

LAPORAN PRATIKUM UTS

MOBILE PROGRAMMING



DISUSUN OLEH:

GIO DAMARZUKI (202013015)

DOSEN PENGAMPU :

SLAMET TRIYANTO. ST

PROGRAM STUDI TEKNIK INFORMATIKA

POLITEKNIK KAMPAR

2021

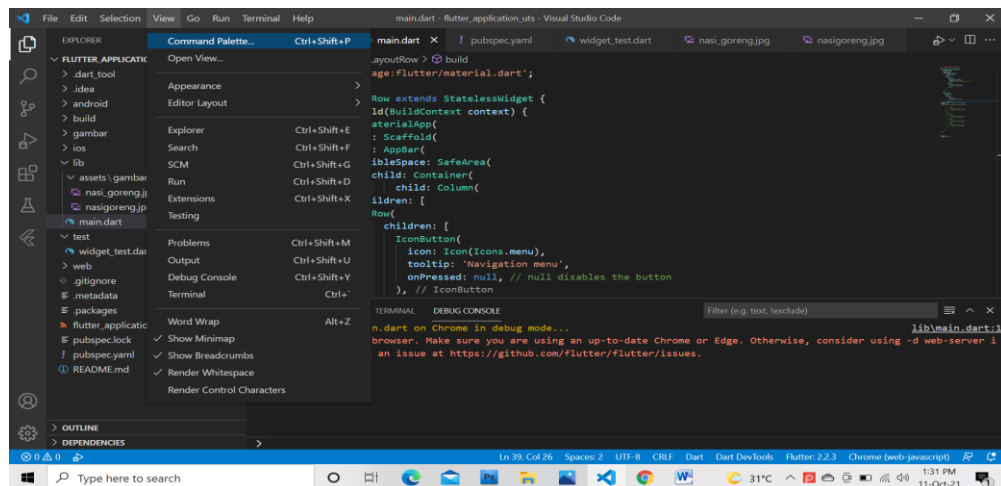
ULANGAN TENGAH SEMESTER

MOBILE PROGRAMMING MENGGUNAKAN

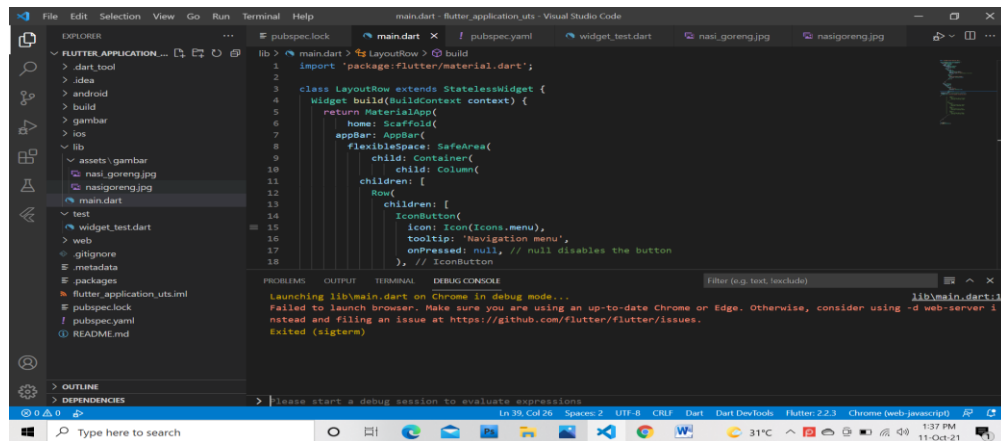
VISUAL STUDIO

A. Langkah kerja

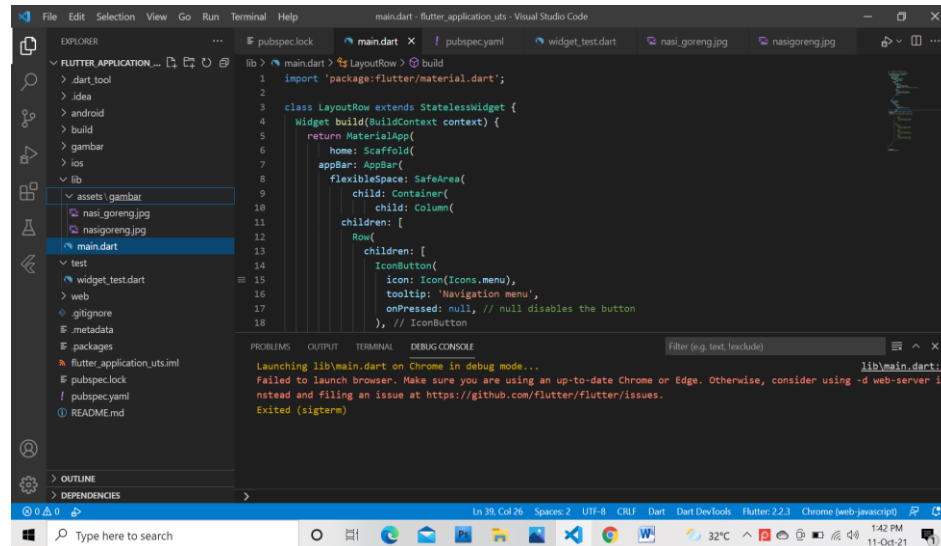
1. Buka terlebih dahulu FLUTTER,VISUAL STUDIO.



