



PERTEMUAN 11

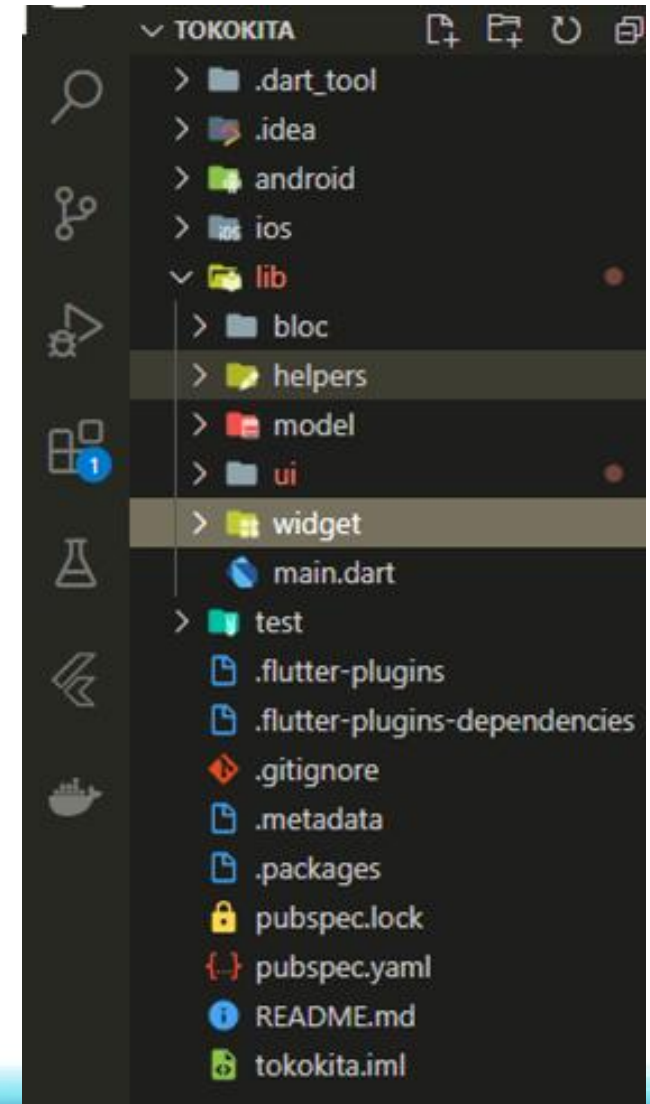
FUNGSIONALITAS



1. Menyatukan Fungsionalitas

a. Membuat Common Dialog Widget - 1

Pada bagian ini akan dibuat dua buah dialog yang nantinya akan digunakan pada tampilan. Buat sebuah folder dengan nama **widget**



a. Membuat Common Dialog Widget - 2

Kemudian buat sebuah file dengan nama **success_dialog.dart** dengan kode

```
1. import 'package:flutter/material.dart';  
2.  
3. class Consts {  
4.   Consts._();  
5.  
6.   static const double padding = 16.0;  
7.   static const double avatarRadius = 66.0;  
8. }
```

a. Membuat Common Dialog Widget - 3

```
9.  
10. class SuccessDialog extends StatelessWidget {  
11.   final String description;  
12.   final VoidCallback onClick;  
13.  
14.   SuccessDialog({this.description, this.onClick});  
15.  
16.   @override  
17.   Widget build(BuildContext context) {  
18.     return Dialog(  
19.       shape: RoundedRectangleBorder(  
20.         borderRadius: BorderRadius.circular(Constraints.padding)),  
21.       elevation: 0.0,  
22.       backgroundColor: Colors.transparent,  
23.       child: dialogContent(context),  
24.     );  
25.   }  
26.
```

a. Membuat Common Dialog Widget - 4

```
26.  
27.   dialogContent(BuildContext context) {  
28.     return Container(  
29.       padding: EdgeInsets.only(  
30.         top: Constants.padding,  
31.         bottom: Constants.padding,  
32.         left: Constants.padding,  
33.         right: Constants.padding,  
34.       ),  
35.       margin: EdgeInsets.only(top: Constants.avatarRadius),  
36.       decoration: new BoxDecoration(  
37.         color: Colors.white,  
38.         shape: BoxShape.rectangle,  
39.         borderRadius: BorderRadius.circular(Constants.padding),  
40.         boxShadow: [  
41.           BoxShadow(  
42.             color: Colors.black26,  
43.             blurRadius: 10.0,  
44.             offset: const Offset(0.0, 10.0),  
45.           ),  
46.         ],  
47.       ),
```

