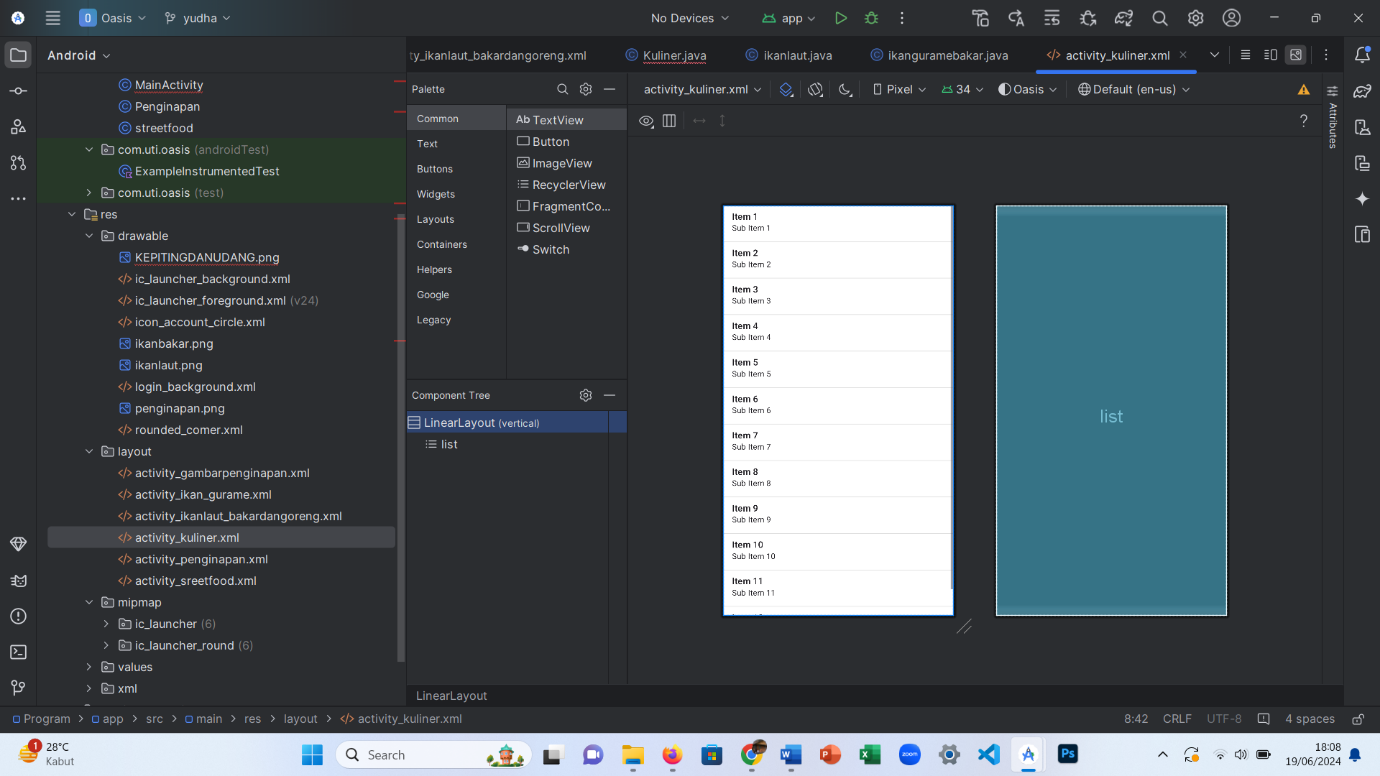
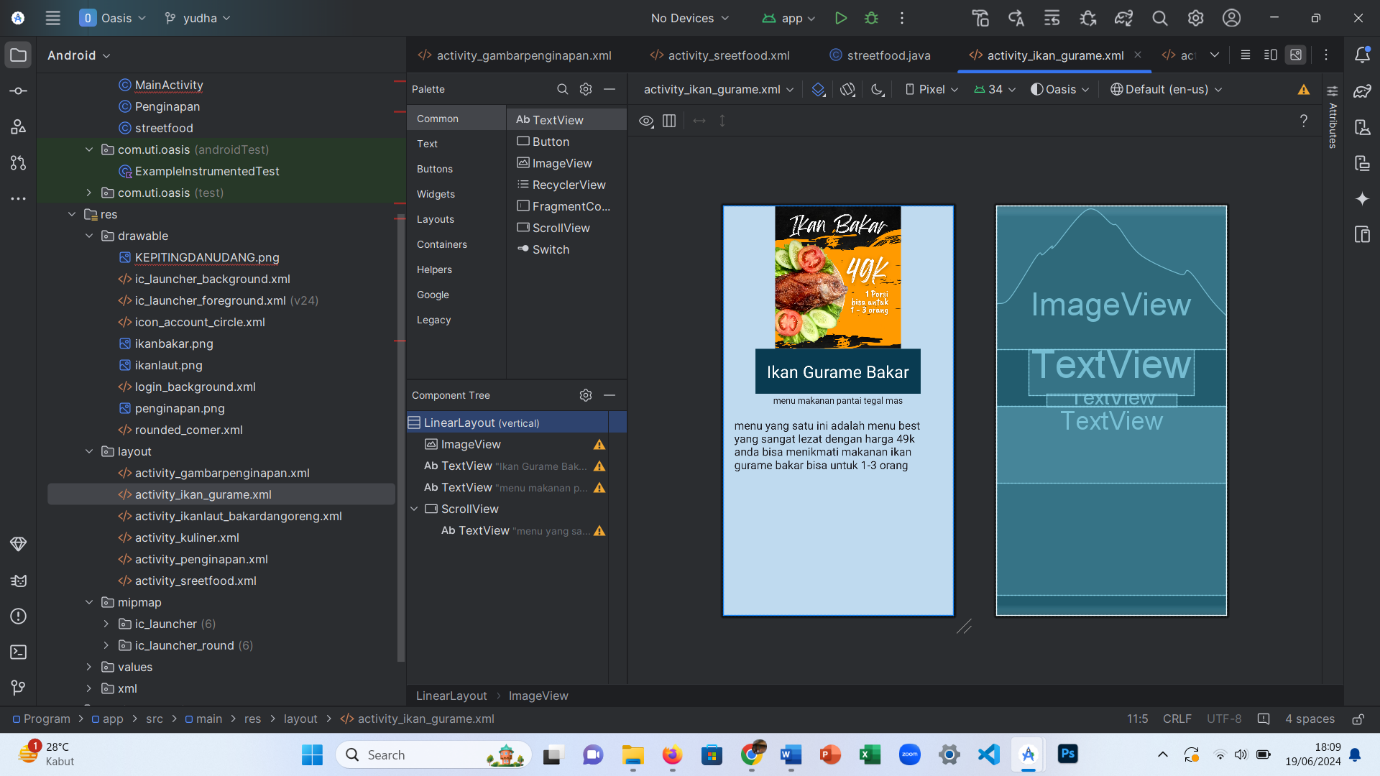
**DOKUMENTASI UNTUK ISI MENU KULINER**

