



POLITEKNIK NEGERI MALANG

Nama : Fauziyyah Adelia Ramanda

Kelas : SIB 3C

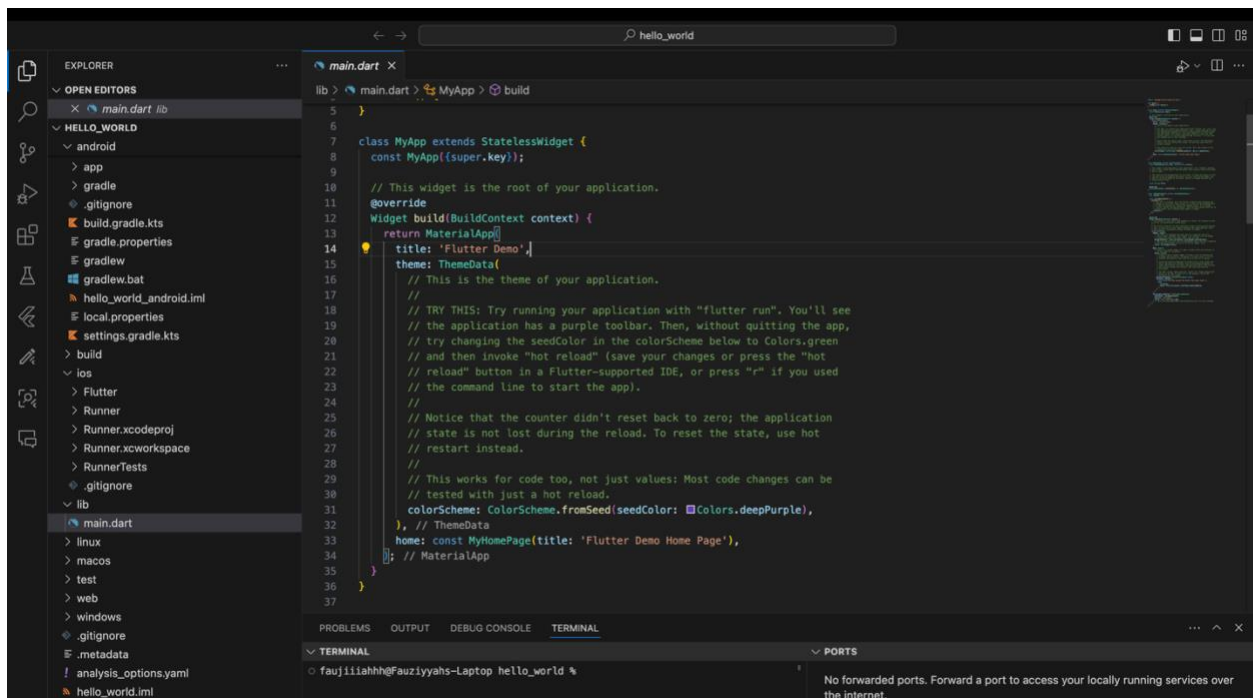
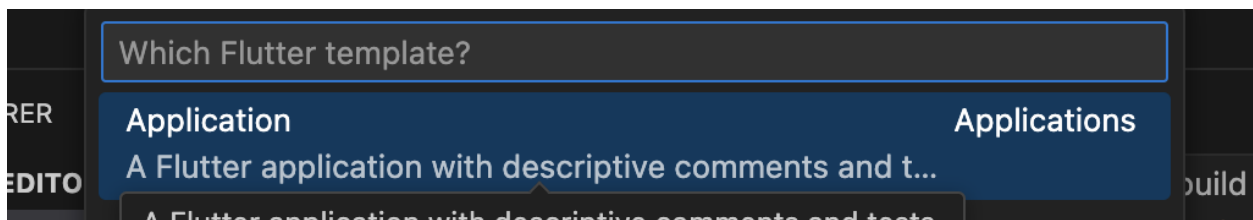
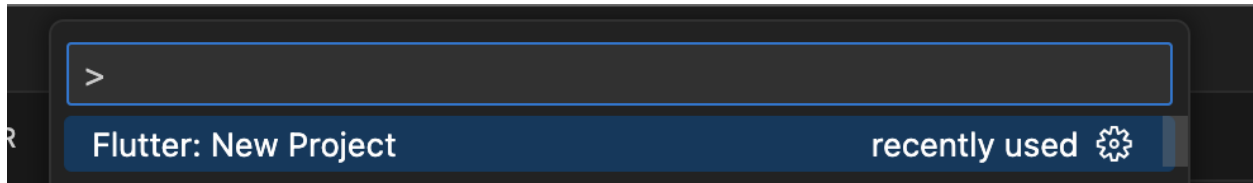
NIM : 2341760145

