

LAPORAN PRAKTIKUM PEMROGRAMAN BERGERAK (MOBILE)

DISARANKAN MEMBUKA MENGGUNAKAN LAPTOP AGAR BISA KLIK HYPERLINK!!



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SURABAYA

2024

TUGAS 5 LMS

 Pembahasan:

SOAL:

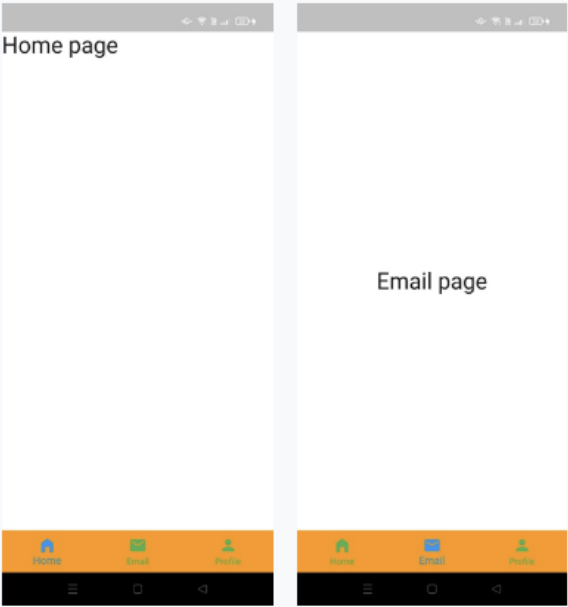
FAKULTAS INFORMATIKA (FI) / SI Rekayasa Perangkat Lunak - Kampus Surabaya / 2425/I / CCK3AAB3-SE-05-GAB / Tugas 5 Advance Layout

Tugas 5 Advance Layout

To do: Make a submission

Opened: Monday, 20 March 2023, 9:55 PM
Due: Monday, 27 March 2023, 11:55 PM

Buatlah aplikasi Flutter dengan tampilan seperti di bawah ini menggunakan SafeArea dan PageView:



Aplikasi memiliki 3 page, jika icon di-klik maka page akan berubah sesuai dengan yang di-klik. Buat teks pada salah satu page di posisi paling atas untuk menguji SafeArea.

Komponen lainnya yang digunakan seperti yang sudah dijelaskan pada pertemuan – pertemuan sebelumnya, yang berbeda adalah sebagai berikut:

✦ Penggunaan if else pada flutter dalam dart

Hal yang baru disini adalah ada 2 kondisi dimana di halaman home tulisannya berada dikiri atas dan pada halaman lain tulisannya berada pada tengah halaman, itu menggunakan if else yang dimana “?” sebagai if dan “:” sebagai else

Contoh :

```
child: _selectIndex == 0
    ? Column(children: [
        pags.elementAt(_selectIndex),
    ])
    :
```

```

      : Center(
        child: pags.elementAt(_selectIndex),
      )),

```

Apabila if terpenuhi maka kode akan seperti berikut:

```

      child: Column(
        children: [
          pags.elementAt(_selectIndex),
        ]
      )

```

Sebaliknya apabila else terpenuhi kode akan seperti berikut:

```

      child: Center(
        child:
          pags.elementAt(_selectIndex),
      )

```

✦ **Penggunaan saveArea**

Save Area digunakan agar content didalam body berada dibawahnya top notification disemua device

Kodenya seperti berikut:

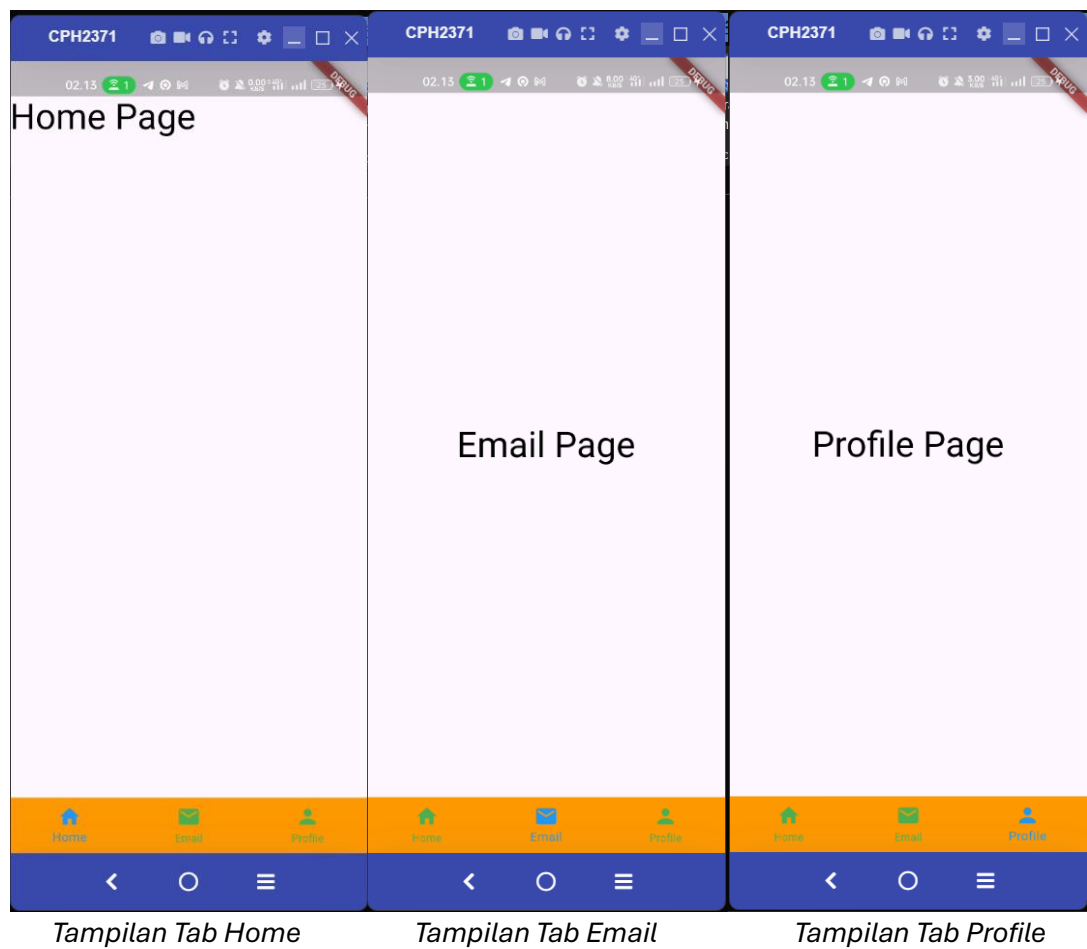
```

body: SafeArea(
  ....
),

```



Tampilan:



Code:

Tinggal diklik saja untuk menuju ke kode (Semua Kode ada di bagian “Lampiran”)

- [Main.dart](#)
- [Tugas5lms.dart](#)

LAMPIRAN

- Main.dart

```
import 'package:flutter/material.dart';
// import 'package:praktikum_1/layout.dart';
import 'package:praktikum_1/meet1/latihan1.dart';
import 'package:praktikum_1/meet2/latihan1.dart';
import 'package:praktikum_1/meet2/tabbar.dart';
import 'package:praktikum_1/meet2/pageView.dart';
import 'package:praktikum_1/meet3n4/button.dart';
import 'package:praktikum_1/meet4/bot_navbar.dart';
import 'package:praktikum_1/tugas/tugas4lms.dart';
import 'package:praktikum_1/tugas/tugas5lms.dart';
import 'package:praktikum_1/meet5/arguments_screen.dart';
import 'package:praktikum_1/tugas/tugas6lms.dart';
import 'package:praktikum_1/meet6/media_camera.dart';
import 'package:praktikum_1/meet5/arguments_screen.dart';
import 'package:praktikum_1/meet5/first_screen.dart';
import 'package:praktikum_1/meet5/second_screen.dart';
import 'package:praktikum_1/meet5/return_data_screen.dart';

void main() {
  runApp(const MyApp());
}

class MyApp extends StatelessWidget {
  const MyApp({super.key});

  // This widget is the root of your application.
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      title: 'Praktikum',
      theme: ThemeData(
        // This is the theme of your application.
        //
        // TRY THIS: Try running your application with "flutter
run". You'll see
        // the application has a purple toolbar. Then, without
quitting the app,
```

```

        // try changing the seedColor in the colorScheme below to
Colors.green
        // and then invoke "hot reload" (save your changes or press
the "hot
        // reload" button in a Flutter-supported IDE, or press "r"
if you used
        // the command line to start the app).
        //
        // Notice that the counter didn't reset back to zero; the
application
        // state is not lost during the reload. To reset the state,
use hot
        // restart instead.
        //
        // This works for code too, not just values: Most code
changes can be
        // tested with just a hot reload.
        colorScheme: ColorScheme.fromSeed(seedColor:
Colors.deepPurple),
        useMaterial3: true,
    ),
    initialRoute: '/tugas4',
    routes: {
        '/botnav': (context) => const Botnavbar(),
        '/return-data': (context) => const ReturnDataScreen(),
        '/button': (context) => const ButtonScreenState(),
        '/tugas6': (context) => const tugas_6_lms(),
        '/tugas4': (context) => const Evi_1201222005s(),
        '/tugas5': (context) => const AdvanceLayout(),
        '/M1/l1': (context) => const latihan_2(),
        '/M1/pageView': (context) => const Page_View(),
        '/M1/tabbar': (context) => const tabbar(),
        '/media-camera': (context) => const mediaCamera(),
        '/': (context) => const FirstScreen(),
        '/second': (context) => const SecondScreen(),
        '/arguments': (context) =>
            const ArgumentsScreen(message: "Hi Everyone"),
    },
);
}
}