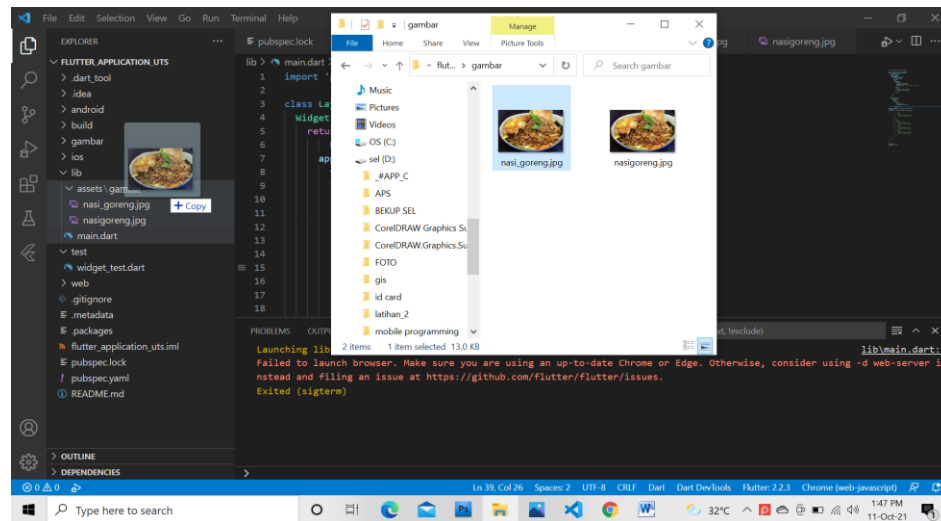
2. Selanjutnya kita masukkan sourcena



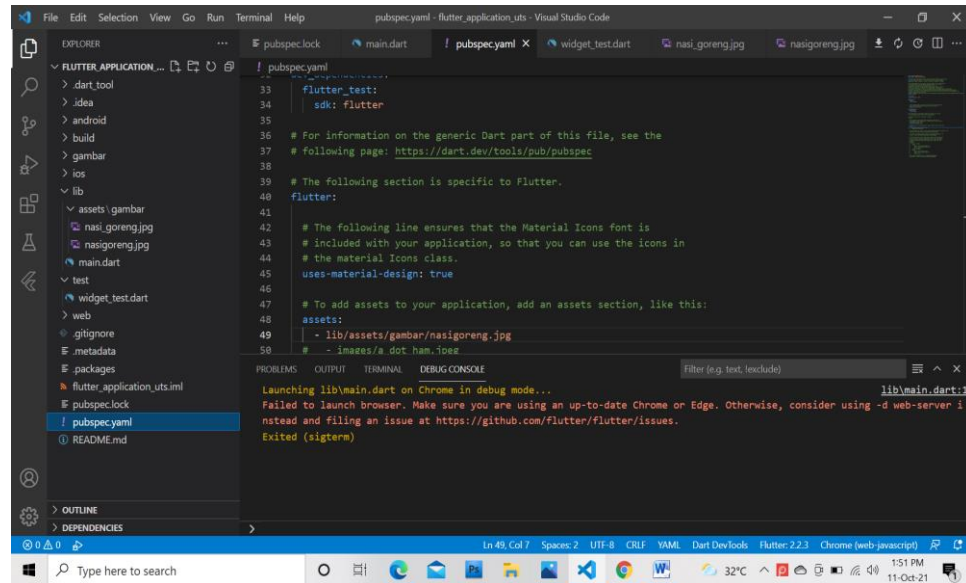
3. Lalu buat folder lib dalam folder lib tersebut buat folder baru dengan nama assets