a. Membuat Common Dialog Widget - 5

```
48.      child: Column(  
49.        mainAxisSize: MainAxisSize.min,  
50.        children: [  
51.          Text(  
52.            "SUKSES",  
53.            style: TextStyle(  
54.              fontSize: 24.0,  
55.              fontWeight: FontWeight.w700,  
56.              color: Colors.green),  
57.          ),  
58.          SizedBox(height: 16.0),  
59.          Text(  
60.            description,  
61.            textAlign: TextAlign.center,  
62.            style: TextStyle(  
63.              fontSize: 16.0,  
64.            ),  
65.          ),
```


a. Membuat Common Dialog Widget - 6

```
66.         SizedBox(height: 24.0),
67.         Align(
68.           alignment: Alignment.bottomRight,
69.           child: FlatButton(
70.             onPressed: () {
71.               Navigator.of(context).pop(); // To close the dialog
72.               onClick();
73.             },
74.             child: Text("OK"),
75.           ),
76.         ),
77.       ],
78.     ),
79.   );
80. }
81. }
```


a. Membuat Common Dialog Widget - 7

Kemudian buat file dengan nama **warning_dialog.dart** dengan kode

```
1. import 'package:flutter/material.dart';
2.
3. class Consts {
4.   Consts._();
5.
6.   static const double padding = 16.0;
7.   static const double avatarRadius = 66.0;
8. }
9.
10. class WarningDialog extends StatelessWidget {
11.   final String description;
12.   final VoidCallback okClick;
13.
14.   WarningDialog({this.description, this.okClick});
```

a. Membuat Common Dialog Widget - 8

```
15.  
16. @override  
17. Widget build(BuildContext context) {  
18.   return Dialog(  
19.     shape: RoundedRectangleBorder(  
20.       borderRadius: BorderRadius.circular(Constraints.padding)),  
21.     elevation: 0.0,  
22.     backgroundColor: Colors.transparent,  
23.     child: dialogContent(context),  
24.   );  
25. }  
26.  
27. dialogContent(BuildContext context) {  
28.   return Container(  
29.     padding: EdgeInsets.only(  
30.       top: Constraints.padding,  
31.       bottom: Constraints.padding,  
32.       left: Constraints.padding,  
33.       right: Constraints.padding,  
34.     ),
```

a. Membuat Common Dialog Widget - 9

```
35.     margin: EdgeInsets.only(top: Consts.avatarRadius),
36.     decoration: new BoxDecoration(
37.       color: Colors.white,
38.       shape: BoxShape.rectangle,
39.       borderRadius: BorderRadius.circular(Consts.padding),
40.       boxShadow: [
41.         BoxShadow(
42.           color: Colors.black26,
43.           blurRadius: 10.0,
44.           offset: const Offset(0.0, 10.0),
45.         ),
46.       ],
47.     ),
48.     child: Column(
49.       mainAxisAlignment: MainAxisAlignment.min,
50.       children: [
51.         Text(
52.           "GAGAL",
53.           style: TextStyle(
54.             fontSize: 24.0, fontWeight: FontWeight.w700, color: Colors.red),
55.         ),
```

a. Membuat Common Dialog Widget - 10

```
56.      SizedBox(height: 16.0),
57.      Text(
58.        description,
59.        textAlign: TextAlign.center,
60.        style: TextStyle(
61.          fontSize: 16.0,
62.        ),
63.      ),
64.      SizedBox(height: 24.0),
65.      Align(
66.        alignment: Alignment.bottomRight,
67.        child: FlatButton(
68.          onPressed: () {
69.            Navigator.of(context).pop(); // To close the dialog
70.            onClick();
71.          },
72.          child: Text("OK"),
73.        ),
74.      )
75.    ],
76.  ),
77. );
78. }
79. }
```