```

```

class MyHomePage extends StatefulWidget {
  const MyHomePage({super.key, required this.title});

  // This widget is the home page of your application. It is
  // stateful, meaning
  // that it has a State object (defined below) that contains fields
  // that affect
  // how it looks.

  // This class is the configuration for the state. It holds the
  // values (in this
  // case the title) provided by the parent (in this case the App
  // widget) and
  // used by the build method of the State. Fields in a Widget
  // subclass are
  // always marked "final".

  final String title;

  @override
  State<MyHomePage> createState() => _MyHomePageState();
}

class _MyHomePageState extends State<MyHomePage> {
  int _counter = 0;

  void _incrementCounter() {
    setState(() {
      // This call to setState tells the Flutter framework that
      // something has
      // changed in this State, which causes it to rerun the build
      // method below
      // so that the display can reflect the updated values. If we
      // changed
      // _counter without calling setState(), then the build method
      // would not be
      // called again, and so nothing would appear to happen.
      _counter++;
    });
  }

  @override

```

```

Widget build(BuildContext context) {
    // This method is rerun every time setState is called, for
instance as done
    // by the _incrementCounter method above.
    //
    // The Flutter framework has been optimized to make rerunning
build methods
    // fast, so that you can just rebuild anything that needs
updating rather
    // than having to individually change instances of widgets.
    return Scaffold(
      appBar: AppBar(
        // TRY THIS: Try changing the color here to a specific color
(to
        // Colors.amber, perhaps?) and trigger a hot reload to see
the AppBar
        // change color while the other colors stay the same.
        backgroundColor:
Theme.of(context).colorScheme.inversePrimary,
        // Here we take the value from the MyHomePage object that
was created by
        // the App.build method, and use it to set our appbar title.
        title: Text(widget.title),
      ),
      body: Center(
        // Center is a layout widget. It takes a single child and
positions it
        // in the middle of the parent.
        child: Column(
          // Column is also a layout widget. It takes a list of
children and
          // arranges them vertically. By default, it sizes itself
to fit its
          // children horizontally, and tries to be as tall as its
parent.
          //
          // Column has various properties to control how it sizes
itself and
          // how it positions its children. Here we use
mainAxisAlignment to
          // center the children vertically; the main axis here is
the vertical

```



```

        // axis because Columns are vertical (the cross axis would
be
        // horizontal).
        //
        // TRY THIS: Invoke "debug painting" (choose the "Toggle
Debug Paint"
        // action in the IDE, or press "p" in the console), to see
the
        // wireframe for each widget.
        mainAxisAlignment: MainAxisAlignment.center,
        children: <Widget>[
          const Text(
            'tes:',
          ),
          Text(
            '$_counter',
            style: Theme.of(context).textTheme.headlineMedium,
          ),
        ],
      ),
    ),
    floatingActionButton: FloatingActionButton(
      onPressed: _incrementCounter,
      tooltip: 'Increment',
      child: const Icon(Icons.add),
    ), // This trailing comma makes auto-formatting nicer for
build methods.
  );
}
}

```

- tugas5lms.dart

```
import 'package:flutter/material.dart';

class AdvanceLayout extends StatefulWidget {
  const AdvanceLayout({super.key});

  @override
  State<AdvanceLayout> createState() => _AdvanceLayout();
}

class _AdvanceLayout extends State<AdvanceLayout> {
  int _selectIndex = 0;

  static const List<Widget> pages = <Widget>[
    Text(
      'Home Page',
    ),
    Text(
      'Email Page',
    ),
    Text(
      'Profile Page',
    ),
  ];

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      body: SafeArea(
        child: DefaultTextStyle(
          style: TextStyle(
            color: Colors.black,
            fontSize: 40,
          ),
          child: _selectIndex == 0
            ? Column(children: [
                pages.elementAt(_selectIndex),
              ])
            : Center(
                child: pages.elementAt(_selectIndex),
              ),
        ),
      ),
    );
  }
}
```

```

    ),
    bottomNavigationBar: BottomNavigationBar(
      items: const [
        BottomNavigationBarItem(
          label: 'Home',
          icon: Icon(Icons.home),
        ),
        BottomNavigationBarItem(
          label: 'Email',
          icon: Icon(Icons.email),
        ),
        BottomNavigationBarItem(
          label: 'Profile',
          icon: Icon(Icons.person),
        ),
      ],
      backgroundColor: Colors.orange,
      unselectedItemColor: Colors.green,
      selectedItemColor: Colors.blue,
      currentIndex: _selectIndex,
      onTap: (indexSelected) {
        setState(() {
          _selectIndex = indexSelected;
        });
      },
    ),
  );
}
}

```

