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KELAS : SIB – 2F  
MATKUL : Pemrograman Mobile

### 1. Instalasi Flutter SDK

Langkah pertama adalah mengunduh Flutter SDK dari situs resmi dan mengekstraknya ke direktori lokal (misalnya C:\src\flutter). Setelah itu, path bin didaftarkan ke Environment Variables agar perintah Flutter dapat dikenali oleh terminal.

- Link Unduhan:

[https://storage.googleapis.com/flutter\\_infra\\_release/releases/stable/windows/flutter\\_windows\\_3.x.x-stable.zip](https://storage.googleapis.com/flutter_infra_release/releases/stable/windows/flutter_windows_3.x.x-stable.zip)

- Perintah Pengecekan: flutter --version

```
C:\Users\syste>flutter --version
Checking Dart SDK version...
Downloading Dart SDK from Flutter engine ...
Expanding downloaded archive with PowerShell...
Building flutter tool...
Running pub upgrade...
Resolving dependencies...
Downloading packages... (37.7s)
Got dependencies.
Flutter 3.38.9 • channel stable • https://github.com/flutter/flutter.git
Framework • revision 67323de285 (12 days ago) • 2026-01-28 13:43:12 -0800
Engine • hash 5eb06b7ad5bb8cbc22c5230264c7a00ceac7674b (revision 587c18f873) (13 days ago) • 2026-01-27 23:23:03.000Z
Tools • Dart 3.10.8 • DevTools 2.51.1
```

### 2. Pengecekan Awal Kesehatan Sistem (Flutter Doctor)

Setelah instalasi SDK, dilakukan pengecekan menggunakan flutter doctor untuk melihat komponen apa saja yang belum terinstal atau terkonfigurasi dengan benar. Pada tahap awal, terdeteksi bahwa Android SDK belum ditemukan.

- Perintah: flutter doctor

```
C:\WINDOWS\system32\cmd. x + v
Microsoft Windows [Version 10.0.26200.7623]
(c) Microsoft Corporation. All rights reserved.

C:\Users\syste>flutter doctor
Doctor summary (to see all details, run flutter doctor -v):
[!] Flutter (Channel stable, 3.38.9, on Microsoft Windows [Version 10.0.26200.7623], locale en-US)
[!] Windows Version (11 Home Single Language 64-bit, 25H2, 2009)
[!] Android toolchain - develop for Android devices (Android SDK version 36.1.0)
[!] Chrome - develop for the web
[!] Visual Studio - develop Windows apps
  X Visual Studio not installed; this is necessary to develop Windows apps.
    Download at https://visualstudio.microsoft.com/downloads/.
    Please install the "Desktop development with C++" workload, including all of its default components
[!] Connected device (3 available)
[!] Network resources

! Doctor found issues in 1 category.

C:\Users\syste>
```

