

Workshop Mobile Application Framework

Tugas Minggu 11 Authentication



GOLONGAN A KAMPUS BONDOWOSO

Disusun oleh :

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NIM : E41200583

PROGRAM STUDI TEKNIK INFORMATIKA

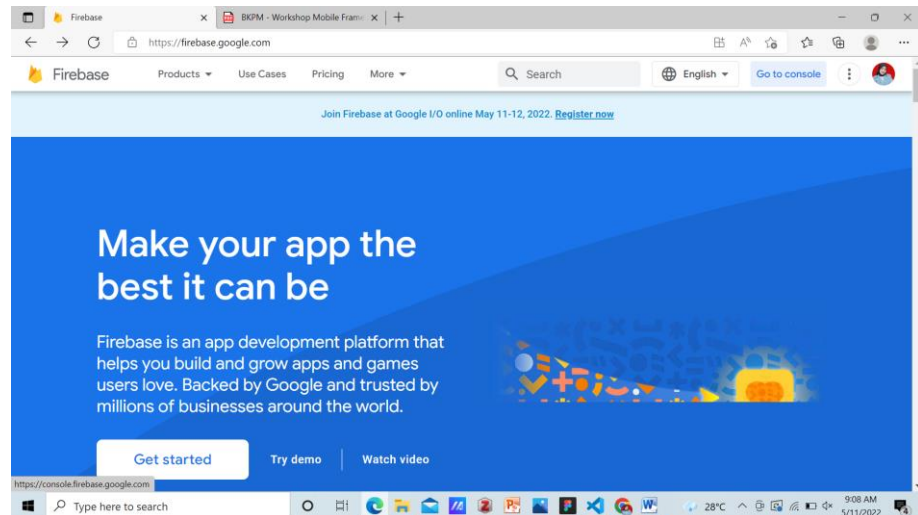
JURUSAN TEKNOLOGI INFORMASI

POLITEKNIK NEGERI JEMBER

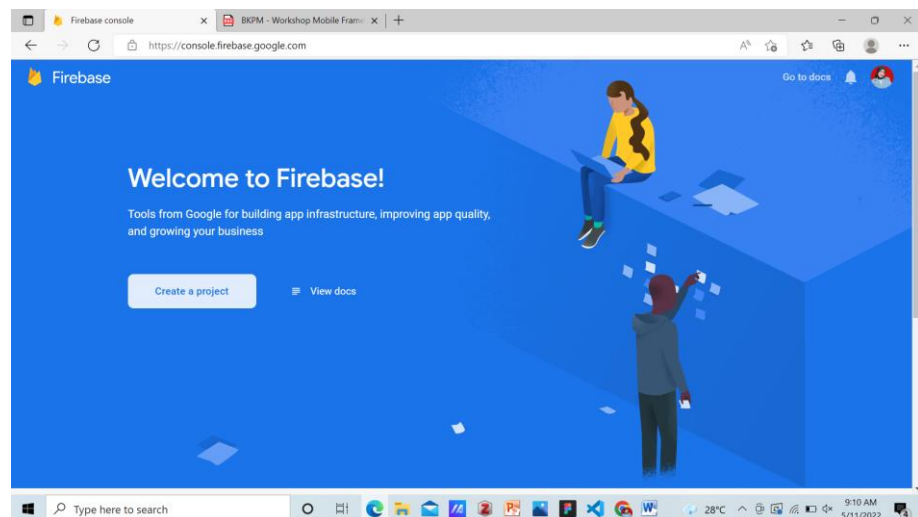
2022

A. Langkah-langkah dalam membuat database dengan menggunakan firebase

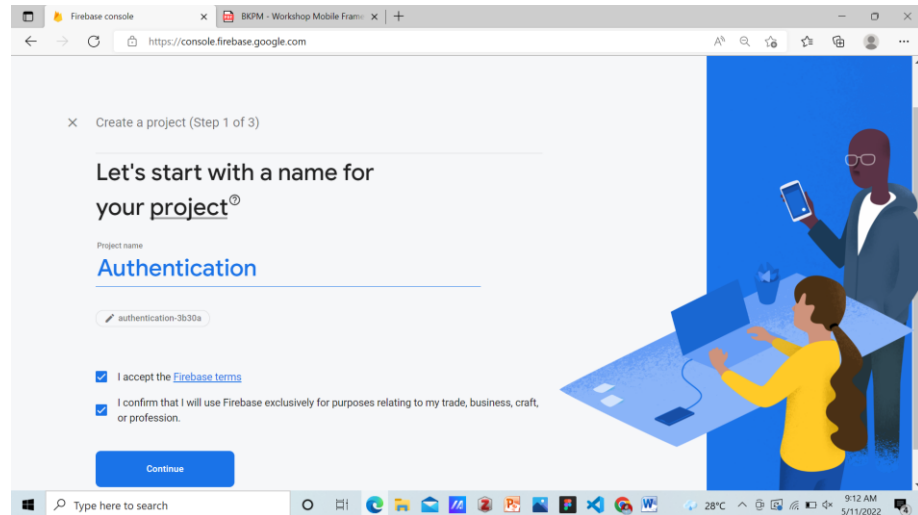
- 1. Klik “Go to Console” yang berada pada bagian kanan atas.**



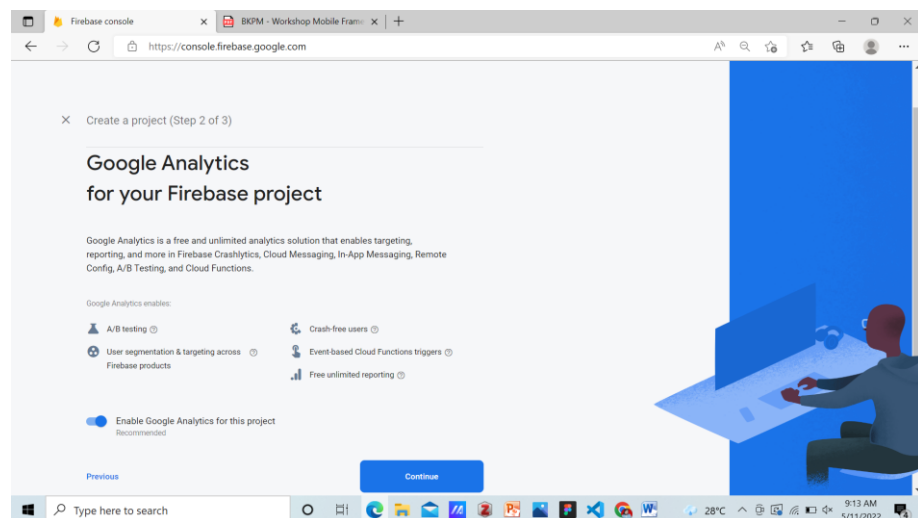
- 2. Buat Project baru dengan klik “Create Project” atau “Add Project” jika sudah pernah membuat project sebelumnya.**