Mata Kuliah : Praktikum Pemrograman Mobile

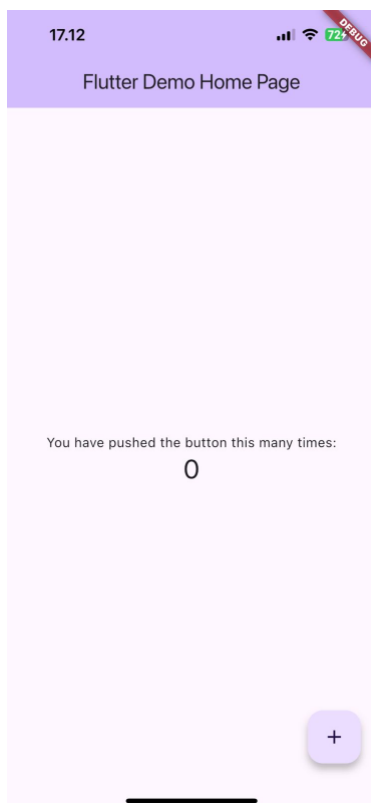
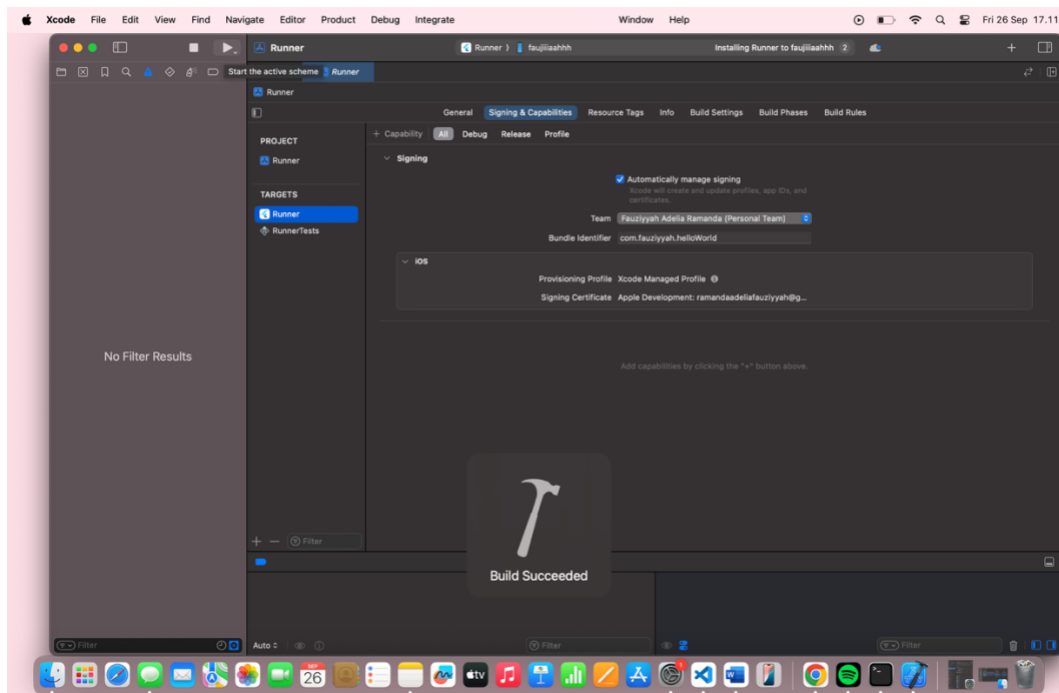
Link Github : <https://github.com/fauziyyahadeliaramanda/flutter-fundamental-part1>

fundamental-part1

Praktikum 1 : Membuat Project Flutter Baru



Praktikum 2 :Menghubungkan Perangkat Android ke emulator



Praktikum 3 : Membuat Repository Github dan Laporan Praktikum


Create a new repository

Repositories contain a project's files and version history. Have a project elsewhere? [Import a repository](#).

Required fields are marked with an asterisk (*).

1 General

Owner *

 fauziyyahadeliamanda ▾


Repository name *

flutter-fundamental-part1






✓ flutter-fundamental-part1 is available.

Great repository names are short and memorable. How about [miniature-lamp](#)?


Description





 fauziyyahadeliamanda / flutter-fundamental-part1


Q Type ↵ to search


    

[Code](#) [Issues](#) [Pull requests](#) [Actions](#) [Projects](#) [Wiki](#) [Security](#) [Insights](#) [Settings](#)

 flutter-fundamental-part1 Public

 Pin  Watch 0  Fork 0  Star 0

**Set up GitHub Copilot**
Use GitHub's AI pair programmer to autocomplete suggestions as you code.
[Get started with GitHub Copilot](#)

**Add collaborators to this repository**
Search for people using their GitHub username or email address.
[Invite collaborators](#)

Quick setup — if you've done this kind of thing before

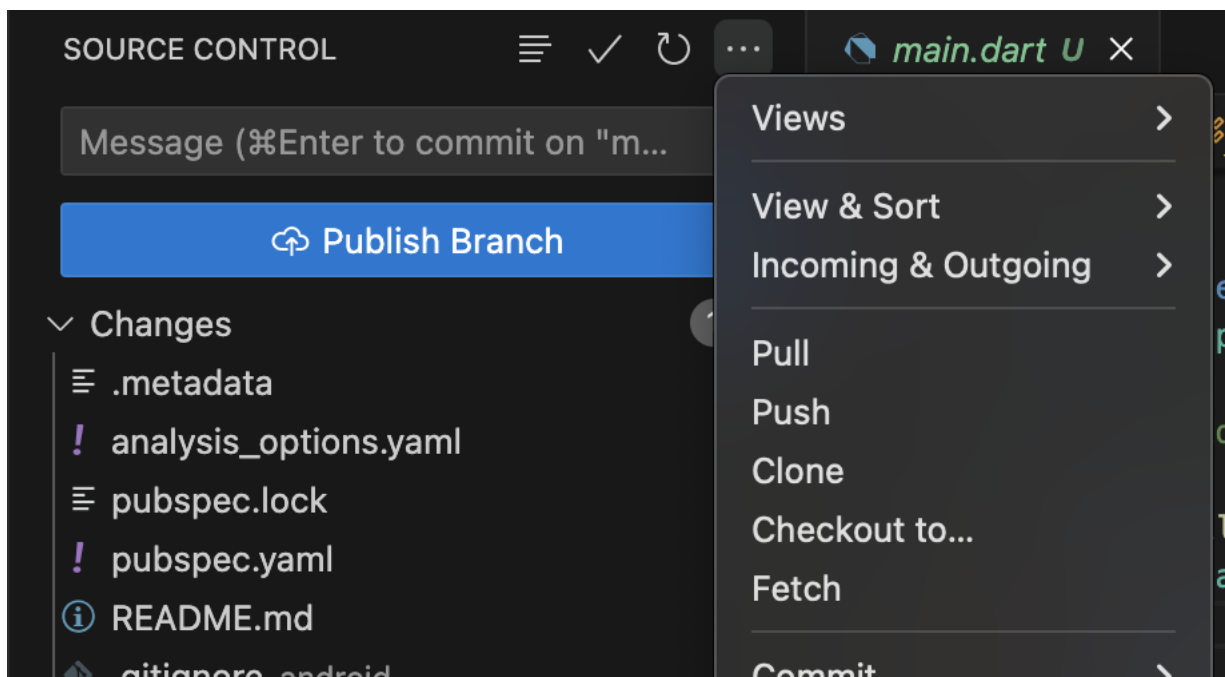
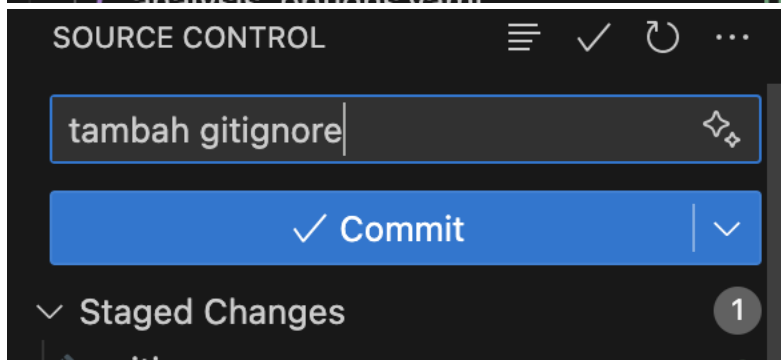
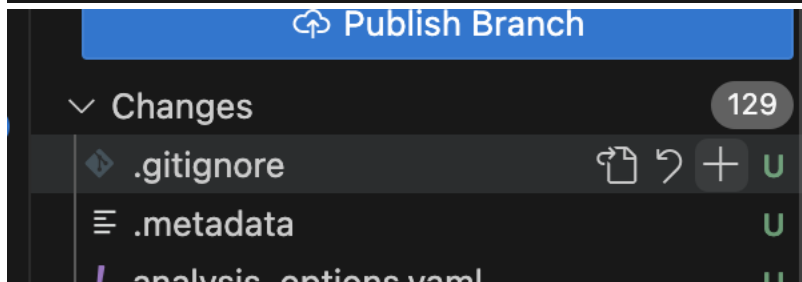
[Set up in Desktop](#) or [HTTPS](#) [SSH](#) <https://github.com/fauziyyahadeliamanda/flutter-fundamental-part1.git>