4. Selanjutnya kita masukkan gambar dalam file yg disiapkan



5. Lalu kita ke bagian pubspec.yaml lalu buat line assets dengan memasukkan nama gambar yg d file tadi



```
pubspec.yaml
flutter:
  sdk: flutter

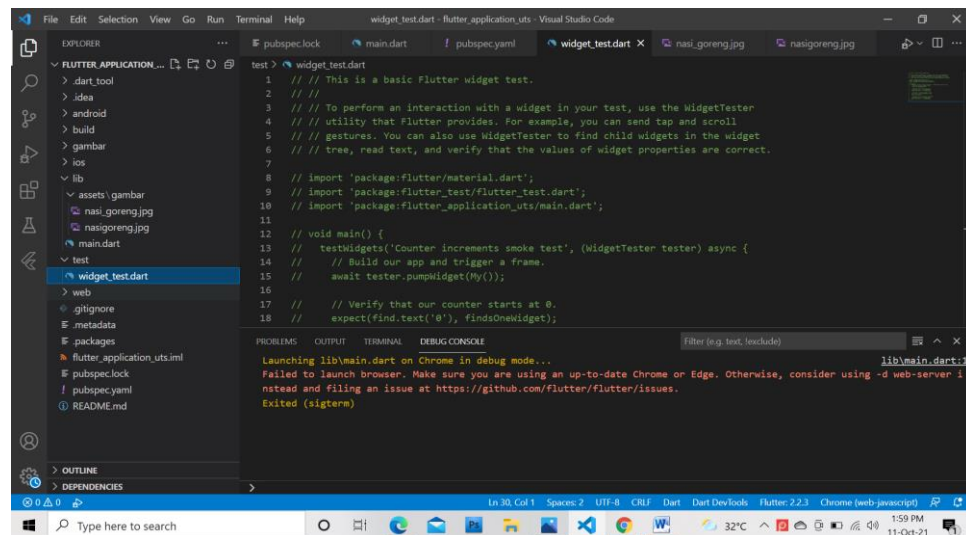
  # For information on the generic Dart part of this file, see the
  # following page: https://dart.dev/tools/pub/pubspec

  # The following section is specific to Flutter.
  flutter:

    # The following line ensures that the Material Icons font is
    # included with your application, so that you can use the icons in
    # the material Icons class.
    uses-material-design: true

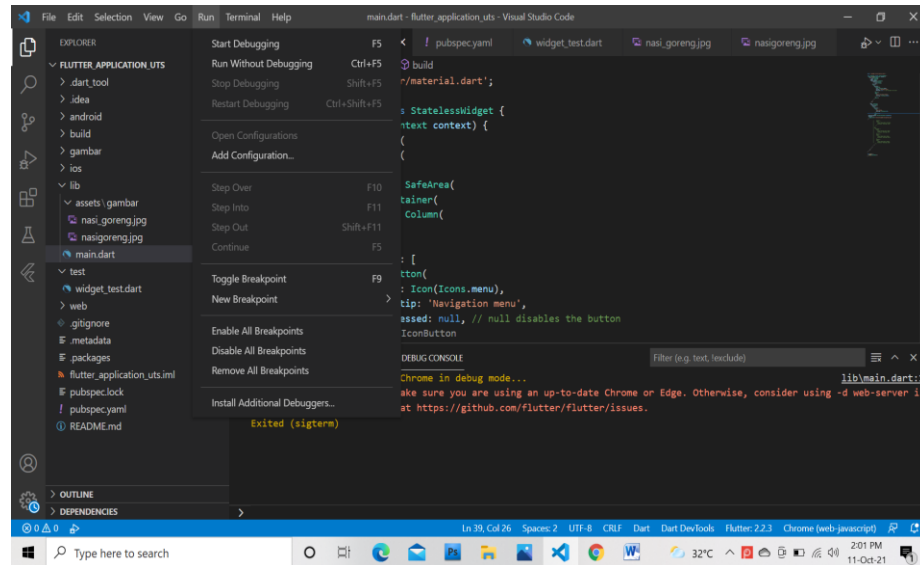
    # To add assets to your application, add an assets section, like this:
    assets:
      - lib/assets/gambar/nasi_goreng.jpg
      - images/a_dot_ham.jpeg
```

6. Pada source code widget_test.dart kita komentarkan



```
test > widget_test.dart
1 // This is a basic Flutter widget test.
2 //
3 // To perform an interaction with a widget in your test, use the WidgetTester
4 // utility that Flutter provides. For example, you can send tap and scroll
5 // gestures. You can also use WidgetTester to find child widgets in the widget
6 // tree, read text, and verify that the values of widget properties are correct.
7
8 // import 'package:flutter/material.dart';
9 // import 'package:flutter_test/flutter_test.dart';
10 // import 'package:flutter_application_uts/main.dart';
11
12 // void main() {
13 //   testWidgets('Counter increments smoke test', (WidgetTester tester) async {
14 //     // Build our app and trigger a frame.
15 //     await tester.pumpWidget(My());
16
17 //     // Verify that our counter starts at 0.
18 //     expect(find.text('0'), findsOneWidget);
```

7. Disini kita jalankan sourcenya pilih “Run” lalu Run without debugging



B. Hasil pratikum

Inilah hasil dari uts mobile programing yang saya buat menggunakan flutter dan pada pratikum ini saya berhasil membuatnya

