



Mata Kuliah : Pemrograman Mobile
Program Studi : D4 – Teknik Informatika
Semester : 5

Kelas : TI-3E
NIM : 2341720128
Nama : Fawwaz Alifio Farsa
Pertemuan Ke- : 6

Laporan Jobsheet

Praktikum 1

Langkah	Jawaban/Desktopripsi
1	<p>Membuat project baru Flutter</p> <pre>fawwaz@LAPTOP-N4D0T93248:~/MinGW64/c/Flo/College/Semester 5/PEMR_MCB/perr_mcb/jobsheet6 (master) ● \$ flutter create layout_flutter Creating project layout_flutter... Resolving dependencies in 'layout_flutter'... (1.4s) Downloading packages... Got dependencies in 'layout_flutter'. Wrote 130 files. All done! You can find general documentation for Flutter at: https://docs.flutter.dev/ Detailed API documentation is available at: https://api.flutter.dev/ If you prefer video documentation, consider: https://www.youtube.com/c/flutterdev In order to run your application, type: \$ cd layout_flutter \$ flutter run Your application code is in layout_flutter/lib/main.dart.</pre>
2	Memodifikasi main.dart



	<pre>jobsheet6 > layout_flutter > lib > main.dart > MyApp 1 import 'package:flutter/material.dart'; 2 3 Run Debug Profile 4 void main() => runApp(const MyApp()); 5 6 class MyApp extends StatelessWidget { 7 const MyApp({super.key}); 8 9 @override 10 Widget build(BuildContext context) { 11 return MaterialApp(12 title: 'Flutter layout: Fawwaz Alifio Farsa (2341720128)', 13 home: Scaffold(14 appBar: AppBar(15 title: const Text('Flutter layout demo'), 16), // AppBar 17 body: const Center(18 child: Text('Hello World'), 19), // Center 20), // Scaffold 21); // MaterialApp 22 }</pre>
4	Mengimplementasi title row

Praktikum 2

Langkah	Jawaban/Desktopsi
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1	Membuat method column _buildButtonColumn
	<pre>Column _buildButtonColumn(Color color, IconData icon, String label) { Th return Column() mainAxisSize: MainAxisSize.min, mainAxisAlignment: MainAxisAlignment.center, children: [Icon(icon, color: color), Container(margin: const EdgeInsets.only(top: 8), child: Text(label, style: TextStyle(fontSize: 12, fontWeight: FontWeight.w400, color: color,), // TextStyle), // Text), // Container],); // Column }</pre>
2	Membuat widget buttonSection
	<pre>Color color = Theme.of(context).primaryColor; Widget buttonSection = Row(mainAxisAlignment: MainAxisAlignment.spaceEvenly, children: [_buildButtonColumn(color, Icons.call, 'CALL'), _buildButtonColumn(color, Icons.near_me, 'ROUTE'), _buildButtonColumn(color, Icons.share, 'SHARE'),],);</pre>
3	Menambahkan button section ke body
	<pre>appBar: AppBar(title: const Text('Flutter Layout Demo'),), body: Column(children: [titleSection, buttonSection]),</pre>