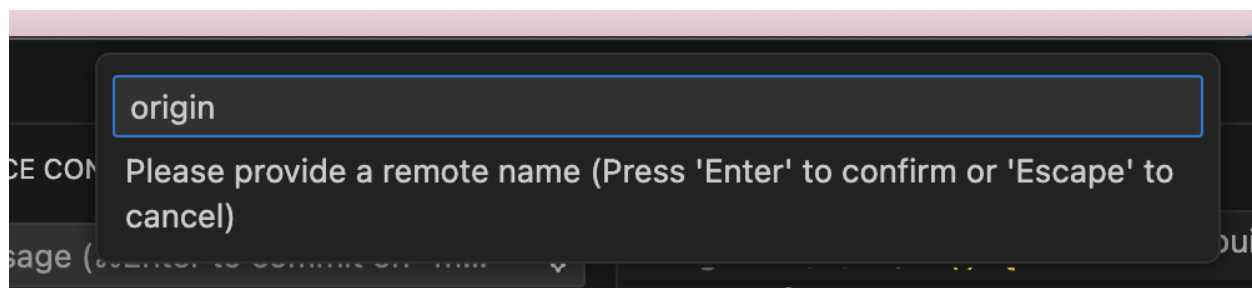
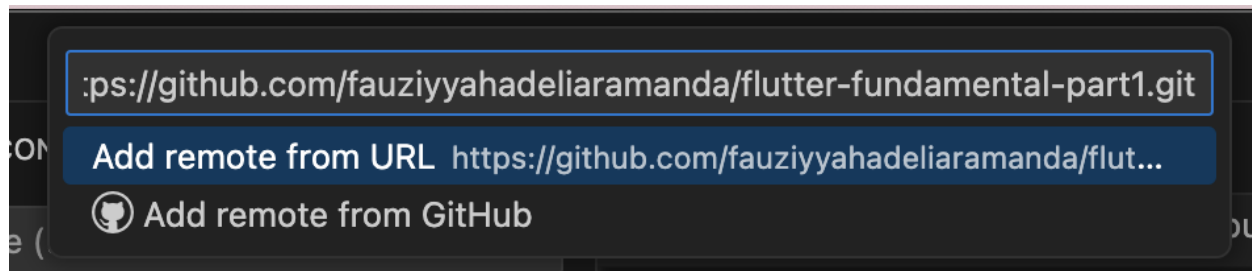
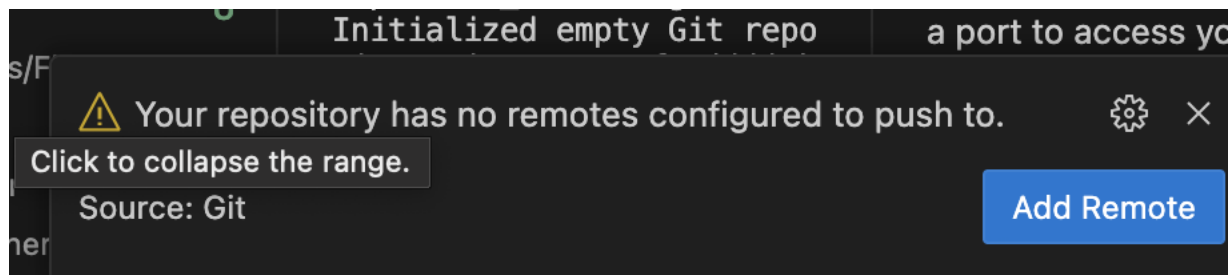
Get started by [creating a new file](#) or [uploading an existing file](#). We recommend every repository include a [README](#), [LICENSE](#), and [.gitignore](#).