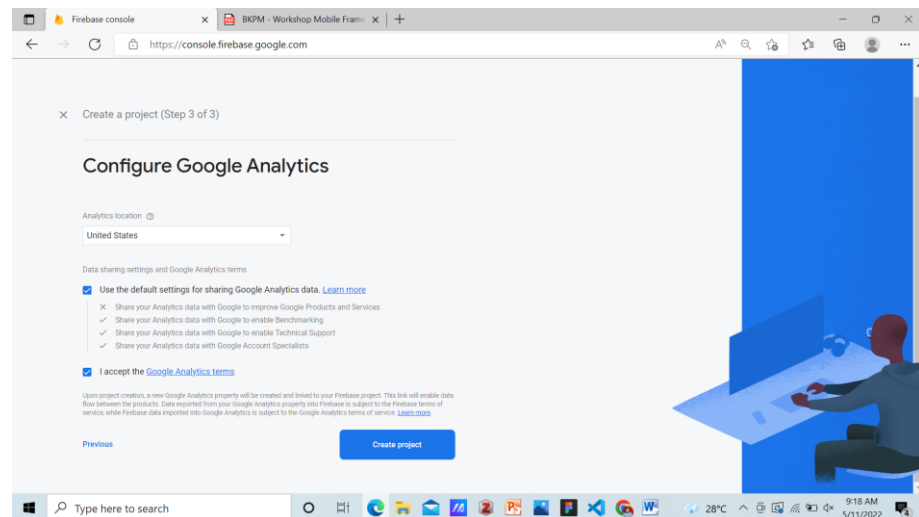
3. Masukkan nama project Anda dan klik “Continue”.



4. Anda bisa meng-enable “Google Analytics” dan klik “Continue”.

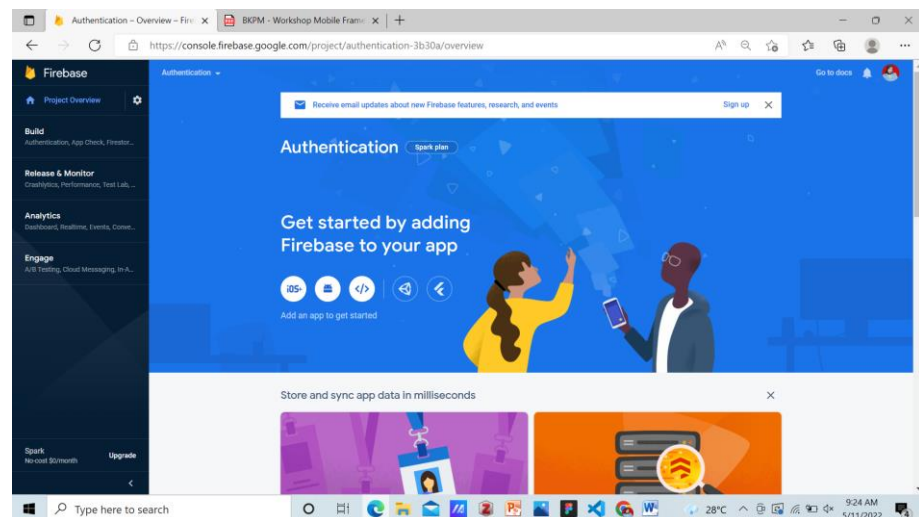


5. Kemudian Anda akan diminta untuk memilih akun yang digunakan untuk menerima data dari Google Analytics, pilih “Default Account for Firebase” saja, selanjutnya klik “Create Project”



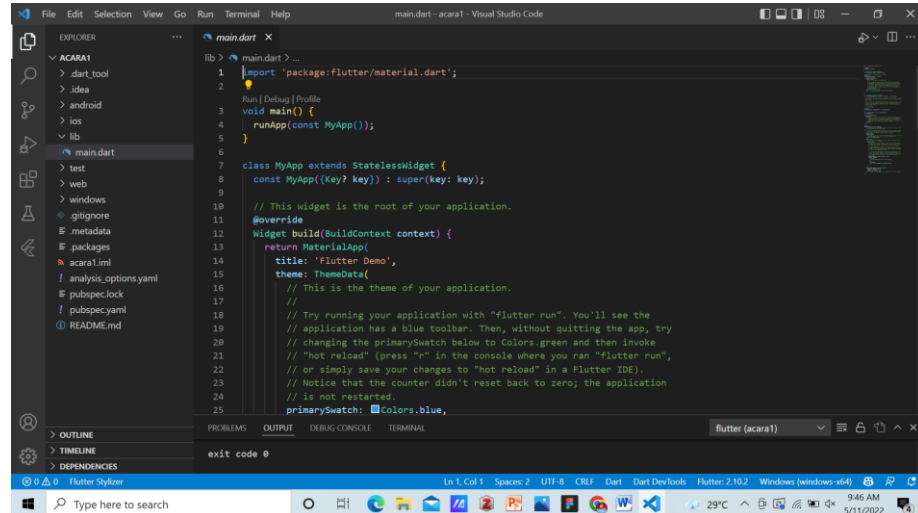
6. Atau Anda bisa meng-disable “Google Analytic” dan klik “Create Project”.