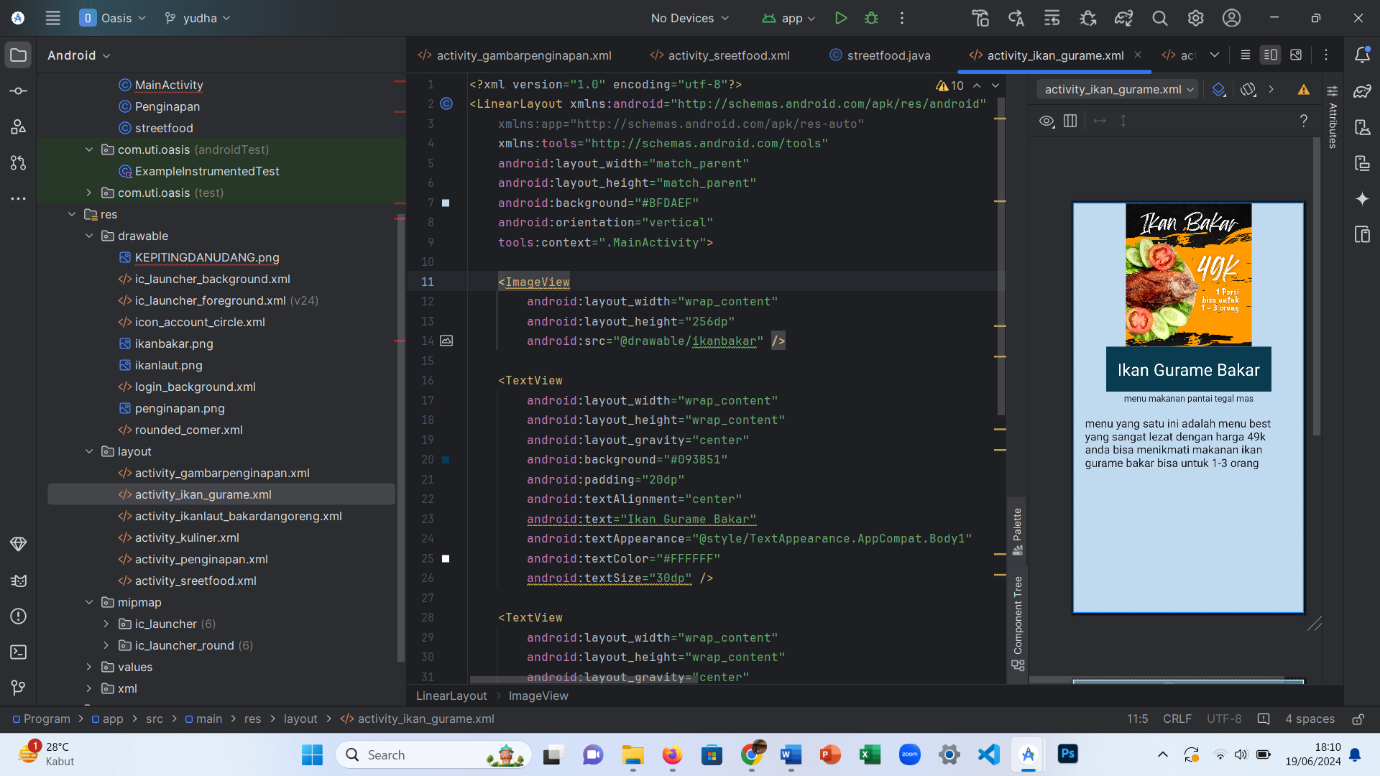
1. **TAMPILAN XML**



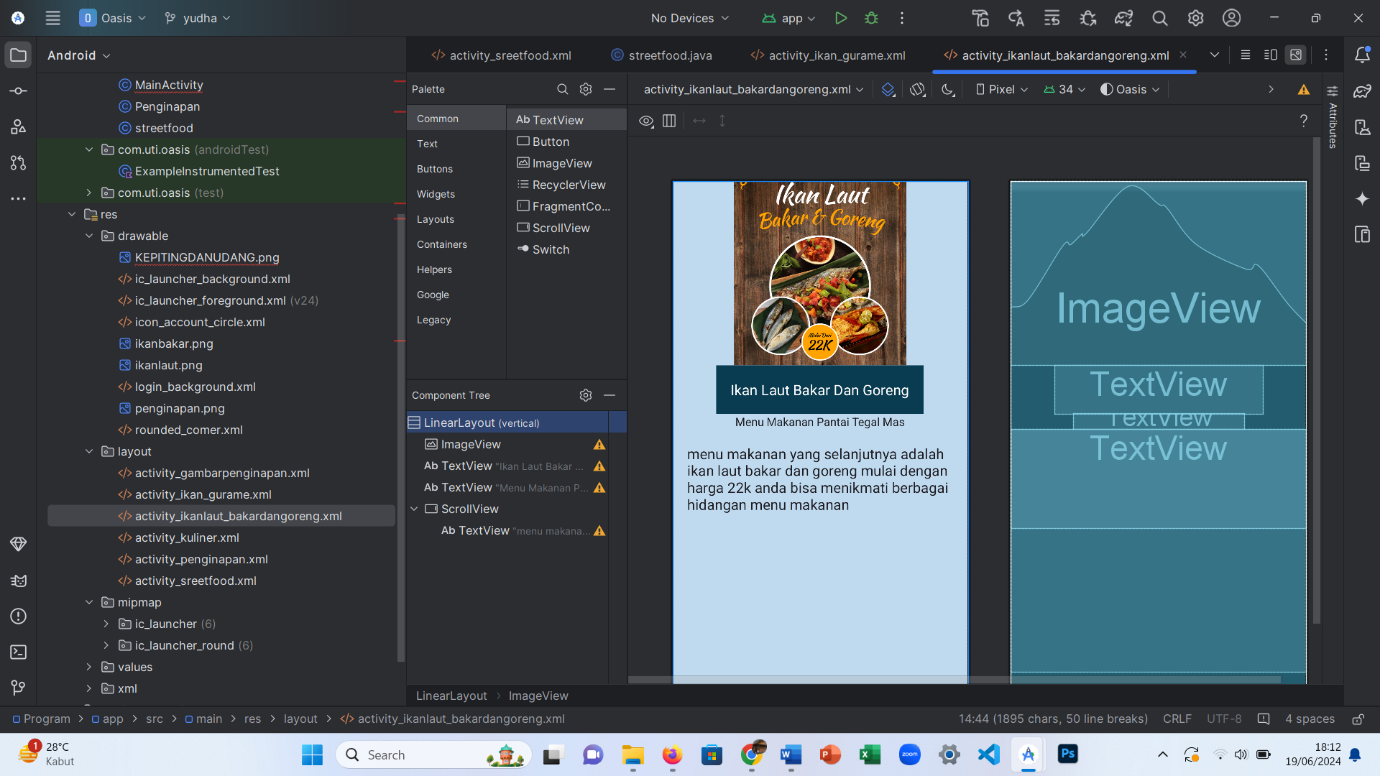
GAMBAR 1 : membuat tampilan