...or create a new repository on the command line

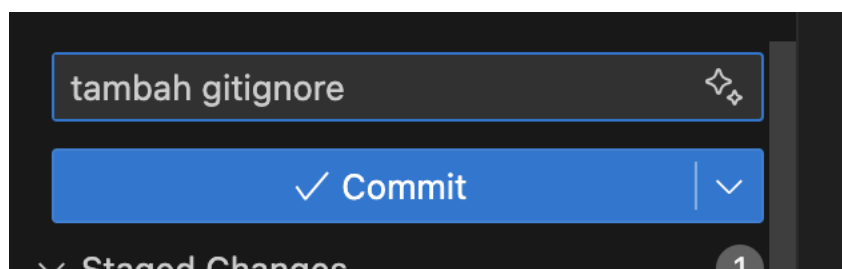
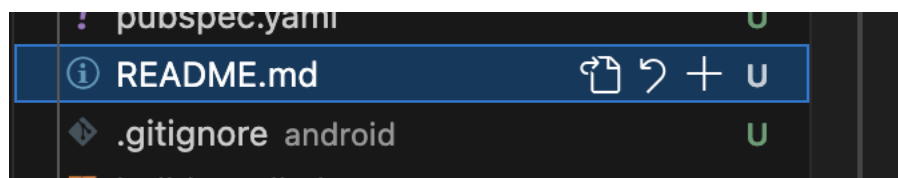
```
echo "# flutter-fundamental-part1" >> README.md
git init
git add README.md
git commit -m "first commit"
git branch -M main
git remote add origin https://github.com/fauziyyahadeliamanda/flutter-fundamental-part1.git
git push -u origin main
```

```
▼ TERMINAL
faujiiahhh@Fauziyyahs-Laptop hello_world % git init
Initialized empty Git repository in /Users/faujiiahhh/Documents/SMT 5/MOBILE/
hello_world/.git/
faujiiahhh@Fauziyyahs-Laptop hello_world %
```





Lakukan yg sama seperti tadi



fauziyyahadeliamanda / flutter-fundamental-part1

Q Type to search

<> CodeIssuesPull requestsActionsProjectsWikiSecurityInsightsSettings

flutter-fundamental-part1

Public

Pin

Watch0

Fork

main1 Branch0 Tags

Go to file

Add file

<> Code

About

fauziyyahadeliamanda

tambah gitignore

5dfb54a · 3 minutes ago

🕒 2 Commits

.gitignore

tambah gitignore

8 minutes ago

README.md

tambah gitignore

3 minutes ago

README

No descript
provided.

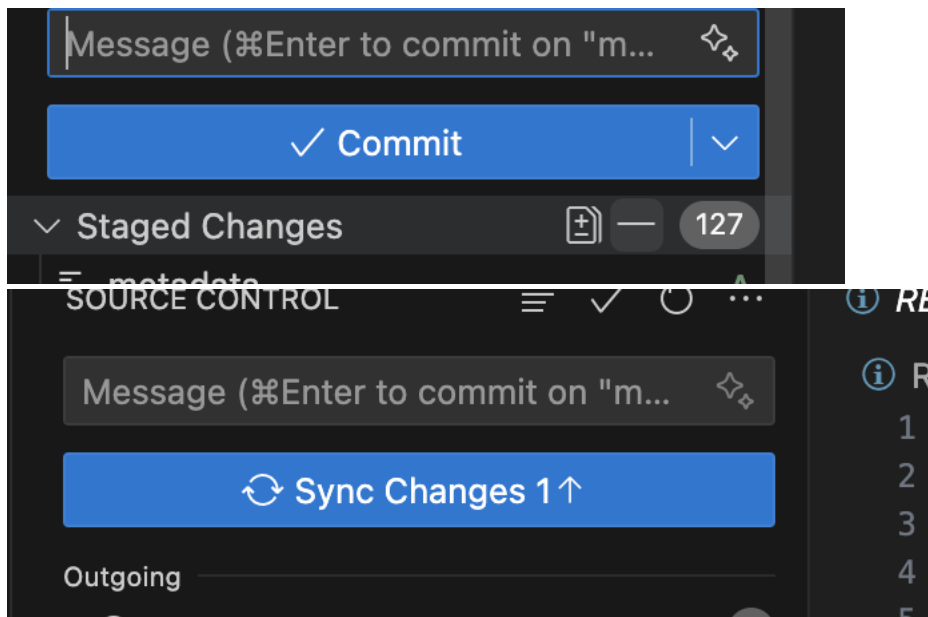
Readme

Activity

0 stars

0 watchi

0 forks



flutter-fundamental-part1 Public

main 1 Branch 0 Tags

Go to file Add file Code

fauziyyahadeliamanda	project hello_world	9bac058 · now	3 Commits
android	project hello_world	now	
ios	project hello_world	now	
lib	project hello_world	now	
linux	project hello_world	now	
macos	project hello_world	now	
test	project hello_world	now	
web	project hello_world	now	
windows	project hello_world	now	
.gitignore	tambah gitignore	14 minutes ago	
.metadata	project hello_world	now	
README.md	tambah gitignore	8 minutes ago	
analysis_options.yaml	project hello_world	now	
pubspec.lock	project hello_world	now	
pubspec.yaml	project hello_world	now	

About

No description, website, or topics provided.