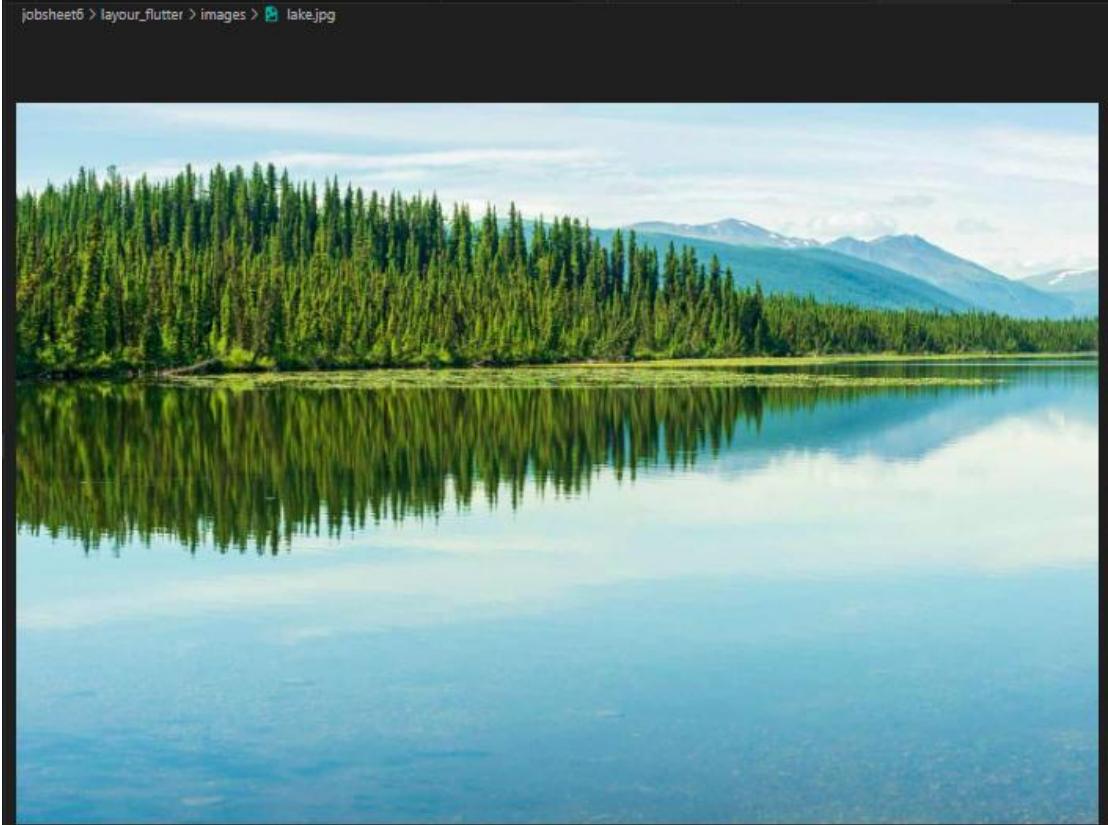
Praktikum 3

Langkah	Jawaban/Deskripsi
1	Membuat widget textSection



	<pre>Widget textSection = Container(padding: const EdgeInsets.all(32), child: const Text('Fawwaz Alifio Farsa (2341720128)\n\n' 'Lake Oeschinen lies at the foot of the Blüemlisalp in the Bernese Alps. Situated 1,578 meters above sea level, it is one of the larger Alpine Lakes. A gondola ride from Kandersteg, followed by a half-hour walk through pastures and pine forest, leads you to the lake, which warms to 20 degrees Celsius in the summer. Activities enjoyed here include rowing, and riding the summer toboggan run.', softWrap: true,), // Text); // Container</pre>
2	Menambahkan variable text section ke body <pre> appBar: AppBar(title: const Text('Flutter Layout Demo')), body: Column(children: [titleSection, buttonSection, textSection]),); // Scaffold</pre>

Praktikum 4

Langkah	Jawaban/Desktopripsi
1	Menambahkan asset gambar  <p>The screenshot shows a landscape scene with a calm lake in the foreground, a dense forest of tall evergreen trees along the shore, and snow-capped mountains in the background under a clear blue sky. The image is displayed within a Flutter application's UI.</p>



	<pre>assets: - images/lake.jpg</pre>
2	Menambahkan image ke body <pre>children: [Image.asset('images/lake.jpg', width: 600, height: 240, fit: BoxFit.cover,), // Image.asset titleSection, buttonSection, textSection,],</pre>
3	Mengganti Column menjadi ListView <pre>body: ListView([children: [</pre>

Tugas Praktikum 1

Langkah	Jawaban/Desktopsi
1	Hasil tampilan:



8:38 ☀️ 🌐 ⚡ DEBUG

Flutter layout demo



Oeschinen Lake Campground ★ 41
Kandersteg, Switzerland

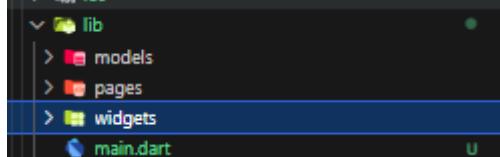
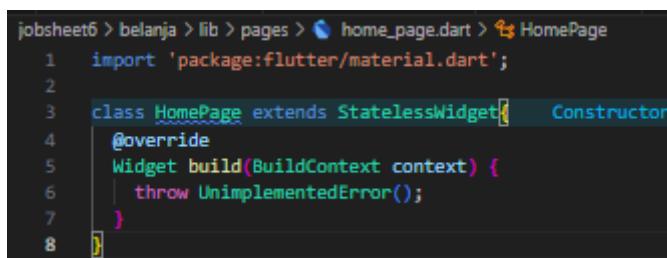
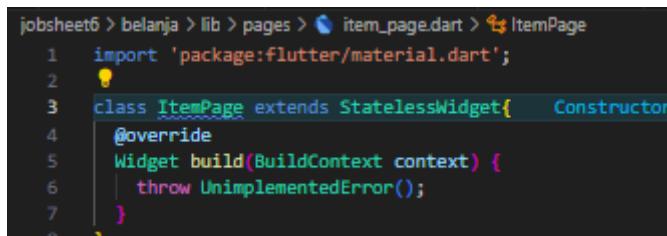
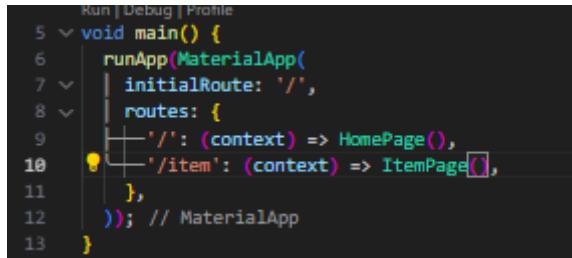
📞 CALL 📍 ROUTE 🔗 SHARE

Fawwaz Alifio Farsa (2341720128)

Lake Oeschinen lies at the foot of the Blüemlisalp in the Bernese Alps. Situated 1,578 meters above sea level, it is one of the larger Alpine Lakes. A gondola ride from Kandersteg, followed by a half-hour walk through pastures and pine forest, leads you to the lake, which warms to 20 degrees Celsius in the summer. Activities enjoyed here include rowing, and riding the summer toboggan run.