activity\_kuliner menggunakan artribut LIST



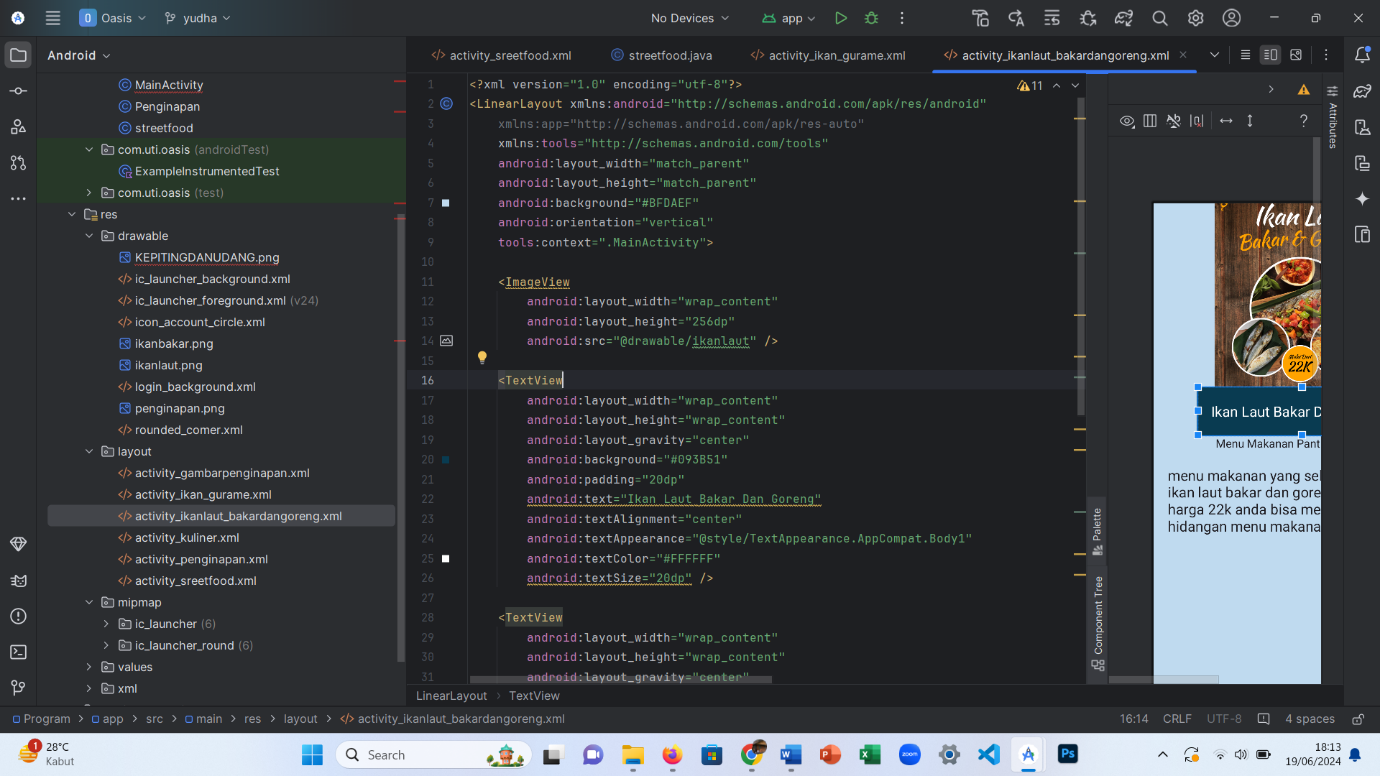
GAMBAR 2 : membuat tampilan