Readme

Activity

0 stars

0 watching

0 forks

Releases

No releases published

Create a new release

Packages

No packages published

Publish your first package

Languages

C++ 44.8% CMake 35.9%

Dart 10.9% Swift 3.3%

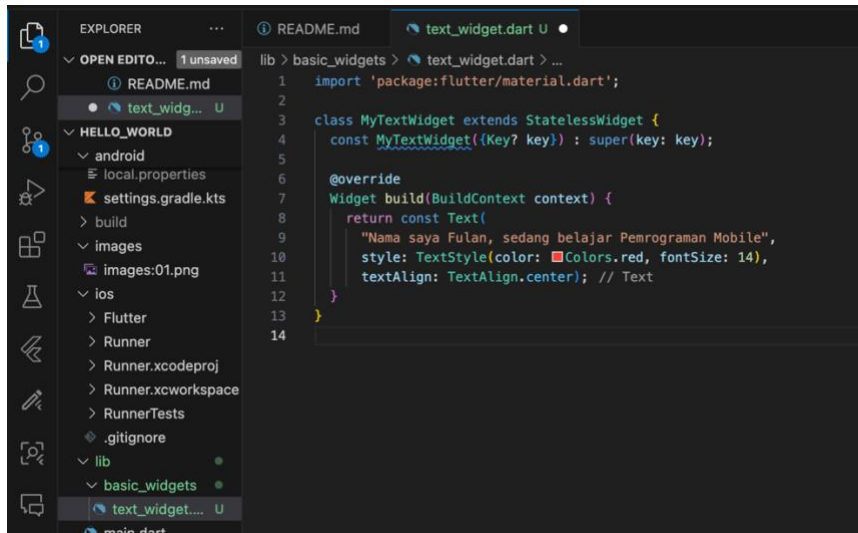
C 2.6% HTML 2.2%

Other 0.3%

The screenshot shows an Android emulator with a purple header bar that reads "Flutter Demo Home Page". Below the header, the text "You have pushed the button this many times:" is followed by a large "0". At the bottom right of the emulator screen is a purple circular button with a white "+" sign. To the right of the emulator is a dark-themed IDE window. The IDE's top bar shows a file explorer with icons for a folder, search, and a commit button labeled "Commit" with a dropdown arrow. Below the top bar, the IDE displays a list of files: "README.md" (marked with an 'M' for modified) and "images:01.png..." (marked with an 'A' for added). The bottom of the IDE window shows a terminal or console area with a "Chan..." prompt and a "0" indicating the number of lines of output.

📄 README.md	tambah screenshot	now
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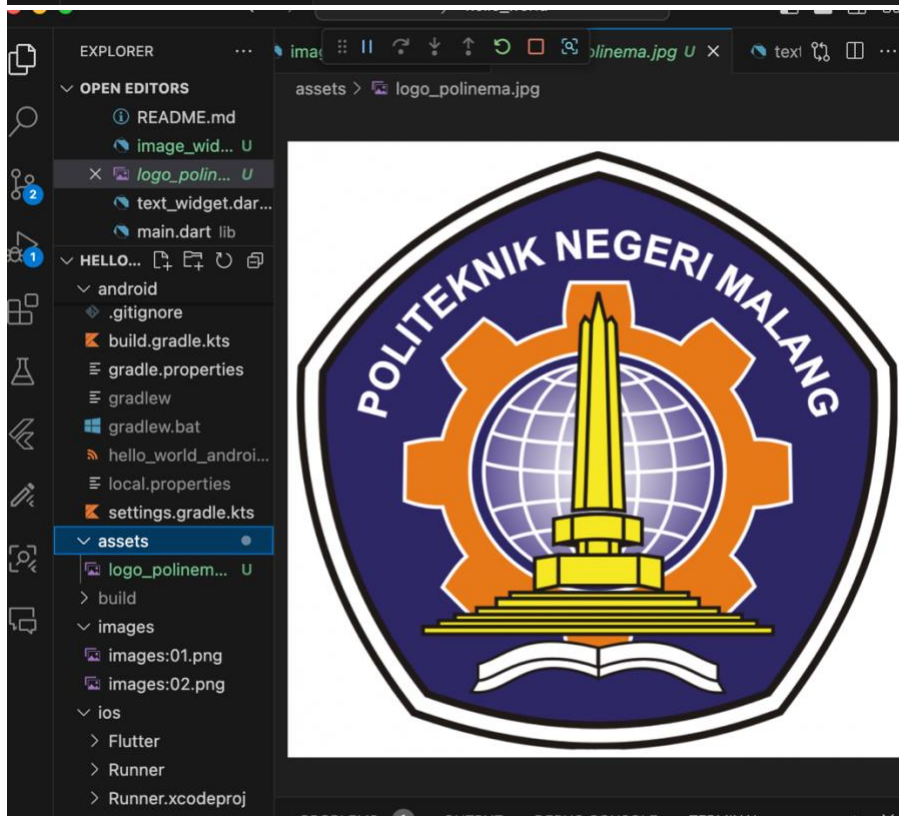
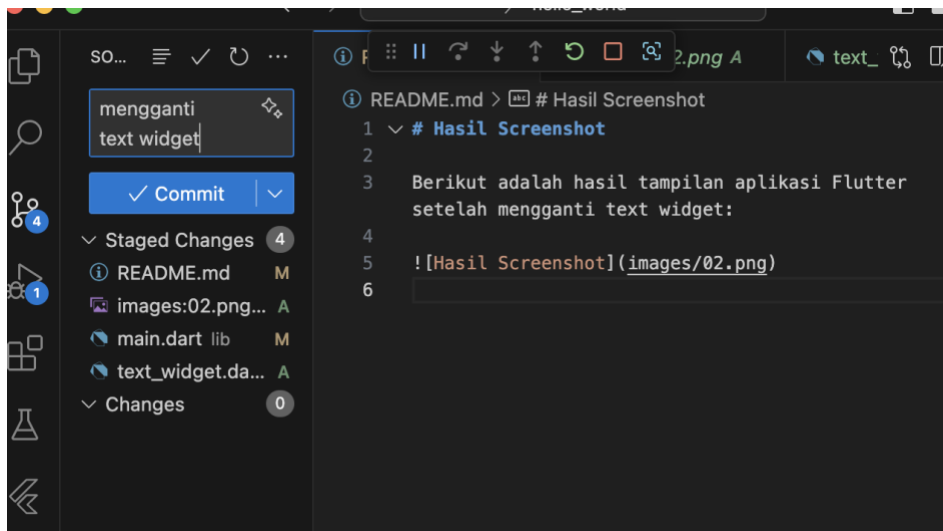
Praktikum 4 : Menerapkan Widget Dasar