7. Selanjutnya Anda tinggal menunggu project selesai dibuat.

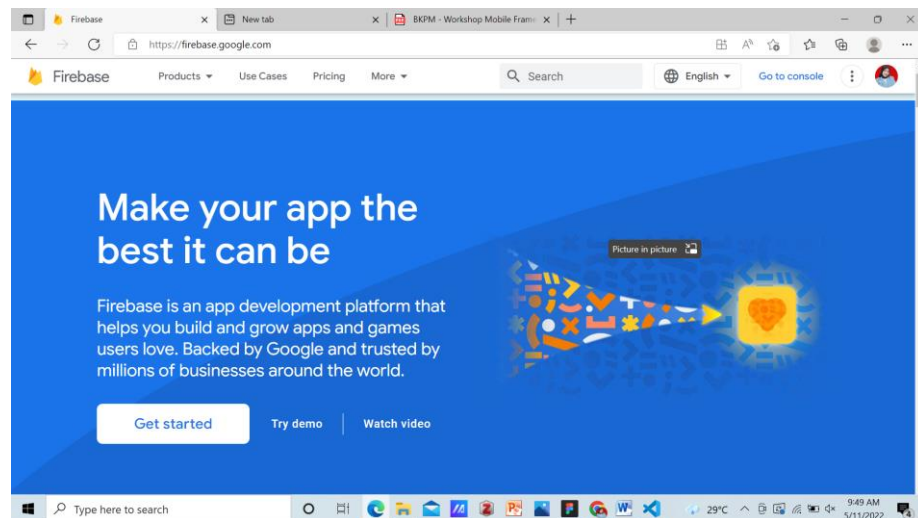


B. Prosedur Kerja Minggu 11 Acara 1

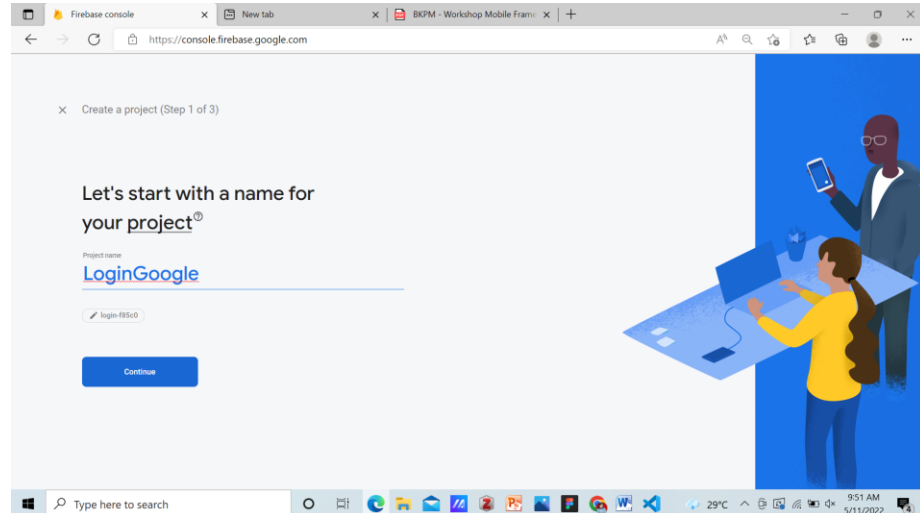
1. Membuat project flutter dengan nama minggu_11



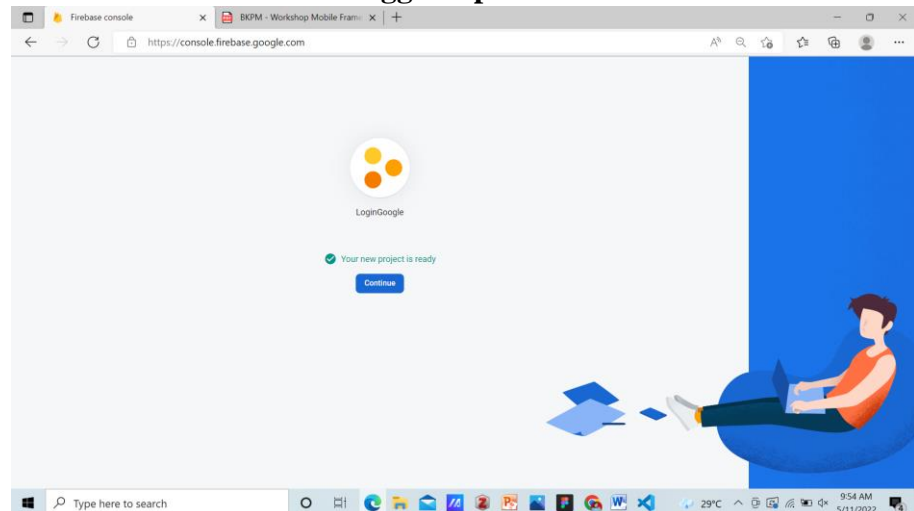
2. Buka link berikut : <https://firebase.google.com/>



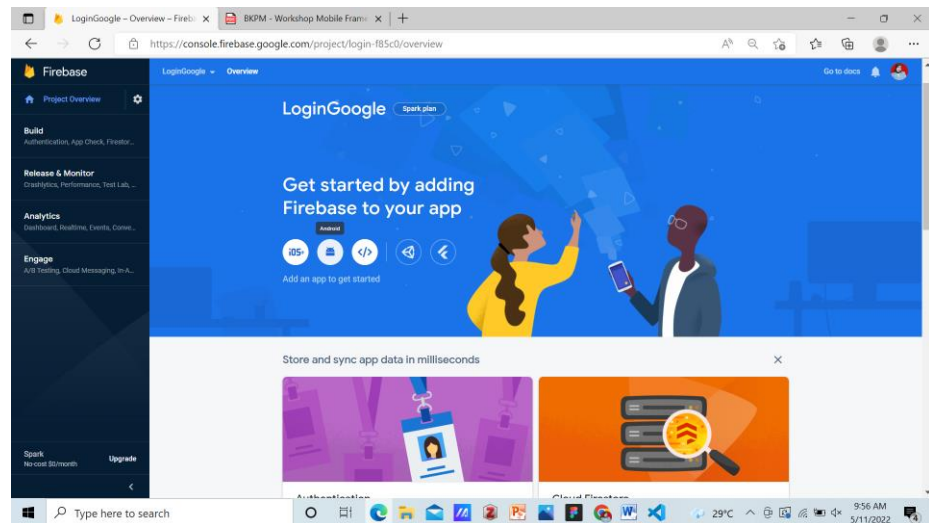
3. Membuat Project dengan nama “LoginGoogle”, kemudian tekan tombol continue.



