

## TUGAS 2

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### 1. Menyiapkan API

- Buat project dengan codeigniter4
- Sesuaikan konfigurasi .env

```
database.default.hostname = localhost
database.default.database = akademik
database.default.username = root
database.default.password =
database.default.DBDriver = MySQLi
database.default.DBPrefix =
database.default.port = 3306
```

- Buat db “akademik” dan table “mahasiswa” lalu isi beberapa kolom

	nim	nama	prodi	kelas
<input type="checkbox"/> Edit Copy Delete	22.230.0001	Fadhli Hilman Saputra	Sistem Informasi	7P51
<input type="checkbox"/> Edit Copy Delete	22.230.0002	Ronaldo	Teknik Informatika	7P41
<input type="checkbox"/> Edit Copy Delete	22.230.0003	Shin Tae Yong	Manajemen Informatika	7P41
<input type="checkbox"/> Edit Copy Delete	22.230.0004	Kluivert	Komputerisasi Akuntansi	7P31

- Copy model, controller, route dari Latihan yang sudah disediakan
- Jalan codeigniter

```
fadhli@fadeli MINGW64 /d/semester7/mobile/pertemuan2/OneDrive_1_10-13-2025/akademik (main)
$ php spark serve

CodeIgniter v4.3.3 Command Line Tool - Server Time: 2025-10-13 07:44:05 UTC+00:00

CodeIgniter development server started on http://localhost:8080
Press Control-C to stop.
[Mon Oct 13 14:44:05 2025] PHP 8.3.23 Development Server (http://localhost:8080) started
```

- Codeigniter Jalan pada : <http://localhost:8080/>

- Test get api menggunakan postman



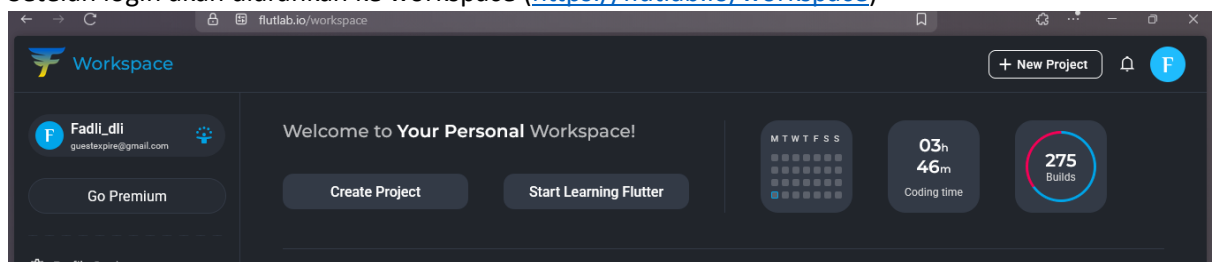
- Selanjutnya gunakan api dari codeigniter pada project flutter

2. Buka <https://flutlab.io/>

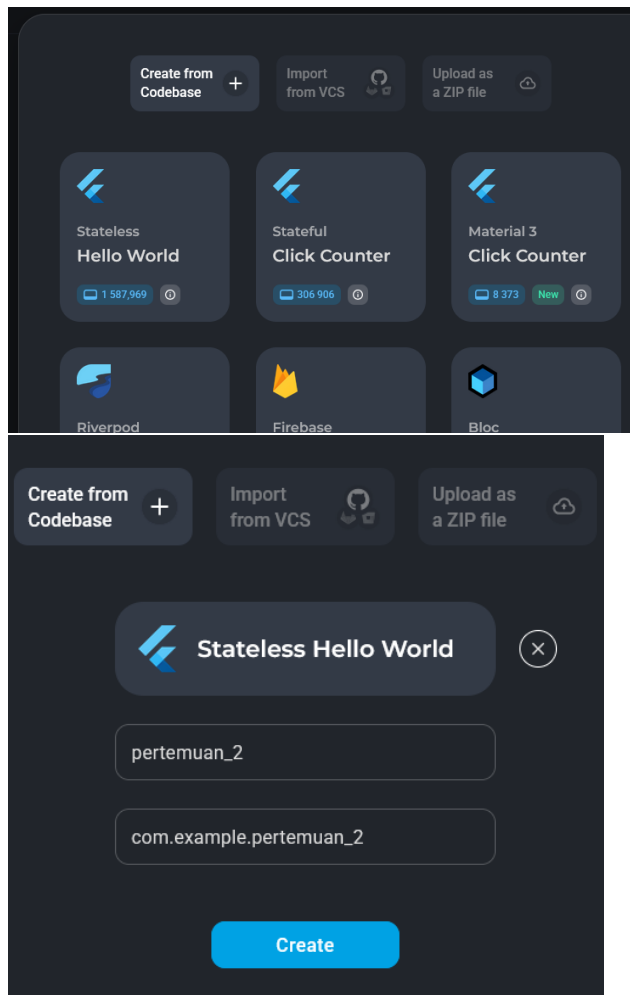


3. Klik Sign In dan Login

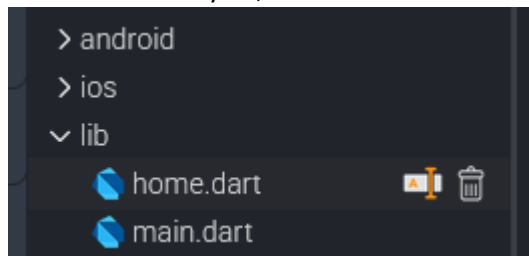
4. Setelah login akan diarahkan ke workspace (<https://flutlab.io/workspace>)



