

1. Kode pada main.dart

```
1  import 'package:flutter/material.dart';
2  import 'home.dart';
3  import 'gambar.dart';
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        theme: ThemeData(
17
18          colorScheme: ColorScheme.fromSeed(seedColor: Colors.deepPurple),
19          useMaterial3: true,
20        ),
21
22        //mengganti halaman menggunakan route di definisikan di sini
23        initialRoute: '/',
24        routes: {
25          '/gambar': (context) => Gambar(),
26        },
27
28        home: Home(),
29      );
30    }
31  }
32 }
33
```

## 2. Kode pada gambar.dart

```
1 import 'package:flutter/material.dart';
2 import 'alert.dart';
3
4 class Gambar extends StatelessWidget {
5   const Gambar({super.key});
6
7   @override
8   Widget build(BuildContext context) {
9     return Scaffold(
10      appBar: AppBar(
11        title: const Text('Gambar'),
12      ),
13      body: ListView(
14        padding: EdgeInsets.all(8),
15        children: <Widget>[
16          ListTile(title: Text('Image from asset:')),
17          Card(
18            child: Image.asset('assets/stmik.png'),
19          ),
20          Divider(),
21          ListTile(title: Text('network image:')),
22          Image.network(
23            'https://images.unsplash.com/photo-1515488764276-beab7607c1e6?ixlib=rb-1.2.1&ixid=eyJhcHBfaWQiOjEyMDd9&auto=format&fit=crop&w=1895&q=80',
24          ),
25          const SizedBox(height: 20),
26          ElevatedButton(
27            onPressed: () {
28              Navigator.pop(context);
29            },
30            child: const Text('Kembali ke Halaman Home'),
31          ),
32          MaterialButton(
33            color: Colors.redAccent,
34            child: Text("Page alert menggunakan Push"),
35            onPressed: () {
36              Navigator.push(
37                context, MaterialPageRoute(builder: (context) => Alert());
38              },
39            ),
40          ],
41        ),
42      );
43    }
44  }
45 }
```