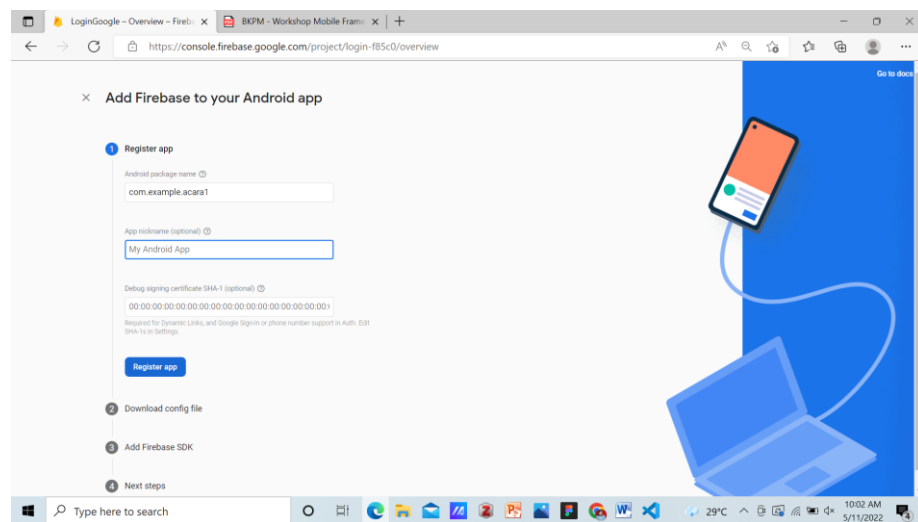
4. Tekan tombol continue hingga step 3.

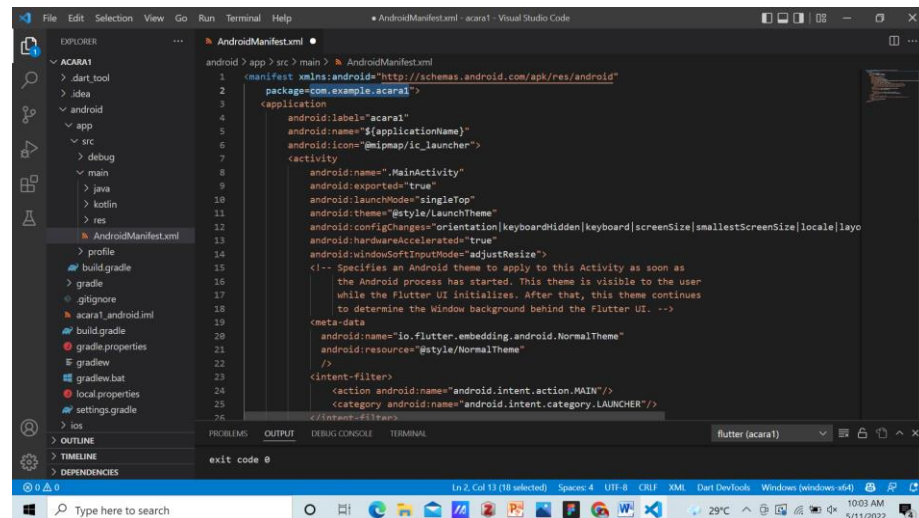


5. Memilih platform android.



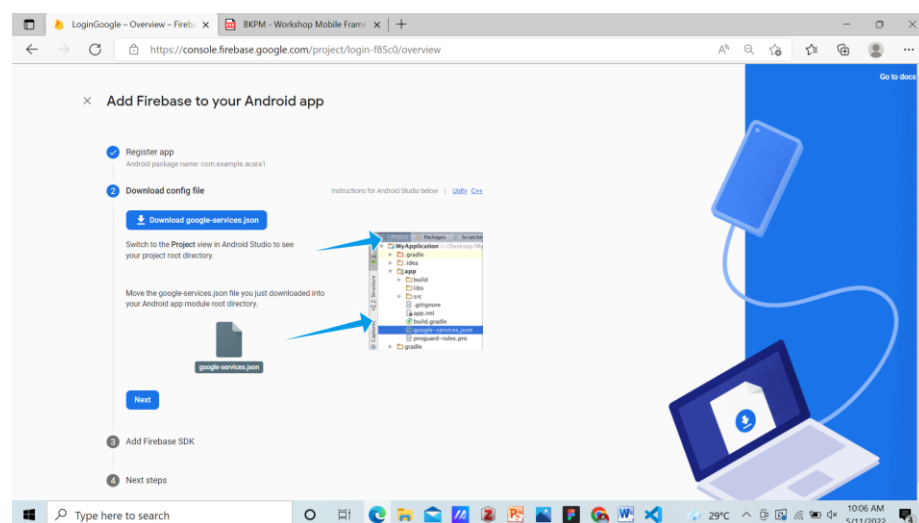
6. Memasukkan android packagenya.

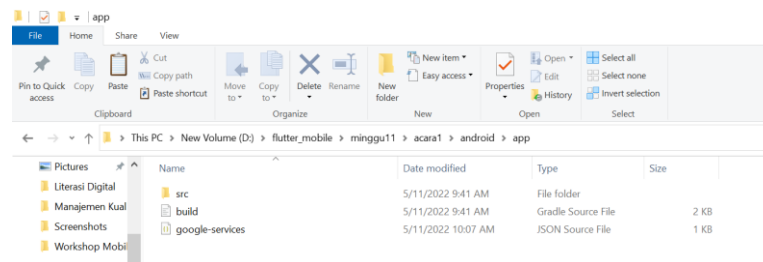




package com.example.minggu_11 digunakan untuk mendaftarkan apps kita di firebase dan mendapatkan google-service.json

