

LAPORAN PRAKTIKUM 11
PEMROGRAMAN PERANGKAT BERGERAK



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D3TI2D

D3 TEKNIK INFORMATIKA
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2018

1. Isikan Source code pada Activity_main.xml

```
<LinearLayout
    android:layout_height="match_parent"
    android:layout_width="match_parent"
    android:paddingBottom="16dp"
    android:paddingLeft="16dp"
    android:paddingRight="16dp"
    android:paddingTop="16dp"
    android:orientation="vertical"
    xmlns:android="http://schemas.android.com/apk/res/android">

    <ImageView
        android:layout_width="150dp"
        android:layout_height="150dp"
        android:layout_gravity="center_horizontal"
        android:background="@mipmap/ic_launcher"/>

    <android.support.design.widget.TextInputLayout
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:layout_marginTop="8dp"
        android:layout_marginBottom="8dp">
        <EditText
            android:id="@+id/etEmail"
            android:layout_width="match_parent"
            android:layout_height="wrap_content"
            android:inputType="textEmailAddress"
            android:hint="Email"/>
    </android.support.design.widget.TextInputLayout>

    <android.support.design.widget.TextInputLayout
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:layout_marginTop="8dp"
        android:layout_marginBottom="8dp">
        <EditText
            android:id="@+id/etPassword"
            android:layout_width="match_parent"
            android:layout_height="wrap_content"
            android:inputType="textPassword"
            android:hint="Password"/>
    </android.support.design.widget.TextInputLayout>

    <android.support.v7.widget.AppCompatButton
        android:id="@+id/buttonLogin"
        android:layout_width="fill_parent"
        android:layout_height="wrap_content"
        android:background="@color/colorPrimary"
        android:textColor="@android:color/white"
        android:layout_marginTop="24dp"
        android:layout_marginBottom="24dp"
        android:padding="12dp"
        android:text="Login"/>

</LinearLayout>
```

2. Isikan Source code pada Activity_couser.xml

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout
    android:layout_height="match_parent"
    android:layout_width="match_parent"
    android:paddingTop="16dp"
    android:paddingLeft="16dp"
    android:paddingRight="16dp"
    android:paddingBottom="16dp"
    xmlns:android="http://schemas.android.com/apk/res/android">

    <ImageView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:id="@+id/imageView"
        android:layout_alignParentTop="true"
        android:layout_centerHorizontal="true"
        android:src="@mipmap/ic_launcher"/>
</RelativeLayout>
```

3. Isikan source code MainActivity.java

```
public class MainActivity extends AppCompatActivity {

    private EditText editTextEmail, editTextPassword;
    private Context context;
    private AppCompatActivity buttonLogin;
    private ProgressDialog progressDialog;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        context = MainActivity.this;

        progressDialog = new ProgressDialog(context);
        editTextEmail = (EditText) findViewById(R.id.etEmail);
        editTextPassword = (EditText) findViewById(R.id.etPassword);

        buttonLogin = (AppCompatActivity) findViewById(R.id.buttonLogin);

        buttonLogin.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View v) {
                login();
            }
        });
    }
}
```

```

private void login(){
    final String email = editTextEmail.getText().toString().trim();
    final String password = editTextPassword.getText().toString().trim();
    pDialog.setMessage("Login Process...");
    showDialog();
    StringRequest stringRequest = new StringRequest(Request.Method.POST, AppVar.LOGIN_URL,
        new Response.Listener<String>() {
            @Override
            public void onResponse(String response) {
                if (response.contains(AppVar.LOGIN_SUCCESS)) {
                    hideDialog();
                    gotoCourseActivity();
                } else {
                    hideDialog();
                    Toast.makeText(context, text: "Invalid username or password", Toast.LENGTH_LONG).show();
                }
            }
        },
        new Response.ErrorListener() {
            @Override
            public void onErrorResponse(VolleyError error) {
                hideDialog();
                Toast.makeText(context, text: "The Server Unreachable", Toast.LENGTH_LONG).show();
            }
        }
    );
    @Override
    protected Map<String, String> getParams() throws AuthFailureError{
        Map<String, String> params = new HashMap<>();

        params.put(AppVar.KEY_EMAIL, email);
        params.put(AppVar.KEY_PASSWORD, password);

        return params;
    }
};

Volley.newRequestQueue(context: this).add(stringRequest);
}

private void gotoCourseActivity(){
    Intent intent = new Intent(context, CourseActivity.class);
    startActivity(intent);
    finish();
}

private void showDialog(){
    if (!pDialog.isShowing())
        pDialog.show();
}

private void hideDialog(){
    if (pDialog.isShowing())
        pDialog.dismiss();
}

```

4. Isikan source code pada AppVar.java