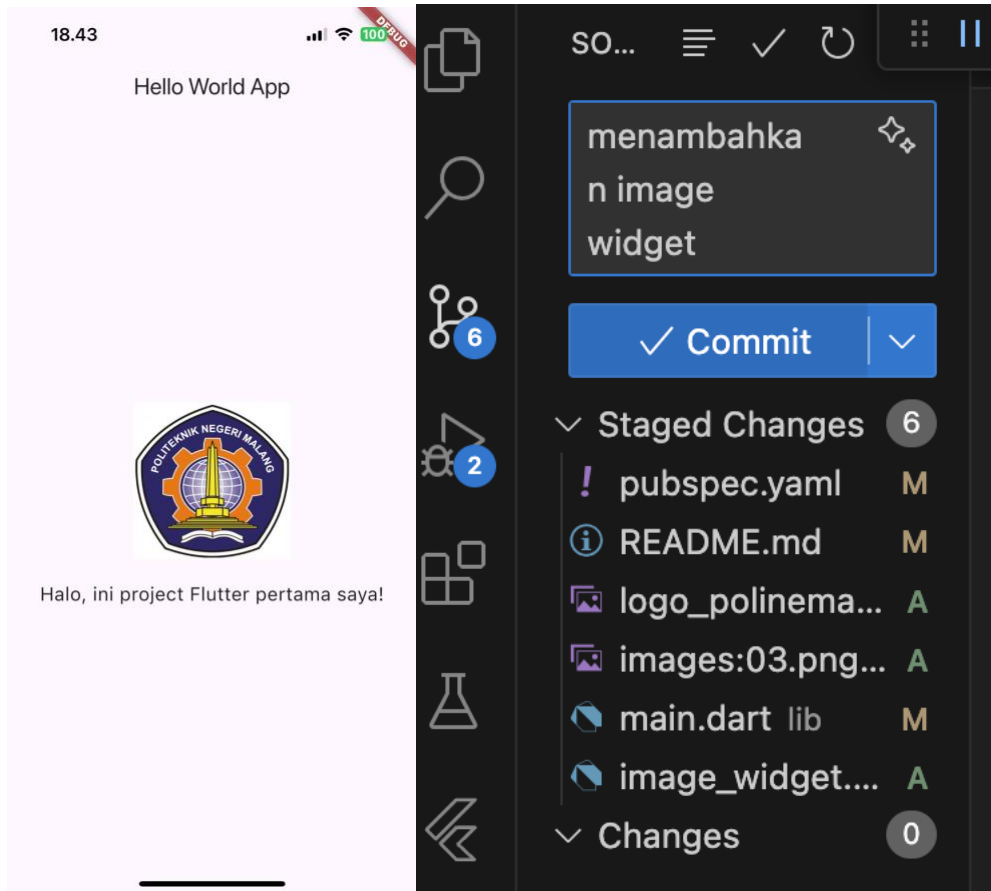


The screenshot shows an IDE with a file explorer on the left and a code editor on the right. The file explorer shows a project structure with folders for 'android', 'ios', 'Flutter', 'Runner', and 'lib'. The 'lib' folder is expanded, showing 'basic_widgets' and 'text_widget.dart'. The code editor shows the implementation of a custom widget named 'MyTextWidget' in 'text_widget.dart'.

