

TUGAS 1

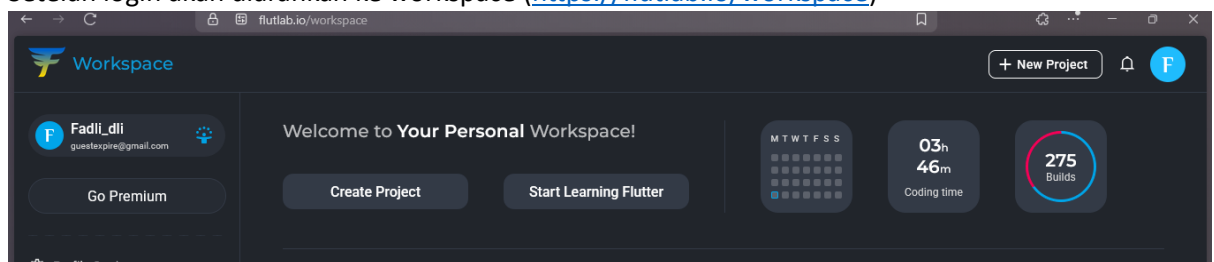
NIM : 22.230.0001
NAMA : Fadhli Hilman Saputra
KELAS : 7P51

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

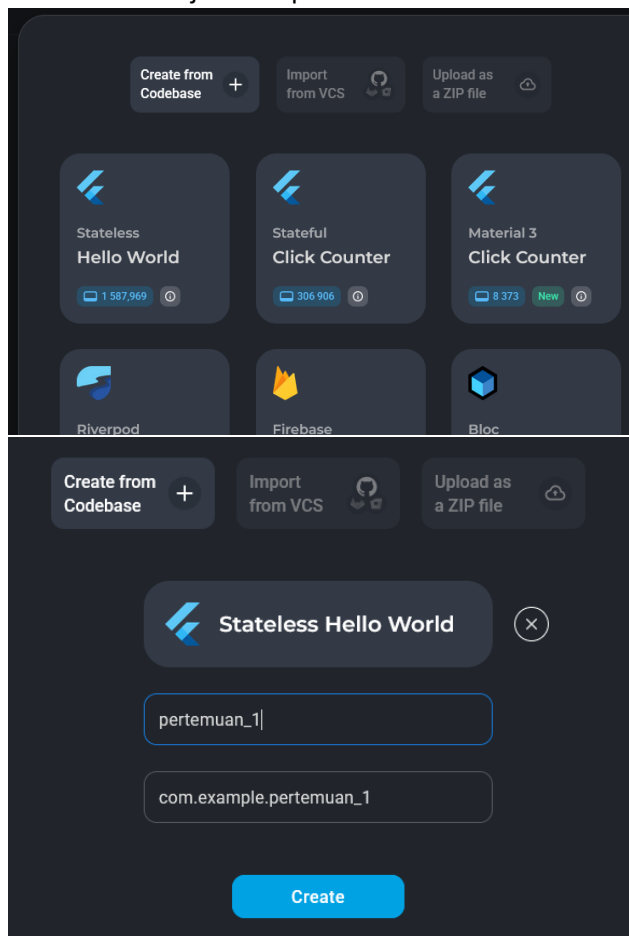


2. Klik Sign In dan Login

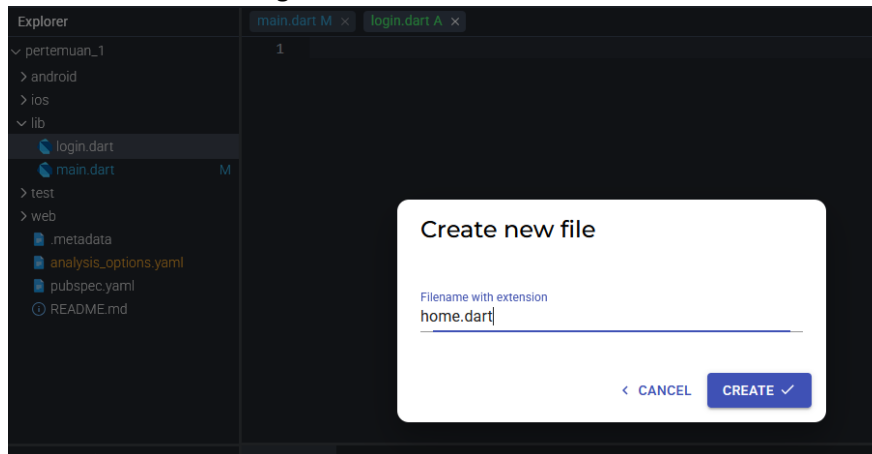
3. Setelah login akan diarahkan ke workspace (<https://flutlab.io/workspace>)