```
public class AppVar {  
  
    public static final String LOGIN_URL = "http://192.168.43.136/course/login.php";  
  
    public static final String KEY_EMAIL = "email";  
    public static final String KEY_PASSWORD = "password";  
  
    public static final String LOGIN_SUCCESS = "success";  
  
}
```

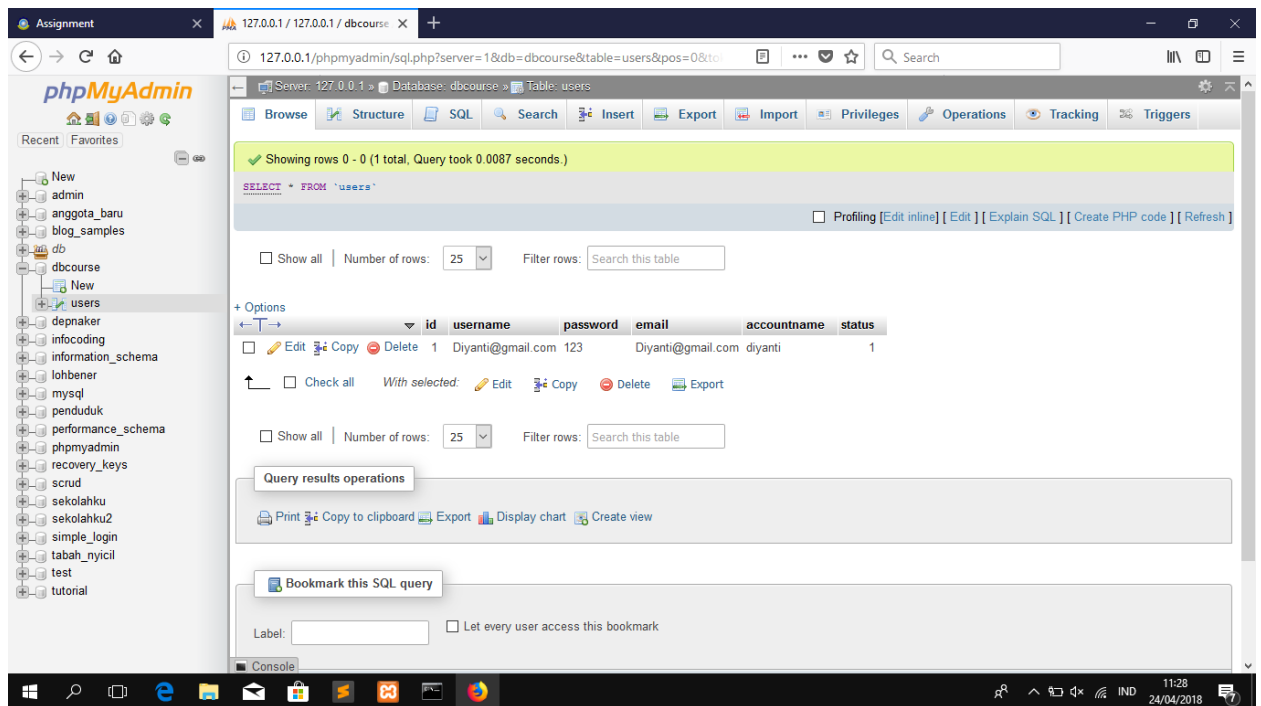
5. Isikan source code pada CourseActivity.java

```
import ...  
  
public class CourseActivity extends AppCompatActivity {  
  
    @Override  
    protected void onCreate(Bundle savedInstanceState) {  
        super.onCreate(savedInstanceState);  
        setContentView(R.layout.activity_course);  
    }  
}
```

6. Ketikkan perintah pada sublime dengan nama Login.php

```
?php  
define('HOST', 'localhost');  
define('USER', 'root');  
define('PASS', '');  
define('DB', 'dbcourse');  
  
$con = mysqli_connect(HOST,USER,PASS,DB) or die('Unable to Connect');  
if ($_SERVER['REQUEST_METHOD']=='POST') {  
    $username = $_POST['email'];  
    $password = $_POST['password'];  
  
    $sql = "SELECT * FROM users WHERE email='$username' AND password='$password'";  
  
    $result = mysqli_query($con,$sql);  
  
    $check = mysqli_fetch_array($result);  
  
    if(isset($check)){  
        echo "success";  
    }else{  
        echo "failure";  
    }  
    mysqli_close($con);  
}  
  
?>
```

7. Isi pada Database



8. Implementasi