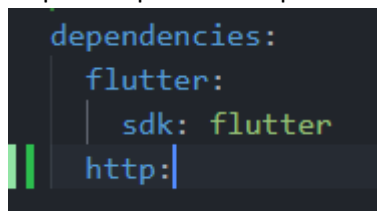
5. Pilih Create Project lalu pilih varian "HelloWord" → beri nama pada project, lalu pilih "Create"



6. Didalam directory lib, buat file "home.dart" dan "main.dart"



7. Siapkan dependencies pada file pubspec.yaml



8. Tambahkan permission, pada:  
**android/app/src/main/AndroidManifest.xml**

```
<manifest xmlns:android="http://schemas.android.com/apk/res/android">
  <uses-permission android:name="android.permission.INTERNET" />
  <application
    android:label="pertemuan1"
    android:name="${applicationName}"
    android:icon="@mipmap/ic_launcher">
    <activity
```

#### 9. Setting min **SDKVersion**

pada android/app/build.gradle, sehingga menjadi seperti berikut:

```
defaultConfig {
    // TODO: Specify your own unique Application ID (http://
    applicationId = "com.example.pertemuan_1"
    // You can update the following values to match your
    // For more information, see: https://flutter.dev/to/

    minSdkVersion = 21
    targetSdkVersion = flutter.targetSdkVersion
    versionCode = flutter.versionCode.toInteger()
    versionName = flutter.versionName
}
```

#### 10. Buka file "home.dart"

```
1 import 'dart:async';
2
3 import 'dart:convert';
4
5 import 'package:flutter/material.dart';
6
7 import 'package:http/http.dart' as http;
8
9 class Home extends StatefulWidget {
10   const Home({super.key});
11
12   @override
13   State<Home> createState() => _HomeState();
14 }
```

- Import library yang diperlukan

```
15
16 class _HomeState extends State<Home> {
17   Future<List> getData() async {
18     final response = await http.get(
19       Uri.parse("http://localhost:8080/mahasiswa"),
20     );
21     return json.decode(response.body);
22   }
23 }
```

- Lalu panggil API yang sebelumnya sudah disiapkan

```

1 Widget build(BuildContext context) {
2   return Scaffold(
3     backgroundColor: Colors.grey[300],
4     appBar: AppBar(
5       title: Text("Data Mahasiswa"),
6     ),
7     floatingActionButton: FloatingActionButton(
8       child: Icon(Icons.add),
9       onPressed: () {},
10    ),
11    body: FutureBuilder(
12      future: getData(),
13      builder: (context, snapshot) {
14        if (snapshot.hasError) print(snapshot.error);
15
16        return snapshot.hasData
17          ? Container(
18            padding: EdgeInsets.fromLTRB(5, 10, 5, 5),
19            child: Card(
20              child: ListView.builder(
21                itemCount:
22                  snapshot.data == null ? 0 : snapshot.data!.length,
23                itemBuilder: (context, i) {
24                  return Column(
25                    children: [
26                      GestureDetector(
27                        child: ListTile(
28                          title: Text(snapshot.data![i]['nama']),
29                          leading: Icon(Icons.person),
30                          // subtitle: Text("${snapshot.data![i]['nim']}"),
31                          subtitle: Text(
32                            "${snapshot.data![i]['nim']}\n ${snapshot.data![i]['prodi']}\n Kelas: ${snapshot.data![i]['kelas']}"
33                          ),
34                          trailing: Icon(Icons.navigate_next_rounded),
35                        ),
36                        onTap: () {},
37                      ),
38                      Divider(
39                        color: Colors.black,
40                        indent: 10,
41                        endIndent: 10,
42                      ),
43                    ],
44                  );
45                },
46              ),
47            : Center(
48              child: CircularProgressIndicator(),
49            );
50          ),
51    );
52  }
53 }

```

- Buat tampilan sederhana untuk menangkap data dari api yang sudah disiapkan
- Untuk “nama” gunakan tag title
- Untuk “nim”, “prodi”, “kelas” gunakan subtitle dan “/n” agar endline atau enter agar text selanjutnya kebawah

## 11. Menyiapkan main.dart

```
1 import 'package:flutter/material.dart';
2 import 'home.dart';
3
4 void main() {
5   runApp(const MyApp());
6 }
7
8 class MyApp extends StatelessWidget {
9   const MyApp({super.key});
10
11   // This widget is the root of your application.
12   @override
13   Widget build(BuildContext context) {
14     return MaterialApp(
15       title: 'Flutter Demo',
16       home: Home(),
17     );
18   }
19 }
20
```

- Impot home.dart
- Panggil pada class Home() agar tampilan awal adalah home.dart

## 12. Jalankan project

Click icon “play” dikiri atas untuk build lalu pilih web emulator