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



5. Buat file tambahan “login.dart” dan “home.dar”



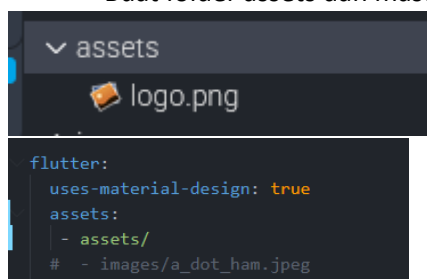
6. Buka file “main.dart”

```
1 import 'package:flutter/material.dart';
2 import 'login.dart';
3
4 void main() => runApp(MyApp());
5
6 class MyApp extends StatelessWidget {
7   const MyApp({super.key});
8   // This widget is the root of your application.
9   @override
10  Widget build(BuildContext context) {
11    return MaterialApp(
12      // Application name
13      title: 'Flutter Hello World',
14      // Application theme data, you can set the colors for the application as
15      // you want
16      theme: ThemeData(
17        // useMaterial3: false,
18        primarySwatch: Colors.blue,
19      ),
20      // A widget which will be started on application startup
21      home: Login(),
22    );
23  }
24 }
25
```

- Import “login.dart”
- Lalu panggil login, “home: Login()” agar ketika dijalankan halaman pertama menjadi halaman Login

7. Setup untuk logo

- Buat folder assets dan masukan gambar logo dengan nama “logo.png”



- Buka file pubspec.yaml lalu tambahkan “-assets/” untuk mengarahkan path assets/

8. Buka file "login.dart"

```

10
11 class _LoginState extends State<Login> {
12   final TextEditingController _usernameController = TextEditingController();
13   final TextEditingController _passwordController = TextEditingController();
14

```

- Import "home.dart"
- Buat controller untuk menangani username dan password, yaitu "_usernameController" dan "_passwordController"

```

void _login() {
  String username = _usernameController.text;
  String password = _passwordController.text;

  if (username == '1' && password == '1') {
    Navigator.push(
      context,
      MaterialPageRoute(builder: (context) => Home()),
    );
  }
}

```

- Tangkap text pada _usernameController dan _passwordController
- Buat pengkodisian untuk login, disini untuk value username dan password diinisiasi "1" . Jika username dan password = "1" maka bisa login dan diarahkan ke "Home", jika salah maka tidak akan terjadi apa-apa

```

20
21 @override
22 Widget build(BuildContext context) {
23   return Scaffold(
24     body: Padding(
25       padding: const EdgeInsets.all(16.0),
26       child: Column(
27         mainAxisAlignment: MainAxisAlignment.center,
28         children: [
29           Image.asset(
30             'assets/logo.png',
31             width: 200,
32             height: 200,
33           ),
34           Text(
35             'LOGIN',
36             style: TextStyle(
37               color: Color(0xFF144899),
38               fontSize: 18,
39               fontWeight: FontWeight.w700,
40             ),
41           ),
42           SizedBox(height: 16.0),
43           TextField(
44             controller: _usernameController,
45             decoration: InputDecoration(
46               labelText: 'Username',
47               border: OutlineInputBorder(),
48             ),
49           ),
50           SizedBox(height: 16.0),
51           TextField(
52             controller: _passwordController,
53             obscureText: true,
54             maxLength: 8,
55             decoration: InputDecoration(
56               labelText: 'Password',
57               border: OutlineInputBorder(),
58               suffixIcon: Icon(Icons.visibility),
59             ),
60           ),
61           SizedBox(
62             width: 200,
63             height: 48,
64             child: ElevatedButton(
65               onPressed: _login,
66               style: ButtonStyle(
67                 backgroundColor:
68                   const MaterialStatePropertyAll(Color(0xFF144899)),
69                 foregroundColor: const MaterialStatePropertyAll(Colors.white),
70               ),
71             child: const Text(
72               'LOGIN',
73               style: TextStyle(
74                 color: Color(0xffffffff),
75                 fontSize: 16,
76                 fontWeight: FontWeight.w600,
77               ),
78             ),
79           ),
80         ],
81       ),
82     ),
83   ),
84 ),
85 ],
86 ),
87 ),

```

- Pada Body buat : “Image.asset” lalu arahkan pada logo.png, buat Text “Login” lalu styling text tersebut, TextField untuk inputan username dan Password, pada password tambahkan “obscureText = true” untuk menyensor password, selanjutnya tambahkan button dengan “onPressed = _login” untuk mengakses fungsi tersebut.