b. Modifikasi main.dart - 1

Buka kembali file **main.dart** kita akan memodifikasi file tersebut dengan kondisi jika belum login maka akan membuka halaman login, namun jika sudah login maka akan membuka halaman list produk

```
1. import 'package:flutter/material.dart';
2. import 'package:tokokita/helpers/user_info.dart';
3. import 'package:tokokita/ui/login_page.dart';
4. import 'package:tokokita/ui/produk_page.dart';
5.
6. void main() {
7.   runApp(MyApp());
8. }
9.
```

b. Modifikasi main.dart - 2

```
9.  
10. class MyApp extends StatefulWidget {  
11.   @override  
12.   _MyAppState createState() => _MyAppState();  
13. }  
14.  
15. class _MyAppState extends State<MyApp> {  
16.   Widget page = CircularProgressIndicator();  
17.  
18.   @override  
19.   void initState() {  
20.     super.initState();  
21.     isLogin();  
22.   }  
23.
```

b. Modifikasi main.dart - 3

```
23.  
24.   void isLogin() async {  
25.     var token = await UserInfo().getToken();  
26.     if(token!=null){  
27.       setState(() {  
28.         page = ProdukPage();  
29.       });  
30.     }else{  
31.       setState(() {  
32.         page = LoginPage();  
33.       });  
34.     }  
35.   }  
36.  
37.   @override  
38.   Widget build(BuildContext context) {  
39.     return MaterialApp(  
40.       title: 'Toko Kita',  
41.       debugShowCheckedModeBanner: false,  
42.       home: page,  
43.     );  
44.   }  
45. }
```


c. Modifikasi registrasi_page.dart - 1

Buka file **registrasi_page.dart** pada folder **ui** kemudian modifikasi fungsi **_buttonRegistrasi** dan tambahkan fungsi dengan nama **_submit** seperti dibawah

```
116.      //Membuat Tombol Registrasi
117.      Widget _buttonRegistrasi() {
118.          return RaisedButton(
119.              child: Text("Registrasi"),
120.              onPressed: (){
121.                  var validate = _formKey.currentState.validate();
122.                  if(validate) {
123.                      if(!_isLoading) _submit();
124.                  }
125.              });
126.      }
127.
```

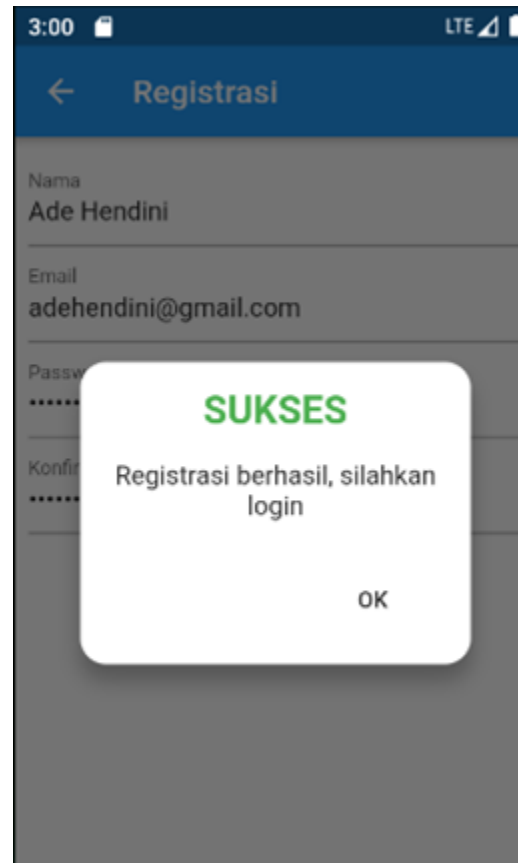
c. Modifikasi registrasi_page.dart - 2

```
128.     void _submit() {
129.         _formKey.currentState.save();
130.         setState(() {
131.             _isLoading = true;
132.         });
133.         RegistrasiBloc.registrasi(
134.             nama: _namaTextboxController.text,
135.             email: _emailTextboxController.text,
136.             password: _passwordTextboxController.text
137.         ).then((value) {
138.             showDialog(
139.                 context: context,
140.                 barrierDismissible: false,
141.                 builder: (BuildContext context) => SuccessDialog(
142.                     description: "Registrasi berhasil, silahkan login",
143.                     onClick: () {
144.                         Navigator.pop(context);
145.                     },
146.                 )
147.             );
```