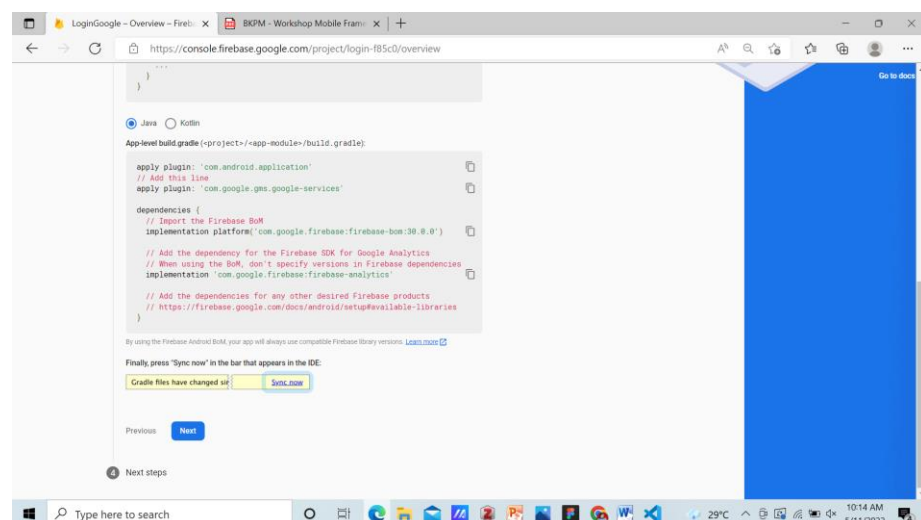
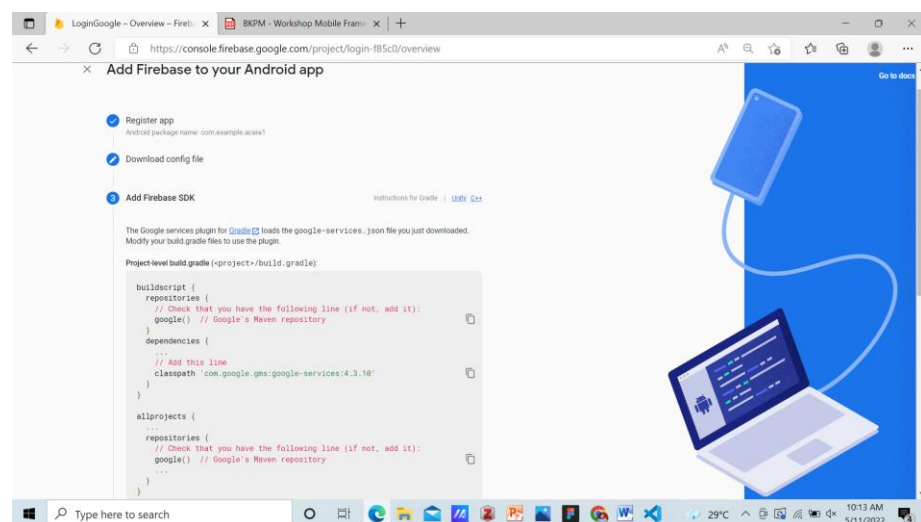
7. download google-services.json



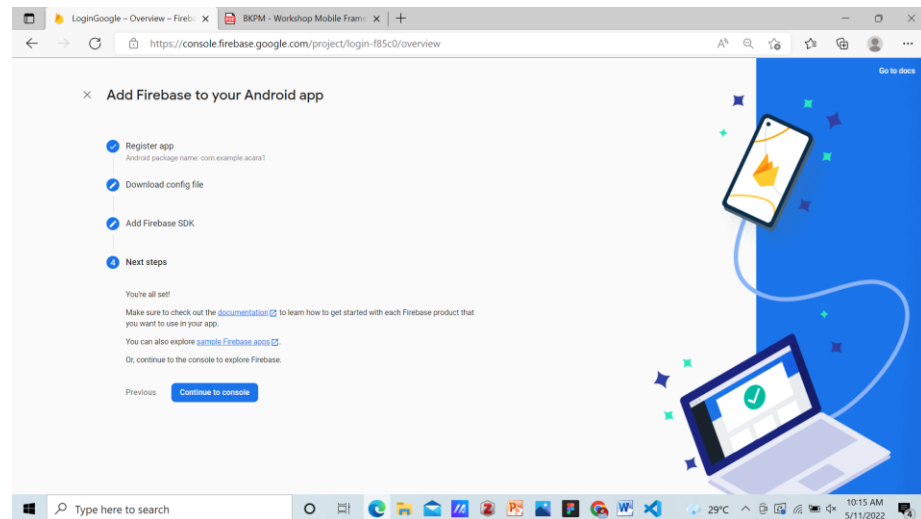


**kemudian pindahkan file ke dalam
C:\Users\ARVITA\dev\project\minggu_11\android\app sesuaikan
C:\Users\ARVITA\dev\project dengan lokasi project kalian
masing-masing.**