9. Buka file Home.dart

```

16
17 @override
18 Widget build(BuildContext context) {
19   return Scaffold(
20     appBar: AppBar(
21       title: Text('HOME'),
22       // centerTitle: true,
23       backgroundColor: Color(0xFF144899),
24       foregroundColor: Colors.white,
25     ),
26     body: SafeArea(
27       child: SingleChildScrollView(
28         padding: const EdgeInsets.all(12),
29         child: Column(
30           mainAxisAlignment: MainAxisAlignment.spaceBetween,
31           children: [
32             InkWell(
33               onTap: () {
34                 ScaffoldMessenger.of(
35                   context,
36                 ).showSnackBar(SnackBar(content: Text('Hallow')));
37               },
38             ),
39             Container(
40               padding: const EdgeInsets.all(16),
41               decoration: BoxDecoration(
42                 color: Color(0xFF144899),
43                 borderRadius: BorderRadius.circular(16),
44               ),
45               child: const Column(
46                 crossAxisAlignment: CrossAxisAlignment.stretch,
47                 children: [
48                   Text(
49                     'NIM : 22.230.0001\n'
50                     'Nama : Fadhli Hilman Saputra\n'
51                     'Kelas : 7P51',
52                     style: TextStyle(
53                       color: Color(0xffffffff),
54                       fontSize: 16,
55                       fontWeight: FontWeight.w600),
56                   ),
57                 ],
58               ),
59             ),
60             const SizedBox(height: 16),
61             Row(
62               mainAxisAlignment: MainAxisAlignment.spaceBetween,
63               children: [
64                 InkWell(
65                   onTap: () {},
66                   child: Container(
67                     width: 100,
68                     height: 100,
69                     color: Colors.amber,
70                     child: Icon(
71                       Icons.settings,
72                       size: 75,
73                     ),
74                   ),
75                 ),
76                 InkWell(
77                   onTap: () {},
78                   child: Container(
79                     width: 100,
80                     height: 100,
81                     color: Color(0xff2daeb7),
82                     child: Icon(
83                       Icons.person,
84                       size: 75,
85                     ),
86                   ),
87                 ),
88               ],
89             ),
90             ),
91           ],
92         ));
93   }
94 }
95

```

Penjelasan:

```

19   return Scaffold(
20     appBar: AppBar(
21       title: Text('HOME'),
22       // centerTitle: true,
23       backgroundColor: Color(0xFF144899),
24       foregroundColor: Colors.white,
25     ),
26     body: SafeArea(

```

- Buat appBar untuk membuat “header” pada tampilan, lalu styling appBar tersebut

```

26 body: SafeArea(
27   child: SingleChildScrollView(
28     padding: const EdgeInsets.all(12),
29     child: Column(
30       mainAxisAlignment: MainAxisAlignment.spaceBetween,
31       children: [
32         InkWell(
33           onTap: () {
34             ScaffoldMessenger.of(
35               context,
36             ).showSnackBar(SnackBar(content: Text('Haloww')));
37           },
38         child: Container(
39           padding: const EdgeInsets.all(16),
40           decoration: BoxDecoration(
41             color: Color(0xFF144899),
42             borderRadius: BorderRadius.circular(16),
43           ),
44           child: const Column(
45             crossAxisAlignment: CrossAxisAlignment.stretch,
46             children: [
47               Text(
48                 'NIM : 22.230.0001\n'
49                 'Nama : Fadhli Hilman Saputra\n'
50                 'Kelas : 7P51',
51                 style: TextStyle(
52                   color: Color(0xffffffff),
53                   fontSize: 16,
54                   fontWeight: FontWeight.w600,
55                 ),
56             ],
57           ),
58         ),
59         const SizedBox(height: 16),
60         Row(
61           mainAxisAlignment: MainAxisAlignment.spaceBetween,
62           children: [
63             InkWell(
64               onTap: () {},
65               child: Container(
66                 width: 100,
67                 height: 100,
68                 color: Colors.amber,
69                 child: Icon(
70                   Icons.settings,
71                   size: 75,
72                 ),
73             ),
74             InkWell(
75               onTap: () {},
76               child: Container(
77                 width: 100,
78                 height: 100,
79                 color: Color(0xff2daeb7),
80                 child: Icon(
81                   Icons.person,
82                   size: 75,
83                 ),
84             ),
85           ],
86         ),
87       ],
88     ),
89   ),

```

- Buat Column untuk Menyusun secara vertical antara container dan 2 card dibawahnya
- Pada container tambahkan identitas dengan Text untuk nim, nama, kelas
- Buat Row → children → dan buat 2 InkWell untuk membuat 2 card dengan icon setting dan person, atur jarak 2 card tersebut dengan spaceBetween

10. Jalankan project

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