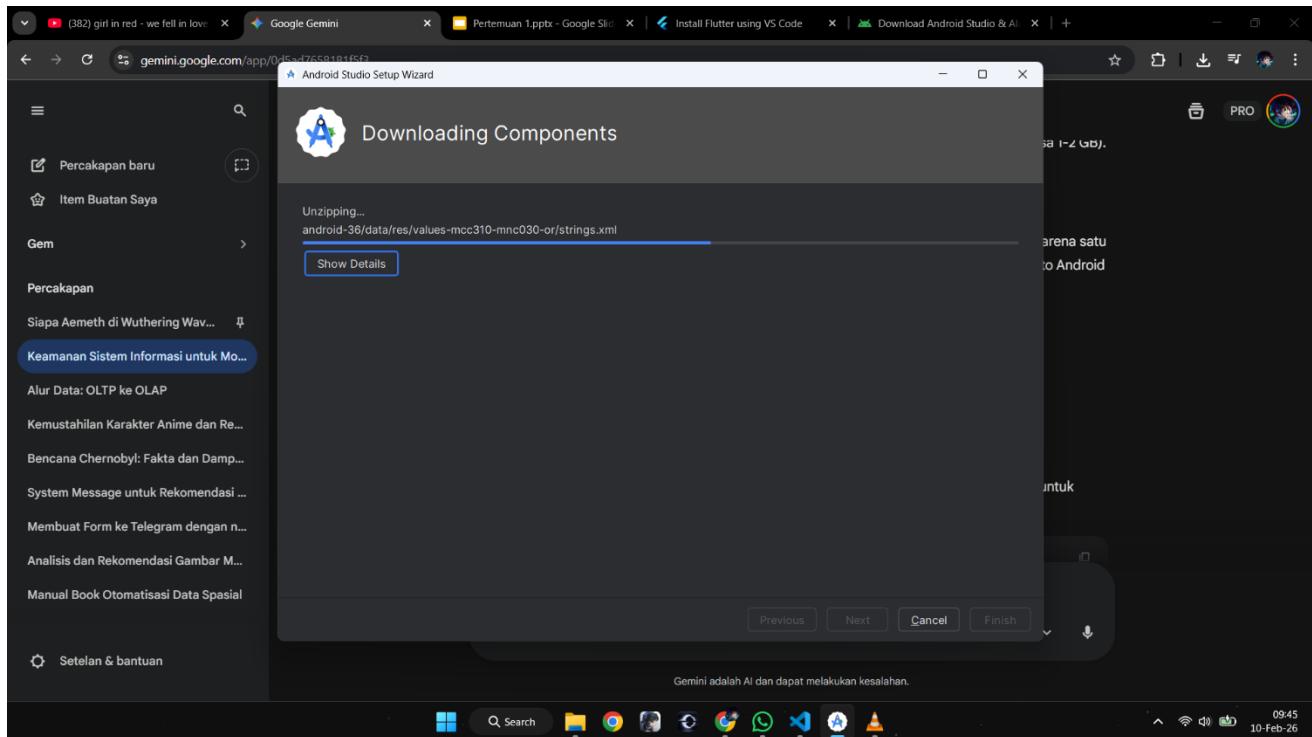
### 3. Instalasi Android Studio dan Komponen SDK



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Mengunduh dan menginstal Android Studio sebagai IDE utama untuk manajemen Android SDK. Pada proses ini, Android SDK Platform dan Build-Tools diunduh melalui Setup Wizard.

- Link Unduhan: <https://developer.android.com/studio>
- Proses: Menunggu proses pengunduhan komponen (Android SDK, Emulator, dll).
- Bukti:



#### 4. Persetujuan Lisensi Android (Android Licenses)

Setelah Android SDK terinstal, sering kali muncul peringatan lisensi belum disetujui. Langkah ini krusial agar aplikasi dapat dikompilasi ke perangkat Android.

- Perintah: flutter doctor --android-licenses
- Proses: Mengetik y (yes) untuk semua perjanjian lisensi yang muncul.
- Bukti:

```
C:\Users\system>flutter doctor --android-licenses
[=====] 100% Computing updates...
All SDK package licenses accepted.
```

#### 5. Pembuatan dan Menjalankan Proyek Pertama (Hello World)

Setelah semua konfigurasi selesai ("hijau" pada flutter doctor), proyek baru dibuat menggunakan VS Code. Aplikasi dijalankan pada emulator Android (Pixel 7) untuk memastikan integrasi berjalan lancar.

- Perintah Pembuatan Proyek (Terminal): flutter create hello\_world
- Perintah Menjalankan Aplikasi: flutter run



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The screenshot shows the Android Studio interface with a Flutter project named "1st\_android\_test". The "lib/main.dart" file is open, displaying the following code:

```
import 'package:flutter/material.dart';

void main() {
  runApp(const MyApp());
}

class MyApp extends StatelessWidget {
  const MyApp({super.key});

  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      home: Scaffold(
        appBar: AppBar(
          title: const Text('Aplikasi Felix'),
          backgroundColor: Colors.white,
        ),
        body: const Center(
          child: Text(
            'Hello World',
            style: TextStyle(fontSize: 30),
          ),
        ),
      ),
    );
  }
}
```

The "Run" tab shows the output: "Syncing files to device sdk gphone64 x86 64... Reloaded 0 Libraries in 144ms (compile: 6 ms, reload: 0 ms, reassemble: 26 ms.)". The right side of the screen displays a "Pixel 7 API 36.0" emulator window showing the app's splash screen with the title "Aplikasi Felix" and the text "Hello World".