activity\_ikan\_gurame.xml



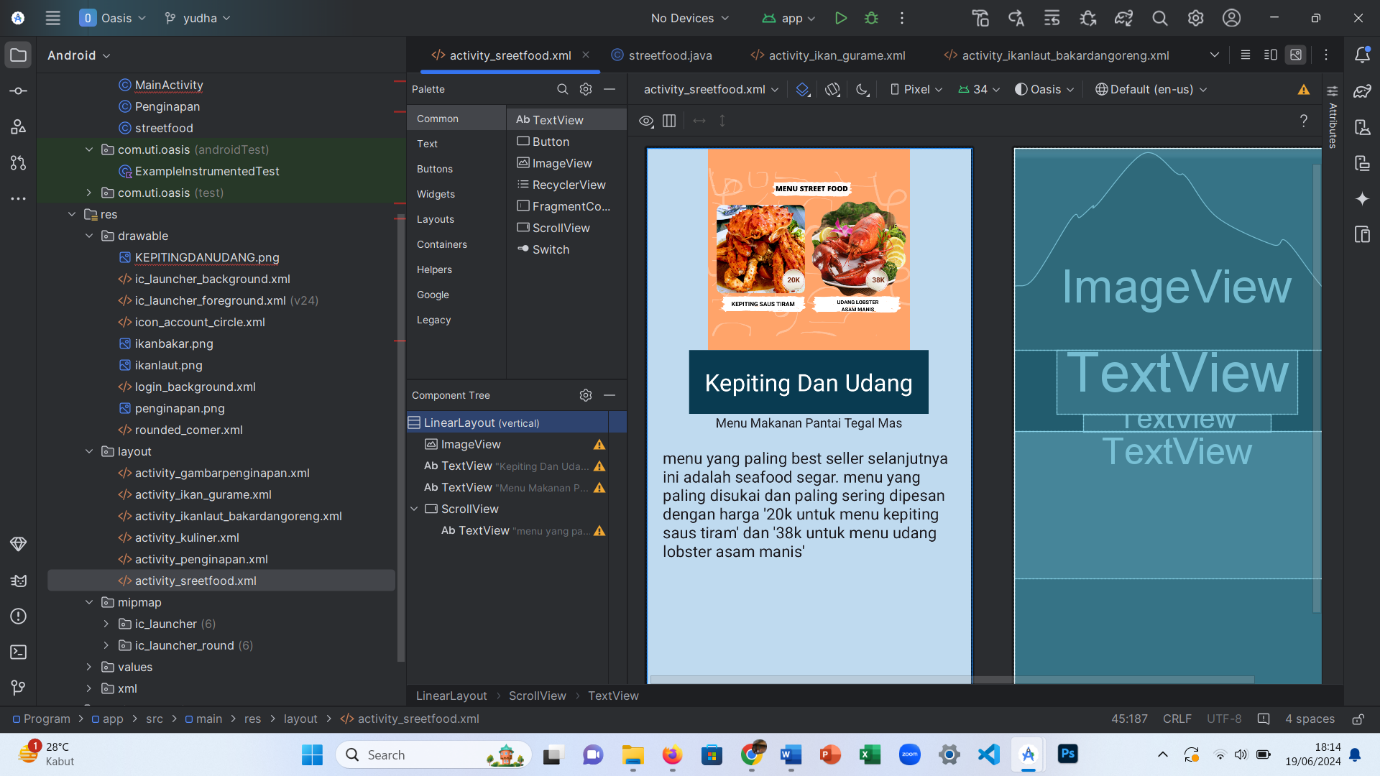
GAMBAR 3 : tampilan program activity\_ikan gurami