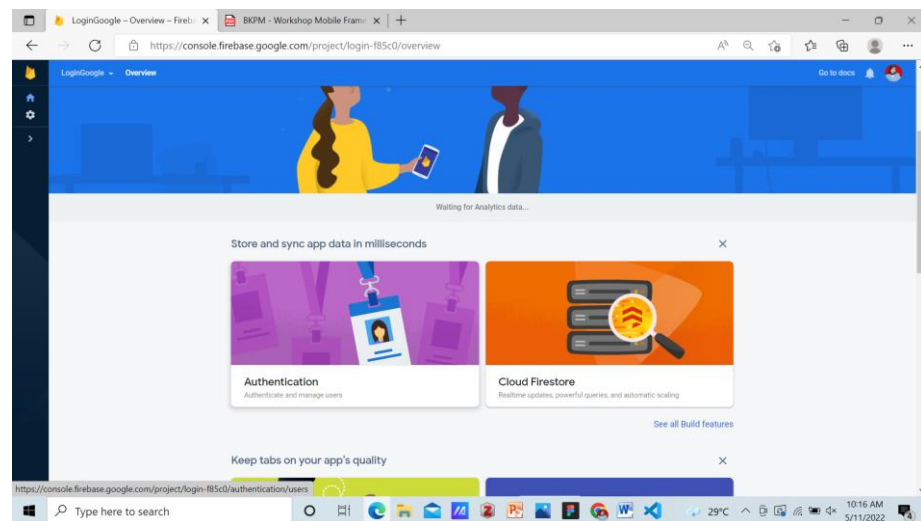
8. Tekan tombol next



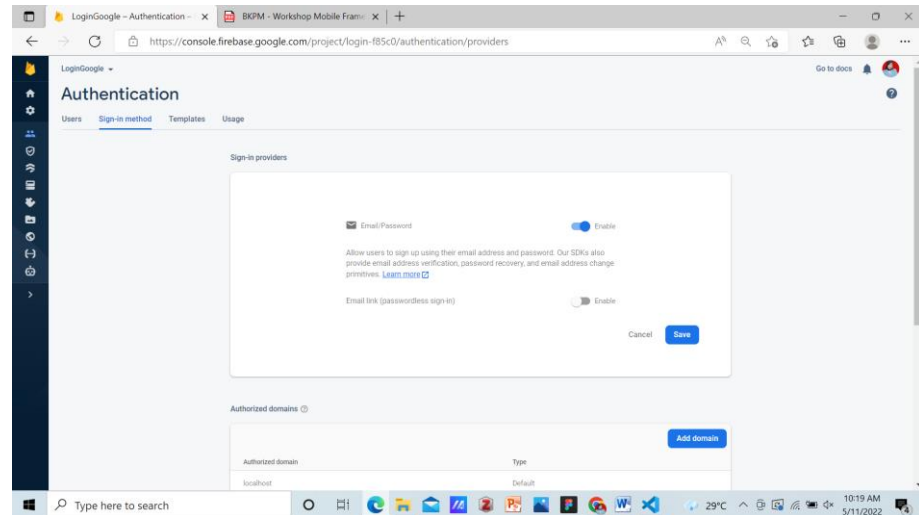
9. Tekan tombol continue to console



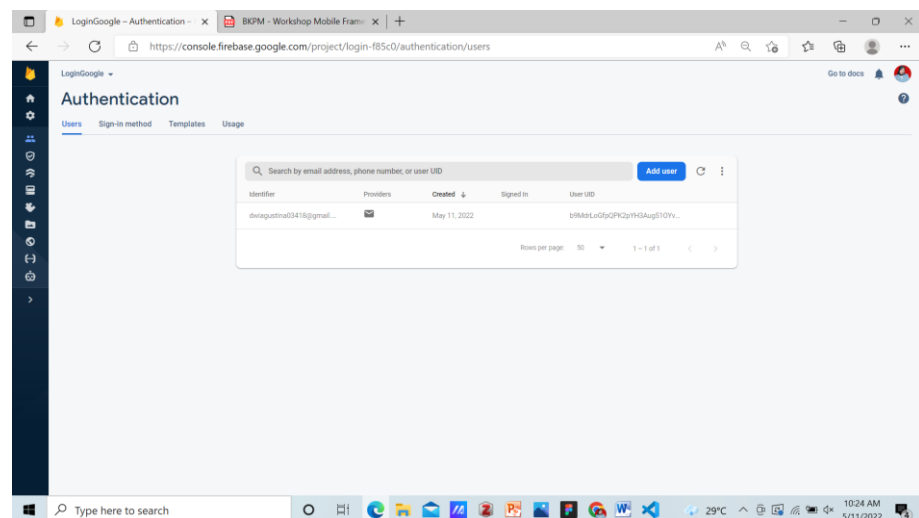
10. Memilih product Authentication



11. Pilih sign-in method kemudian enable Email/Password dan kemudian Save.



12. Tambahkan User dan password



C. Prosedur Kerja Minggu 11 Acara 2

1. minggu_11->android->build.gradle

```
7
8     dependencies {
9         classpath 'com.android.tools.build:gradle:4.1.0'
10        classpath "org.jetbrains.kotlin:kotlin-gradle-plugin:$kotlin_version"
11        classpath 'com.google.gms:google-services:4.3.10'
12    }
13 }
```

Menambahkan dependency pada build gradle yang ada di directory android-build gradle.

2. Minggu_11->android->app->build.gradle

```
65
66     dependencies {
67         implementation "org.jetbrains.kotlin:kotlin-stdlib-jdk7:$kotlin_version"
68         implementation platform('com.google.firebase:firebase-bom:28.4.2')
69     }
70 }
```

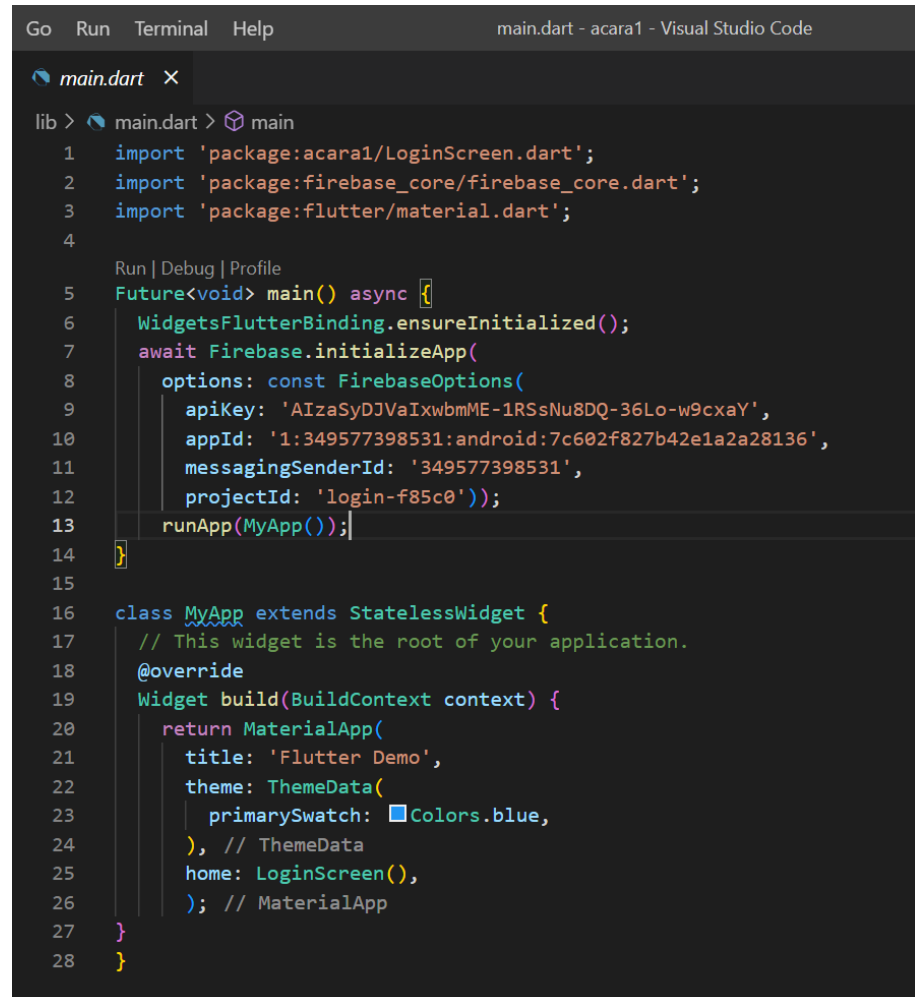
Menambahkan dependency pada build.gradle yang ada di directory “android-appbuild.gradle”