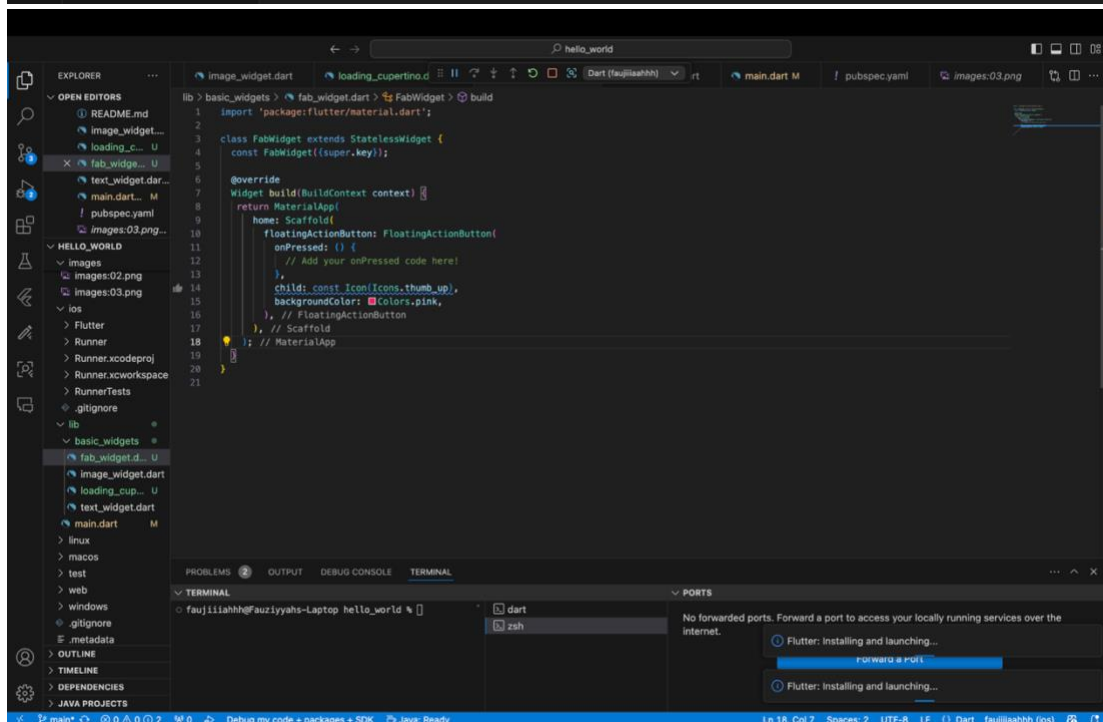
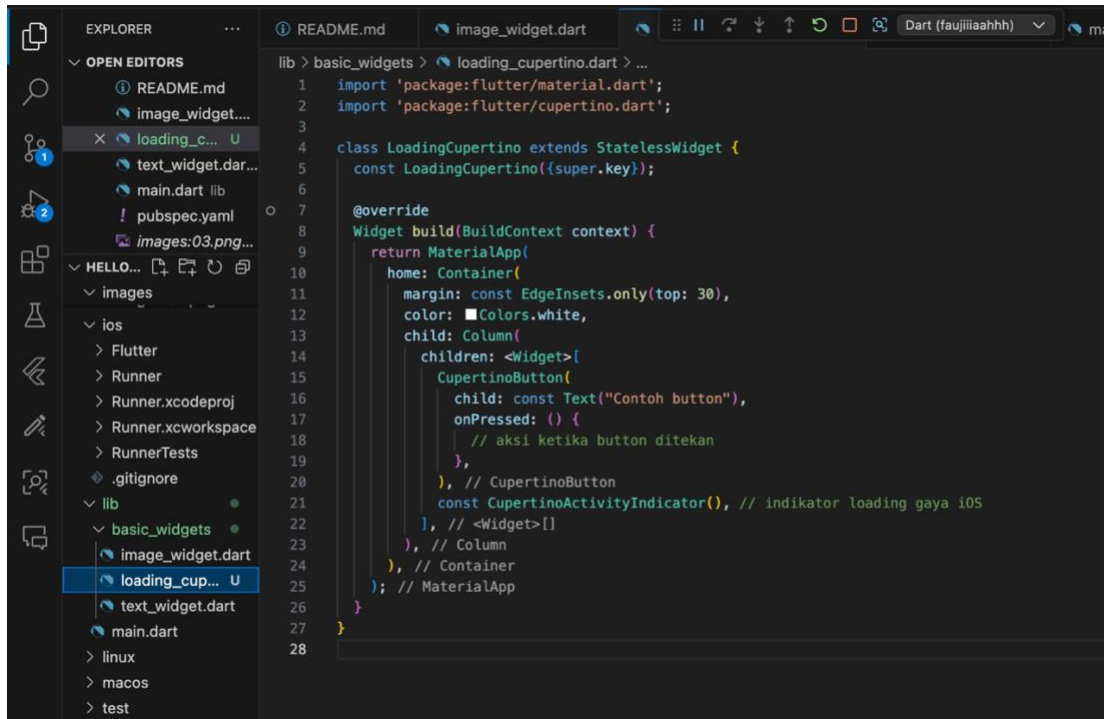
```
lib > basic_widgets > text_widget.dart > ...  
1 import 'package:flutter/material.dart';  
2  
3 class MyTextWidget extends StatelessWidget {  
4   const MyTextWidget({Key? key}) : super(key: key);  
5  
6   @override  
7   Widget build(BuildContext context) {  
8     return const Text(  
9       "Nama saya Fulan, sedang belajar Pemrograman Mobile",  
10      style: TextStyle(color: Colors.red, fontSize: 14),  
11      textAlign: TextAlign.center); // Text  
12   }  
13 }  
14
```