Praktikum 5

Langkah	Jawaban/Desktopripsi
1	<p>Menyiapkan project baru</p> 
2	<p>Membuat css HomePage</p>  <pre>jobsheet6 > belanja > lib > pages > home_page.dart > HomePage 1 import 'package:flutter/material.dart'; 2 3 class HomePage extends StatelessWidget{ Constructors 4 @override 5 Widget build(BuildContext context) { 6 throw UnimplementedError(); 7 } 8 }</pre> <p>Membuat class ItemPage</p>  <pre>jobsheet6 > belanja > lib > pages > item_page.dart > ItemPage 1 import 'package:flutter/material.dart'; 2 3 class ItemPage extends StatelessWidget{ Constructors 4 @override 5 Widget build(BuildContext context) { 6 throw UnimplementedError(); 7 } 8 }</pre>
3	<p>Mengubah isi kode main.dart</p>  <pre>Run Debug Profile 5 void main() { 6 runApp(MaterialApp(7 initialRoute: '/', 8 routes: { 9 '/': (context) => HomePage(), 10 '/item': (context) => ItemPage(), 11 }, 12)); // MaterialApp 13 }</pre>
4	<p>Membuat data model</p>



	<pre>jobsheet6 > belanja > lib > models > item.dart > Item 1 class Item { 2 String name; 3 int price; 4 5 Item({ 6 required this.name, 7 required this.price, 8 }); 9 }</pre>
5	Melengkapi kode di class HomePage
6	Membuat ListView dan itemBuilder



```
jobsheet6 > belanja > lib > pages > home_page.dart > HomePage > build
1 import 'package:belanja/models/item.dart';
2 import 'package:flutter/material.dart';
3
4 class HomePage extends StatelessWidget {    Constructors for public widgets
5     @override
6     Widget build(BuildContext context) {
7         return Scaffold(
8             body: Container(
9                 margin: EdgeInsets.all(8),
10                child: ListView.builder(
11                    padding: EdgeInsets.all(8),
12                    itemCount: items.length,
13                    itemBuilder: (context, index) {
14                        final item = items[index];
15                        return Card(
16                            child: Container(
17                                margin: EdgeInsets.all(8),
18                                child: Row(
19                                    children: [
20                                        Expanded(child: Text(item.name)),
21                                        Expanded(
22                                            child: Text(
23                                                item.price.toString(),
24                                                textAlign: TextAlign.end,
25                                            ), // Text
26                                            ), // Expanded
27                                    ],
28                                ), // Row
29                            ), // Container
30                        ); // Card
31                    },
32                ), // ListView.builder
33            ), // Container
34        ); // Scaffold
35    }
36
37    final List<Item> items = [
38        Item(name: 'Sugar', price: 5000),
39        Item(name: 'Salt', price: 2000),
40    ];
41 }
```

Hasil Tampilan:



7

Menambahkan aksi pada ListView



```
return InkWell(
  onTap: () {
    Navigator.pushNamed(
      context,
      '/item',
      arguments: item,
    );
  },
);
```

Tugas Praktikum 2

Langkah	Jawaban/Desktopripsi
1	Memperbarui kode Navigator <pre>Navigator.pushNamed(context, '/item', arguments: item,);</pre>
2	Menambahkan pembacaan nilai pada ItemPage <pre>@override Widget build(BuildContext context) { final item = ModalRoute.of(context)!.settings.arguments as Item;</pre>
3	Hasil tampilan setelah implementasi Hero widget



The screenshot shows a mobile application interface for a product named "Sugar". At the top, there is a header bar with the time "10:35", signal strength, battery level, and a red "DEBUG" indicator. Below the header, the title "Detail Item" is displayed with a back arrow. The main content area features a large placeholder image with a camera icon. Below the image, the product name "Sugar" is shown in bold text, followed by its price "Rp 5000". A small box indicates "Stok: 42" (Stock: 42). To the right of the stock information is a rating of "4.5" with five star icons. A descriptive text block below the rating contains placeholder text: "Lorem ipsum dolor sit amet, consectetur adipiscing elit.". At the bottom of the screen is a light blue button with the text "Tambah ke Keranjang" (Add to Cart) and a shopping cart icon.