Lab. Pemrograman Mobile



Pertemuan 8

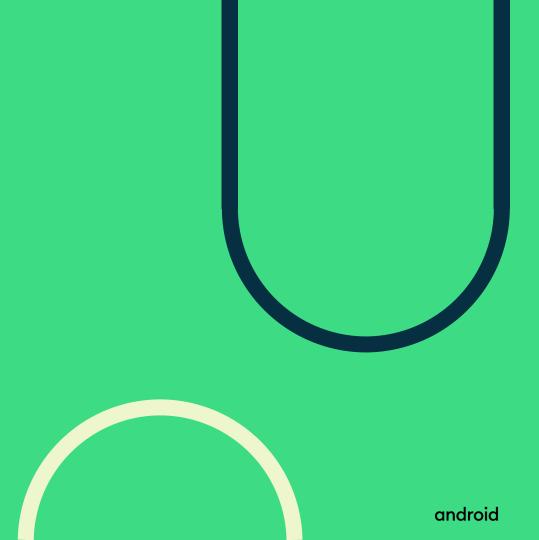


Learning Objectives

o Retrofit



Pert. 8 Retrofit.2



Setup Retrofit 2

First, add the **Retrofit 2** and **Gson Converter** dependencies in build.gradle (module) file by writing this line of code under depedencies block. Then re-sync the gradle.

```
implementation("com.squareup.retrofit2:retrofit:2.6.2")
implementation("com.squareup.retrofit2:converter-gson:2.6.2")
```

Network Security Config

Create a layout file for network security config on res > xml > network_security_config.xml And then paste these lines:

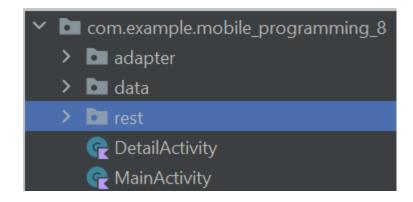
Network Security Config

Create a layout file for network security config on res > xml > network_security_config.xml And then paste these lines:

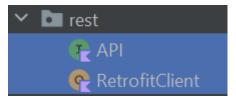
```
<application
    android:networkSecurityConfig="@xml/network_security_config"
...>
</application>
```

Create a REST package

Create a REST package to hold the API configuration and create one interface (kt) file and one object (kt) file







RetrofitClient.kt

Create a RetrofitClient object with the API BASE URL and Gson Converter.

API.kt

Create an API interface and function for accessing the API.

```
interface API {
    @GET("read.php")
    fun getCountries():Call<ArrayList<CountryItem>>

    @GET("detail.php")
    fun getCountryDetail(
        @Query("countryId") countryId: String?
    ):Call<CountryDetail>
}
```

Access API from Main Class

We can call RetrofitClient to access the API from the Main Class

```
RetrofitClient.instance.getCountries()
    .enqueue(object: Callback<Data Type> {
        override fun onResponse(call: Call<Data_Type>, response: Response<Data_Type>) {
            if (response.code() == 200) {
                // what to do if data successfully retrieved
                val list = response.body()
                Log.d("GET ITEMS", list.toString())
               if (list!!.isEmpty()) {
                    // what to do if the data retrieved is empty
                   // what to do if there is the data
            } else {
                // what to do if failed to fetch the data (response is not 200)
        override fun onFailure(call: Call<Data_Type>, t: Throwable) {
            // what to do if the system failed to retrieve the data
```



Any Question?