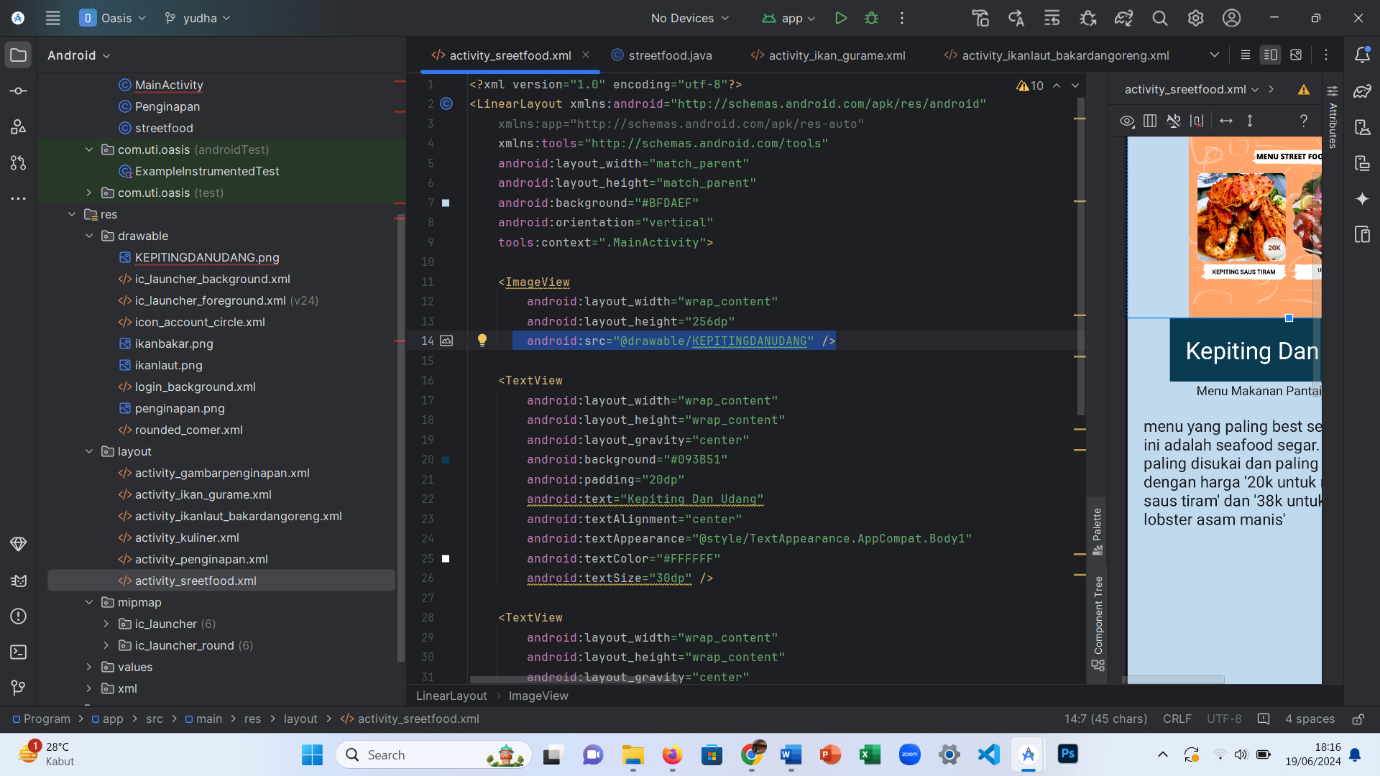
GAMBAR 4 : activity\_ikanlaut\_bakardangoreng.xml



GAMBAR 5 : tampilan program