**LAPORAN PROGRESS PRAKTIKUM**



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| **Mata Kuliah** | **:** | **Pemrograman Perangkat Bergerak (TIU3403)** |
| **Praktikum ke / Judul** | **:** | 12 / FRAMEWORK FLUTTER |
| **Tanggal Praktikum** | **:** | 12 Mei 2022 |
| **Dosen Pengampu** | **:** | Fachrul Pralienka Bani Muhamad, S.ST., M.Kom |

**PROGRAM STUDI D3 TEKNIK INFORMATIKA**

**JURUSAN TEKNIK INFORMATIKA**

**POLITEKNIK NEGERI INDRAMAYU**

**2021**

1. **Tujuan Praktikum**

**Tujuan Umum**

Mahasiswa dapat mengimplementasikan shared preferences pada flutter untuk menyimpan state tertentu

**Tujuan Khusus**

Mahasiswa mampu:

1. Menjelaskan pengertian shared preferences
2. Melakukan pengaturan lingkungan (dependency) shared preferences
3. Menyimpan state suatu nilai dan tema dengan shared preferences
4. Menyimpan state login dengan shared preferences
5. **Rangkuman Teori Singkat**

**SharedPreferences Pada Android**

**NuserDefault pada iOS**

**Shared\_preferences pada Flutter**

1. **Langkah dan Hasil Pelaksanaan Praktikum**

**Langkah-langkah praktikum Menyimpan Nilai dan Tema dengan Shared Preferences**

**A screenshot of a computer

Description automatically generated**

**Background pattern

Description automatically generated**

**Text

Description automatically generated**

**Graphical user interface, text, application, email

Description automatically generated**

**Graphical user interface, text, application

Description automatically generated**

1. **Langkah dan Hasil Latihan**
2. **Hasil dan Penjelasan Tugas**
3. **Kesimpulan**

Prinsip SOLID ini sangat direkomendasikan karena dengan prinsip ini kita dapat merawat kode lebih muda, dapat dimengerti dan fleksibel. Dapat membantu programmer dalam menghindari bad code, membantu dalam refactoring kode program serta mengembangkan aplikasi secara Agile atau Adaptive.

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