3. Minggu_11->pubspec.yaml

```
17 # https://developer.apple.com/library/archive/documentation/General/Reference/InfoPlistKeyReference/Articles/CoreFo
18 version: 1.0.0+1
19
20 environment:
21   sdk: ">=2.16.1 <3.0.0"
22
23 # Dependencies specify other packages that your package needs in order to work.
24 # To automatically upgrade your package dependencies to the latest versions
25 # consider running 'flutter pub upgrade --major-versions'. Alternatively,
26 # dependencies can be manually updated by changing the version numbers below to
27 # the latest version available on pub.dev. To see which dependencies have newer
28 # versions available, run 'flutter pub outdated'.
29 dependencies:
30   cupertino_icons: ^1.0.2
31   firebase_auth: ^3.1.2
32   firebase_core: ^1.7.0
33   flutter:
34     sdk: flutter
35   http: ^0.13.3
36
```

Menambahkan dependency pada pubspec.yaml

4. Merubah main.dart seperti berikut :



```
Go Run Terminal Help main.dart - acara1 - Visual Studio Code

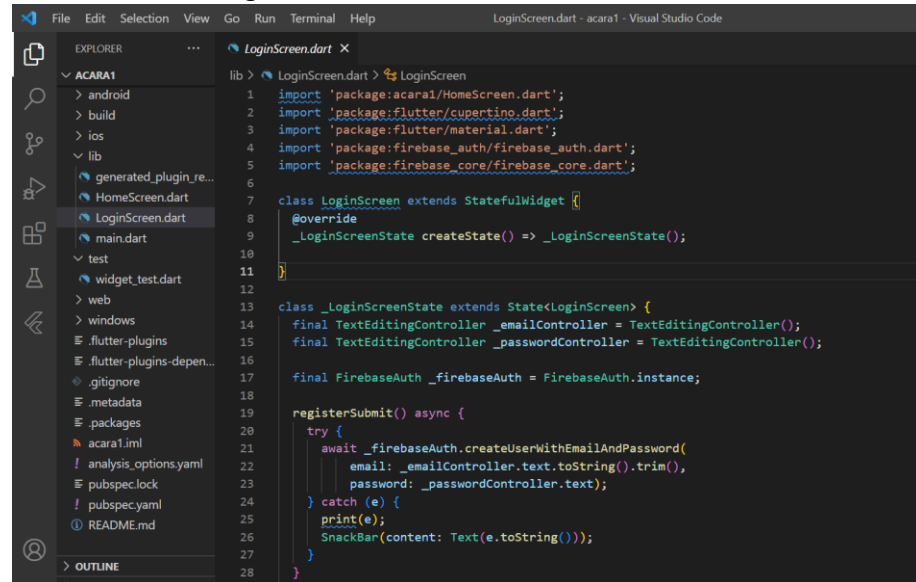
main.dart X

lib > main.dart > main
1 import 'package:acara1/LoginScreen.dart';
2 import 'package:firebase_core/firebase_core.dart';
3 import 'package:flutter/material.dart';
4
5 Run | Debug | Profile
6 Future<void> main() async {
7   WidgetsFlutterBinding.ensureInitialized();
8   await Firebase.initializeApp(
9     options: const FirebaseOptions(
10     apiKey: 'AIzaSyDJVaIxwbmME-1RSsNu8DQ-36Lo-w9cxaY',
11     appId: '1:349577398531:android:7c602f827b42e1a2a28136',
12     messagingSenderId: '349577398531',
13     projectId: 'login-f85c0');
14   runApp(MyApp());
15 }
16
17 class MyApp extends StatelessWidget {
18   // This widget is the root of your application.
19   @override
20   Widget build(BuildContext context) {
21     return MaterialApp(
22       title: 'Flutter Demo',
23       theme: ThemeData(
24         primarySwatch: Colors.blue,
25       ), // ThemeData
26       home: LoginScreen(),
27     ); // MaterialApp
28 }
```