activity\_ikanlaut\_bakardangoreng.xml

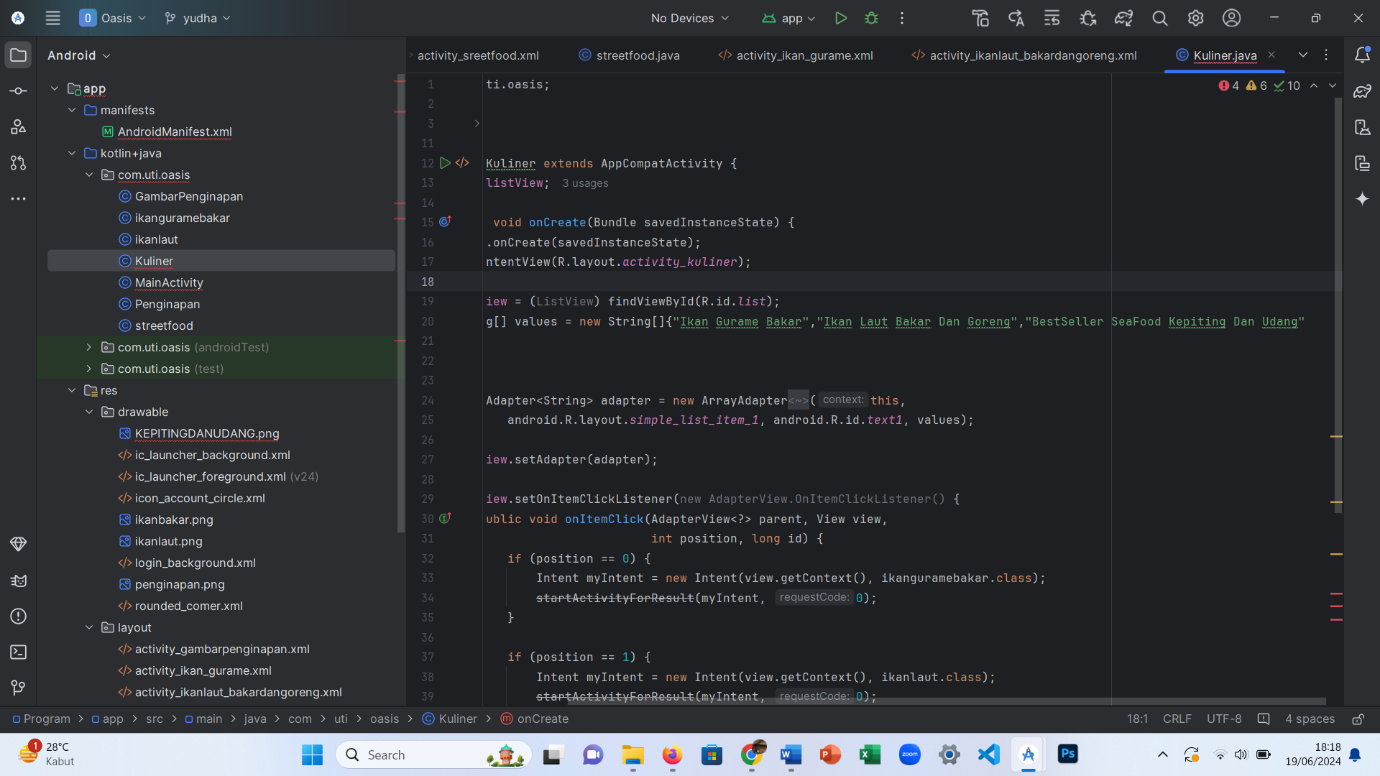


GAMBAR 6 : activity\_sreetfood.xml menu makanan kepiting dan udang