c. Modifikasi registrasi_page.dart - 3

```
148.         }, onError: (error){
149.             print(error);
150.             showDialog(
151.                 context: context,
152.                 barrierDismissible: false,
153.                 builder: (BuildContext context) => WarningDialog(
154.                     description: "Registrasi gagal, silahkan coba lagi",
155.                 )
156.             );
157.         });
158.         setState(() {
159.             _isLoading = false;
160.         });
161.     }
162. }
```

c. Modifikasi registrasi_page.dart - 4



d. Modifikasi login_page.dart (fungsi login) - 1

Buka file **login_page.dart** pada folder **ui** kemudian modifikasi fungsi **_buttonLogin** dan tambahkan fungsi dengan nama **_submit** seperti dibawah

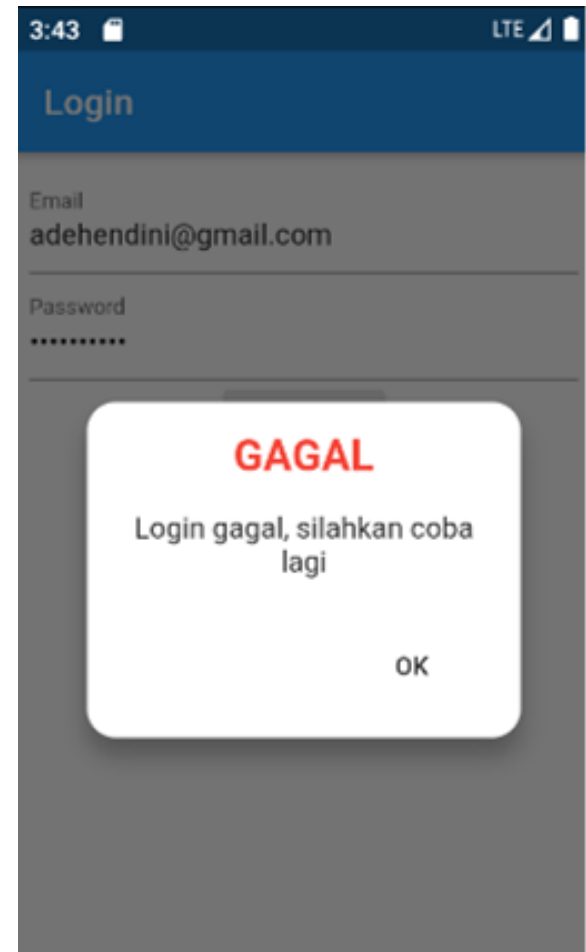
```
79.  //Membuat Tombol Login
80.  Widget _buttonLogin() {
81.    return RaisedButton(
82.      child: Text("Login"),
83.      onPressed: (){
84.        var validate = _formKey.currentState.validate();
85.        if(validate) {
86.          if(!_isLoading) _submit();
87.        }
88.      });
89.  }
90.
```

d. Modifikasi login_page.dart (fungsi login) - 2

```
90.  
91. void _submit() {  
92.   _formKey.currentState.save();  
93.   setState(() {  
94.     _isLoading = true;  
95.   });  
96.   LoginBloc.login(  
97.     email: _emailTextboxController.text,  
98.     password: _passwordTextboxController.text  
99.   ).then((value) async{  
100.    await UserInfo().setToken(value.token);  
101.    await UserInfo().setUserID(value.userID);  
102.    Navigator.pushReplacement(  
103.      context, new MaterialPageRoute(builder: (context) => ProdukPage());  
104.    }, onError: (error){  
105.      print(error);  
106.      showDialog(  
107.        context: context,  
108.        barrierDismissible: false,  
109.        builder: (BuildContext context) => WarningDialog(  
110.          description: "Login gagal, silahkan coba lagi",  
111.        )  
112.      );  
113.    });  
114.    setState(() {  
115.      _isLoading = false;  
116.    });  
117.  }
```

d. Modifikasi login_page.dart (fungsi login) - 3

Jika Gagal akan muncul pesan seperti berikut





d. Modifikasi login_page.dart (fungsi login) - 4

Jika berhasil akan menuju ke halaman **produk_page.dart**