### 3. Kode pada alert.dart

```
1 import 'package:flutter/material.dart';
2 import 'package:fluttertoast/fluttertoast.dart';
3
4 class Alert extends StatelessWidget {
5   const Alert({super.key});
6
7   @override
8   Widget build(BuildContext context) {
9     return Scaffold(
10      appBar: AppBar(
11        title: const Text("Pertemuan 6"),
12      ),
13      body: Center(
14        child: Column(
15          mainAxisAlignment: MainAxisAlignment.center,
16          children: [
17            MaterialButton(
18              onPressed: () {
19                // Aksi untuk tombol pertama
20                Fluttertoast.showToast(msg: "Data berhasil disimpan",
21                  webBgColor: "#000000",
22                  timeInSecForIosWeb: 5,
23                  textColor: Colors.white,
24                  gravity: ToastGravity.CENTER,
25                  webPosition: "center",
26                  toastLength: Toast.LENGTH_SHORT,
27                  fontSize: 20,
28                  webShowClose: true,
29                );
30              },
31              color: Colors.blue,
32              textColor: Colors.white,
33              child: const Text("Tombol 1"),
34            ),
35            const SizedBox(height: 20), // Jarak vertikal antara tombol
36            MaterialButton(
37              onPressed: () {
38                // Aksi untuk tombol kedua
39                Fluttertoast.showToast(msg: "Aksi untuk tombol kedua");
40              },
41              color: Colors.green,
42              textColor: Colors.white,
43              child: const Text("Tombol 2"),
44            ),
45          ],
46        ),
47      ),
48    );
49  }
50 }
51
```

```

1 import 'package:flutter/material.dart';
2 import 'gambar.dart';
3
4 class Home extends StatelessWidget {
5   const Home({super.key});
6
7   @override
8   Widget build(BuildContext context) {
9     return Scaffold(
10       appBar: AppBar(
11         // app bar widget
12         backgroundColor: Colors.blue,
13         leading: Icon(Icons.tag_faces),
14         title: const Text("UTS"),
15         actions: <Widget> [
16           IconButton(
17             icon: Icon(Icons.directions_bus),
18             onPressed: () {},
19           ),
20           PopupMenuButton(
21             itemBuilder: (BuildContext context) {
22               return [
23                 PopupMenuItem(child: Text("Boat")),
24                 PopupMenuItem(child: Text("Train")),
25               ];
26             },
27           ),
28         ],
29       ),
30       // end app bar widget
31     ),
32     body: Padding(
33       padding: const EdgeInsets.all(10),
34       child: Column(
35         children: [
36           const Text(
37             "Selamat datang", //membuat text di di dalam Column
38             maxLines: 3,
39             overflow: TextOverflow.ellipsis,
40             textAlign: TextAlign.center,
41             style: TextStyle(
42               color: Colors.black,
43               fontStyle: FontStyle.italic,
44               fontSize: 20,
45               fontWeight: FontWeight.bold,
46               backgroundColor: Colors.blue,
47               decoration: TextDecoration.underline,
48             ),
49           ),
50
51           const TextField(
52             decoration: InputDecoration(
53               border: OutlineInputBorder(),
54               hintText: "Masukkan Nama", //membuat textfield (inputan)
55               labelText: "Nama",
56             ),
57           ),
58
59           const TextField(
60             decoration: InputDecoration(
61               border: OutlineInputBorder(),
62               hintText: "Masukkan Password", //membuat textfield (inputan)
63               labelText: "Password",
64             ),
65           ),
66
67           //icon button
68           IconButton(
69             iconSize: 32.0,
70             icon: Icon(Icons.access_alarm),
71             onPressed: () {
72               print("Icon Button");
73             },
74           ),
75
76           //text button
77           Divider(),
78           TextButton(
79             onPressed: () {},
80             child: Text("TextButton"),
81           ),
82
83           //outline button
84           Divider(),
85           OutlinedButton(
86             onPressed: () {},
87             child: Text("OutlineButton"),
88           ),
89
90           //elevated button
91           Divider(),
92           ElevatedButton(
93             style: ElevatedButton.styleFrom(backgroundColor: Colors.yellow),
94             onPressed: () {},
95             child: Text("ElevatedButton"),
96           ),
97
98           Row(
99             mainAxisAlignment: MainAxisAlignment.spaceEvenly,
100             children: [
101               const Text("akun"),
102               MaterialButton(
103                 onPressed: () {
104                   Navigator.pushNamed(context, "gambar");
105                 },
106                 child: const Text("Ke Halaman Gambar"),
107                 color: Colors.blue,
108                 textColor: Colors.white,
109               ),
110             ],
111           ),
112         ],
113       ),
114     ),
115   ],
116 },
117 }
118

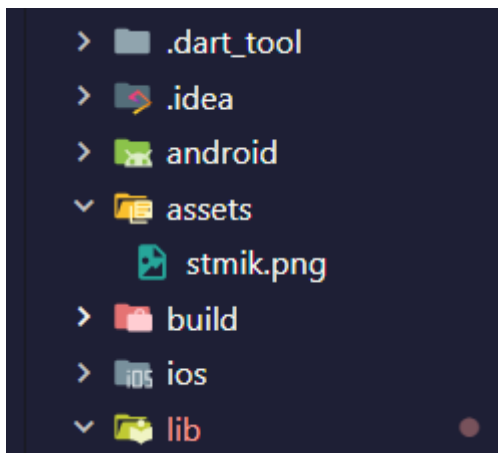
```

home.dart

4. Kode pada pubspec.yaml
- Ketika ingin menampilkan gambar

```
# To add assets to your application
assets:
  - assets/
  # - images/a_dot_burr.jpeg
  # - images/a_dot_ham.jpeg
```

Buat folder assets



- Kode ketika ingin membuat toastr

```
# versions available, run `flutter pub d
dependencies:
  flutter:
    sdk: flutter
  fluttertoast:

# The following adds the Cupertino Icons
# Use with the CupertinoIcons class fo
```

Struktur folder lib