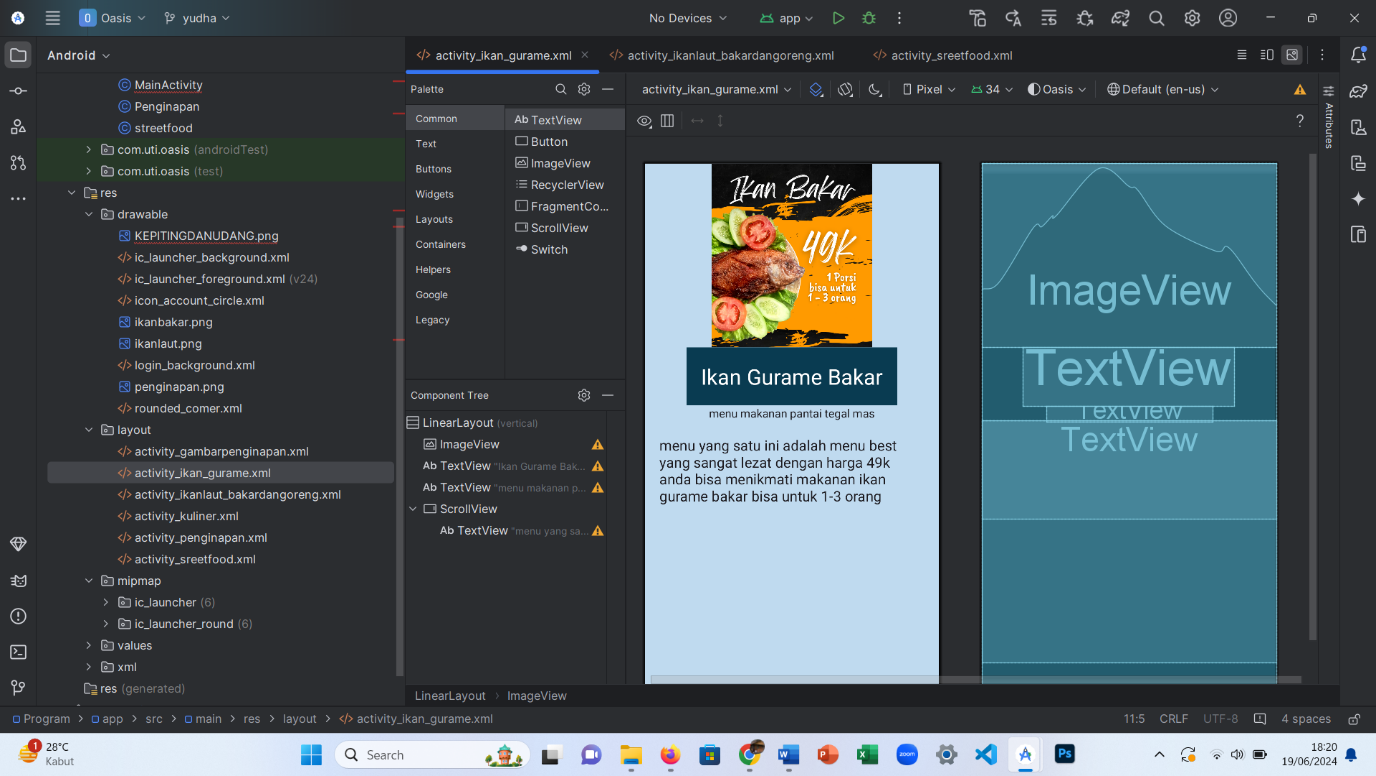
GAMBAR 7 : tampilan program activity\_streetfood.xml

1. **TAMPILAN CODE KOTLIN**



GAMBAR 8 : Tampilan kode kotlin kuliner.

1. **Hasil Tampilan**

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