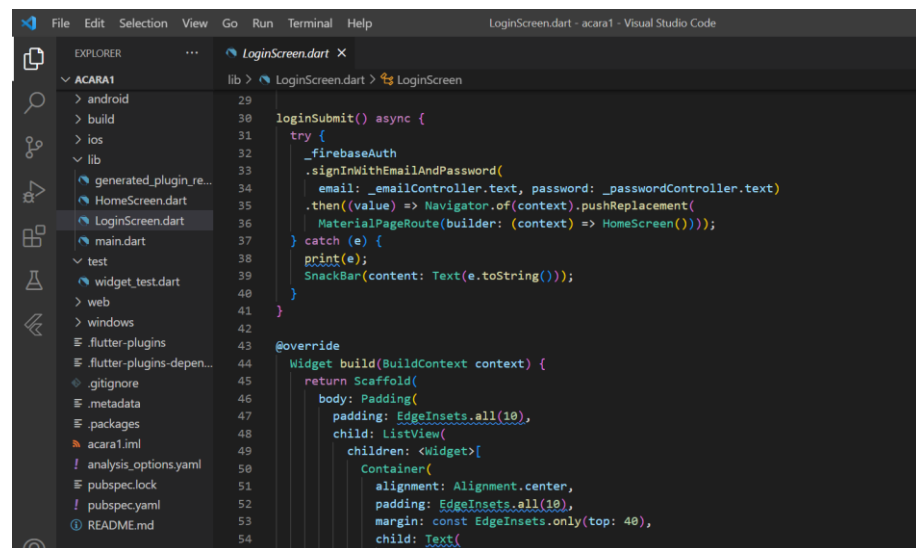
D. Prosedur Kerja Minggu 11 Acara 3

1. Menambahkan file dart baru yaitu LoginScreen.dart seperti berikut :

Membuat file “LoginScreen.dart”



```
lib > LoginScreen.dart > LoginScreen
1  import 'package:acaral/HomeScreen.dart';
2  import 'package:flutter/cupertino.dart';
3  import 'package:flutter/material.dart';
4  import 'package:firebase_auth/firebase_auth.dart';
5  import 'package:firebase_core/firebase_core.dart';
6
7  class LoginScreen extends StatefulWidget {
8    @override
9    _LoginScreenState createState() => _LoginScreenState();
10
11  }
12
13  class _LoginScreenState extends State<LoginScreen> {
14    final TextEditingController _emailController = TextEditingController();
15    final TextEditingController _passwordController = TextEditingController();
16
17    final FirebaseAuth _firebaseAuth = FirebaseAuth.instance;
18
19    registerSubmit() async {
20      try {
21        await _firebaseAuth.createUserWithEmailAndPassword(
22          email: _emailController.text.toString().trim(),
23          password: _passwordController.text);
24      } catch (e) {
25        print(e);
26        SnackBar(content: Text(e.toString()));
27      }
28  }
```



```
29
30  loginSubmit() async {
31    try {
32      _firebaseAuth
33        .signInWithEmailAndPassword(
34          email: _emailController.text, password: _passwordController.text)
35        .then((value) => Navigator.of(context).pushReplacement(
36          MaterialPageRoute(builder: (context) => HomeScreen())));
37    } catch (e) {
38      print(e);
39      SnackBar(content: Text(e.toString()));
40    }
41  }
42
43  @override
44  Widget build(BuildContext context) {
45    return Scaffold(
46      body: Padding(
47        padding: EdgeInsets.all(10),
48        child: ListView(
49          children: <Widget>[
50            Container(
51              alignment: Alignment.center,
52              padding: EdgeInsets.all(10),
53              margin: const EdgeInsets.only(top: 40),
54              child: Text(
```

```

File Edit Selection View Go Run Terminal Help LoginScreen.dart - acara1 - Visual Studio Code

EXPLORER lib > LoginScreen.dart > LoginScreen
ACARA1
  > android
  > build
  > ios
  > lib
    generated_plugin_re...
    HomeScreen.dart
    LoginScreen.dart
    main.dart
  > test
    widget_test.dart
  > web
  > windows
  .flutter-plugins
  .flutter-plugins-depen...
  .gitignore
  .metadata
  .packages
  acara1.iml
  ! analysis_options.yaml
  ! pubspec.lock
  ! pubspec.yaml
  @ README.md
  > OUTLINE
  > TIMELINE
  > DEPENDENCIES

55 "Latihan Auth",
56 style: TextStyle(
57   color: Colors.blue,
58   fontWeight: FontWeight.w500,
59   fontSize: 30), // TextStyle
60 ), // Text
61 ), // Container
62 // Padding(
63   padding: const EdgeInsets.all(8),
64   // child: Image.asset(
65     "assets/img/flutter.png",
66     height: 100,
67     width: 100,
68   ), // ),
69 // ),
70 Container(
71   padding: EdgeInsets.all(10),
72   child: TextField(
73     controller: _emailController,
74     decoration: InputDecoration(
75       border: OutlineInputBorder(), labelText: "Username"), // InputDecoration
76   ), // TextField // Container
77 Container(
78   padding: EdgeInsets.all(10),
79   child: TextField(
80     controller: _passwordController,
81     obscureText: true,
82     decoration: InputDecoration(
83       border: OutlineInputBorder(), labelText: "Password"), // InputDecoration
84   ), // TextField // Container

```

```

File Edit Selection View Go Run Terminal Help LoginScreen.dart - acara1 - Visual Studio Code

EXPLORER lib > LoginScreen.dart > LoginScreen
ACARA1
  > android
  > build
  > ios
  > lib
    generated_plugin_re...
    HomeScreen.dart
    LoginScreen.dart
    main.dart
  > test
    widget_test.dart
  > web
  > windows
  .flutter-plugins
  .flutter-plugins-depen...
  .gitignore
  .metadata
  .packages
  acara1.iml
  ! analysis_options.yaml
  ! pubspec.lock
  ! pubspec.yaml
  @ README.md
  > OUTLINE
  > TIMELINE
  > DEPENDENCIES

85 TextButton(onPressed: () {}, child: Text("Forgot password")),
86 Container(
87   height: 50,
88   padding: EdgeInsets.fromLTRB(10, 0, 10, 0),
89   child: ElevatedButton(
90     style: raisedButtonStyle,
91     child: Text("Register"),
92     onPressed: () {
93       registerSubmit();
94     },
95   ), // ElevatedButton
96 ), // Container
97 SizedBox(height: 10),
98 Container(
99   height: 50,
100   padding: EdgeInsets.fromLTRB(10, 0, 10, 0),
101   child: ElevatedButton(
102     style: raisedButtonStyle,
103     child: Text("Login"),
104     onPressed: () {
105       loginSubmit();
106     },
107   ), // ElevatedButton
108 ), // Container
109 ], // <Widget>[]
110 ), // ListView
111 ), // Padding
112 ); // Scaffold
113 }
114 }

```

```

File Edit Selection View Go Run Terminal Help LoginScreen.dart - acara1 - Visual Studio Code

EXPLORER lib > LoginScreen.dart > LoginScreen
ACARA1
  > android
  > build
  > ios
  > lib
    generated_plugin_re...
    HomeScreen.dart
    LoginScreen.dart
    main.dart
  > test
  > web
  > windows
  .flutter-plugins
  .flutter-plugins-depen...
  .gitignore
  .metadata
  .packages
  acara1.iml
  ! analysis_options.yaml
  ! pubspec.lock
  ! pubspec.yaml
  @ README.md
  > OUTLINE
  > TIMELINE
  > DEPENDENCIES

115 final ButtonStyle raisedButtonStyle = ElevatedButton.styleFrom(
116   onPrimary: Colors.grey[300],
117   primary: Colors.blue[300],
118   minimumSize: Size(88, 36),
119   padding: EdgeInsets.symmetric(horizontal: 16),
120   shape: const RoundedRectangleBorder(
121     borderRadius: BorderRadius.all(Radius.circular(6)),
122   )); // RoundedRectangleBorder
123

```

E. Prosedur Kerja Minggu 11 Acara 4

1. Menambahkan file dart baru yaitu HomeScreen.dart seperti berikut :

Membuat File “HomeScreen.dart”



2. Hasil Akhir