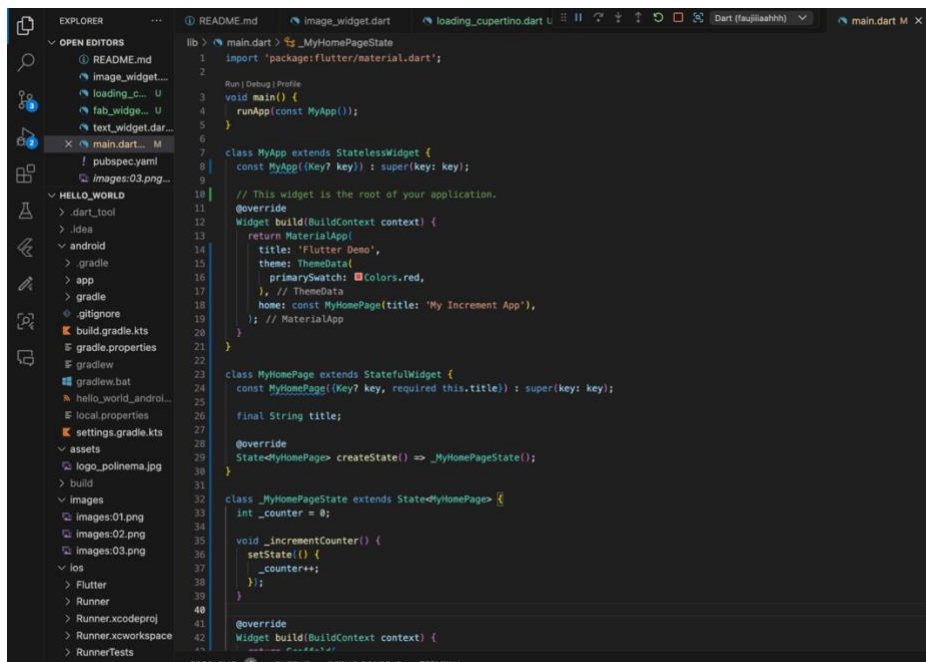






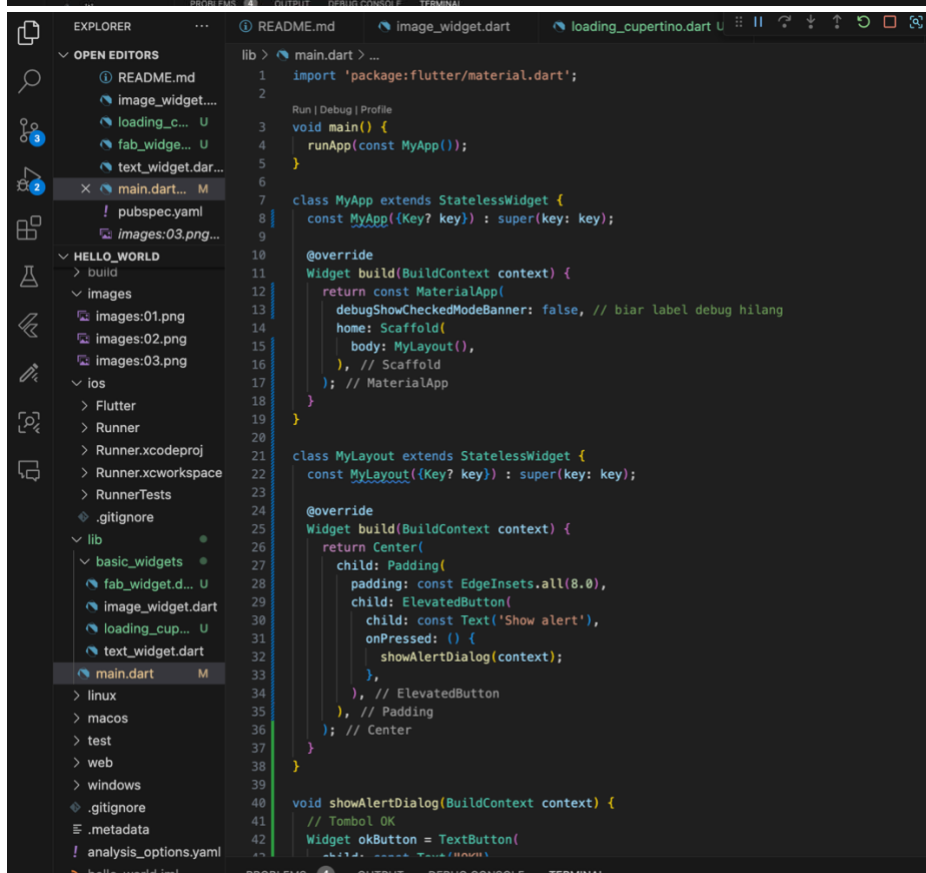
Praktikum 5 : Menerapkan Widget Material Design dan iOS Cupertino





This screenshot shows an IDE with a Flutter project. The Explorer panel on the left shows the project structure, including a 'lib' directory with 'main.dart' and 'MyHomePageState'. The main editor displays the code for 'main.dart', which defines a 'MyHomePageState' class and a 'MyHomePage' widget. The 'MyHomePage' widget is a StatefulWidget that uses 'MyHomePageState' and includes a 'Text' widget with the text 'My Increment App'. The 'MyHomePageState' class has an 'int' variable 'counter' and a 'void' method 'incrementCounter' that updates the counter and triggers a rebuild. The 'main' function calls 'runApp' with 'MyHomePage'.

```
lib > main.dart > ...
1 import 'package:flutter/material.dart';
2
3 void main() {
4   runApp(const MyApp());
5 }
6
7 class MyApp extends StatelessWidget {
8   const MyApp({Key? key}) : super(key: key);
9
10  @override
11  Widget build(BuildContext context) {
12    return MaterialApp(
13      title: 'Flutter Demo',
14      theme: ThemeData(
15        primarySwatch: Colors.red,
16      ), // ThemeData
17      home: const MyHomePage(title: 'My Increment App'),
18    ); // MaterialApp
19  }
20 }
21
22 class MyHomePage extends StatefulWidget {
23   const MyHomePage({Key? key, required this.title}) : super(key: key);
24
25   final String title;
26
27   @override
28   State<MyHomePage> createState() => _MyHomePageState();
29 }
30
31 class _MyHomePageState extends State<MyHomePage> {
32   int _counter = 0;
33
34   void _incrementCounter() {
35     setState(() {
36       _counter++;
37     });
38   }
39
40   @override
41   Widget build(BuildContext context) {
42     return Scaffold(
43       appBar: AppBar(
44         title: Text(widget.title),
45       ),
46       body: Center(
47         child: Text('$_counter'),
48       ),
49     );
50   }
51 }
```



This screenshot shows the same IDE with the same Flutter project, but the code in 'main.dart' has been updated to use a StatelessWidget. The 'MyHomePage' widget is now a StatelessWidget that uses 'MyLayout' and includes a 'Text' widget with the text 'Show alert!'. The 'MyLayout' widget is a StatelessWidget that uses 'Center' and includes a 'Text' widget with the text 'Show alert!'. The 'main' function calls 'runApp' with 'MyHomePage'.

```
lib > main.dart > ...
1 import 'package:flutter/material.dart';
2
3 void main() {
4   runApp(const MyApp());
5 }
6
7 class MyApp extends StatelessWidget {
8   const MyApp({Key? key}) : super(key: key);
9
10  @override
11  Widget build(BuildContext context) {
12    return const MaterialApp(
13      debugShowCheckedModeBanner: false, // biar label debug hilang
14      home: Scaffold(
15        body: MyLayout(),
16      ), // Scaffold
17    ); // MaterialApp
18  }
19 }
20
21 class MyLayout extends StatelessWidget {
22   const MyLayout({Key? key}) : super(key: key);
23
24   @override
25   Widget build(BuildContext context) {
26    return Center(
27      child: Padding(
28        padding: const EdgeInsets.all(8.0),
29        child: ElevatedButton(
30          child: const Text('Show alert!'),
31          onPressed: () {
32            showAlertDialog(context);
33          },
34        ), // ElevatedButton
35      ), // Padding
36    ); // Center
37  }
38 }
39
40 void showAlertDialog(BuildContext context) {
41   // Tombol OK
42   Widget okButton = TextButton(
43     onPressed: () {
44       Navigator.pop(context);
45     },
46     child: const Text('OK'),
47   );
48 }
```