Icon(Icons.home),
19              title: Text('Home'),
20            ),
21            ListTile(
22              leading: Icon(Icons.settings),
23              title: Text('Setting'),
24            ),
25          ],
26        ),
27      ),
28      body: const Center(
29        child: Text(
30          'This is materialApp',
31          style: TextStyle(fontSize: 20),
32        ),
33      ),
34      bottomNavigationBar: BottomNavigationBar(
35        items: const [
36          BottomNavigationBarItem(
37            icon: Icon(Icons.home),
38            label: 'Home',
39          ),
40          BottomNavigationBarItem(
41            icon: Icon(Icons.settings),
42            label: 'Setting',
43          ),
44        ],
45      ),
46    );
47  }
48}
```

2. Setelah berhasil membuat sebuah tampilan OS Android dan di screenshot, ubah tampilan pada body aplikasi menjadi seperti dibawah ini menggunakan **LISTVIEW**!



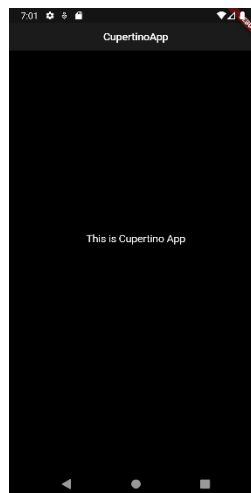
Source Code :

```
class HomePage extends StatelessWidget {
  HomePage({super.key});
  //SoalPrioritas12
  final List<Map<String, String>> dataList = [
    {"name": "Cassandra Lee", "handphone": "1-232-3232-434 x8232"},
    {"name": "Binta Bailina", "handphone": "010-6237-323-32 x02323"},
    {"name": "Marten Joe", "handphone": "1-4673-32-223"},
    {"name": "Patricia Lebsack", "handphone": "4394-32 x9233"},
    {"name": "Chelsey Dietrich", "handphone": "(2332-32232-2332)"},
    {"name": "Mrs. Deni Schulist", "handphone": "1-343-7676-9439"},
    {"name": "Kiara Stevani", "handphone": "3234.03.04342"},
    {"name": "Mikoi", "handphone": "32233-5454 4342"},
  ];

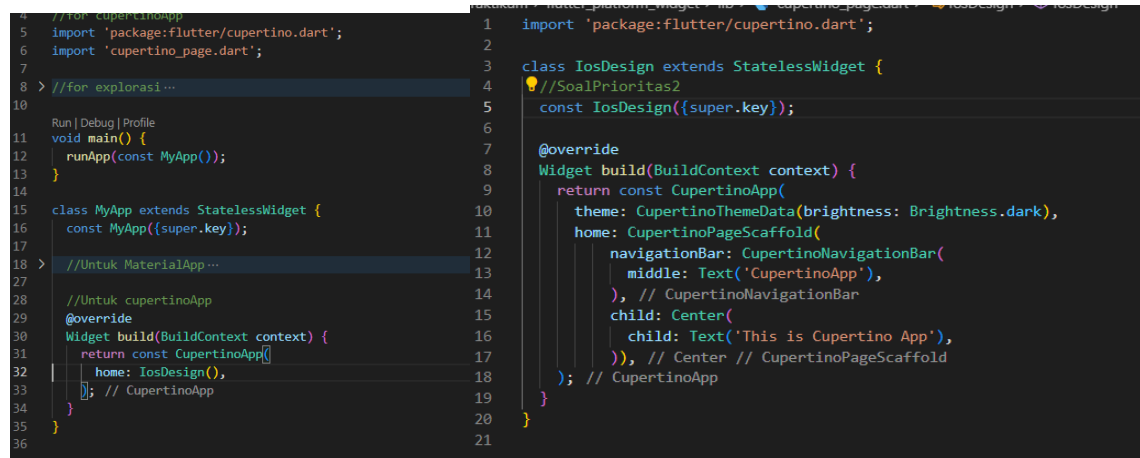
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(), // AppBar ...
      drawer: Drawer(), // Drawer ...
      // //body for SoalPrioritas 1.1...
      body: ListView.builder(
        itemCount: dataList.length,
        itemBuilder: (context, index) {
          final data = dataList[index];
          return ListTile(
            leading: CircleAvatar(
              backgroundColor: Colors.green,
              child: Text(
                data["name"]![0],
                style: const TextStyle(fontSize: 20, color: Colors.white),
              ), // Text
            ), // CircleAvatar
            title: Text(data["name"]!),
            subtitle: Text(data["handphone"]!),
          ); // ListTile
        }, // ListView.builder
      ), // ListView.builder
      bottomNavigationBar: BottomNavigationBar(items: const [
```

Soal Prioritas 2 (20)

1. Membuat tampilan OS IOS (Cupertino Design)



Source Code :



Soal Eksplorasi (20)

