



Notes by:  
*isumizumi.github.io*

#Batch 3.2  
Agustus, 2017

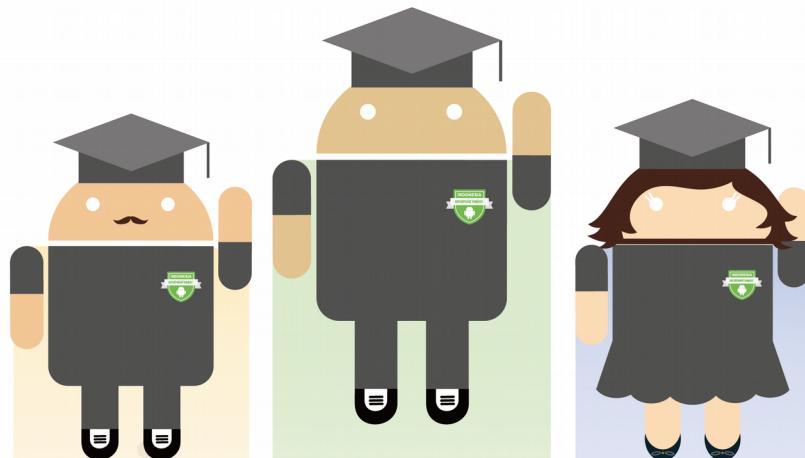


Powered by  Google Developers

# YUK, BELAJAR BIKIN APLIKASI ANDROID

Jadilah peserta dari Indonesia Android Kejar Batch 3

Indonesia Android Kejar adalah program yang diinisiasi oleh Google Developers untuk mengasah kemampuan masyarakat Indonesia untuk mengembangkan aplikasi mobile melalui kursus online dari Udacity dan membuat kelompok belajar tatap muka (study group) dalam komunitas lokal mereka.



**Daftar Sekarang**

<http://g.co/dev/androidkejar>

## Jadwal Indonesia Android Kejar (Kelompok Belajar)

- Periode 1 : April - 21 Mei 2017
- Periode 2 : Juni - Agustus
- Periode 3 : September - Oktober
- Periode 4 : November - Desember

# Jadwal IAK Level Beginner

Pertemuan Pertama : 5 Agustus 2017

Pertemuan Kedua : 12 Agustus 2017

Setiap jam 09.00 s.d. 16.00

Venue: **SMK Telkom Jakarta**

Jl. Daan Mogot KM.11, Cengkareng, RT.1/RW.4,  
Kedaung Kali Angke, Cengkareng, Jakarta Barat,  
DKI Jakarta 11710

Google Maps:

**<https://goo.gl/maps/xnUTSuojgUN2>**

# Rules

## //Part 1

**Mohon peserta di ruang lab ini untuk mengikuti aturan selama event Indonesia Android Kejar.**

### **1. Kehadiran:**

**Jika berhalangan hadir atau terlambat harap izin ke fasilitator (bisa via WhatsApp saja).**

### **2. Keselamatan:**

**Tolong untuk tidak makan di lab. Silakan jika mau minum, tapi harap diletakkan di tempat yang aman.**

# Rules

## //Part 2

### 3. Kenyamanan:

**Harap membantu fasilitator mengkondisikan suasana tetap kondusif (santai, but keep calm).**

### 4. Kesempurnaan:

**Usahakan datang tepat waktu (termasuk setelah istirahat yaitu jam 1).**

***Good habit for Indonesian people.***

# Online Course Udacity for Beginner



## 1. Android Basics: User Interface

<https://www.udacity.com/course/android-basics-user-interface--ud834>

## 2. Android Basics: User Input

<https://www.udacity.com/course/android-basics-user-input--ud836>

# Online Course Udacity //Beginner Curriculum



## Android Development for Beginners

|    |  Lesson 1A: Building Layouts |    | <b>Course Downloadables</b> |   |
|---|---|---|-----------------------------|---|
|    | ✓ Lesson 1B: Building Layouts   |    | Videos                      |  |
|    | ✓ Practice Set 1  |    | Transcripts                 |  |
|   | ● Coffee Break Challenge (Optional)   |    |                             |   |
|   | ✓ Lesson 2A: Making an App Interactive  |    |                             |   |
|   | ● Lesson 2B: Making an App Interactive  |    |                             |   |
|   | Practice Set 2  |   |                             |   |
|  | Lesson 3A: Object Oriented Programming  |  |                             |   |
|   | ● Lesson 3B: Object Oriented Programming  |  |                             |   |
|   | ✓ Final Project : 5 Things  |  |                             |   |

# Tutorial: //Using Udacity



## Cara memutar video Udacity dengan teks terjemahan (Indonesia):

The screenshot shows a Udacity classroom video player. The main content area displays a slide titled "Create a New Project" featuring a red coffee cup icon and the text "CREATE NEW PROJECT". Below the title is a checkbox labeled "Create new project and run it on your device". A speech bubble at the bottom of the slide says "Let's begin by creating a new project for our app." On the left, a sidebar lists 9 steps for "Making an App Interactive: Part 1", all marked as completed with a checkmark. On the right, a dropdown menu shows subtitle language options: Indonesia, Inggris, Irlandia, Islandia, Italia, Jawa, Jepang, Jerman, Kannada, Katalan, Kazakh, and Khmer. The "Indonesia" option is highlighted. Two blue callout bubbles point to these elements:

- A bubble pointing to the "Indonesia" option in the subtitle dropdown menu contains the text: "Tombol subtitle: Untuk mengaktifkan teks dari narator"
- A bubble pointing to the settings gear icon in the video player controls contains the text: "Tombol settings: Pilih Subtitle -> Terjemahkan otomatis -> Cari Indonesia"

# Tutorial: //Download Video Udacity



## Cara unduh (download) video materi:

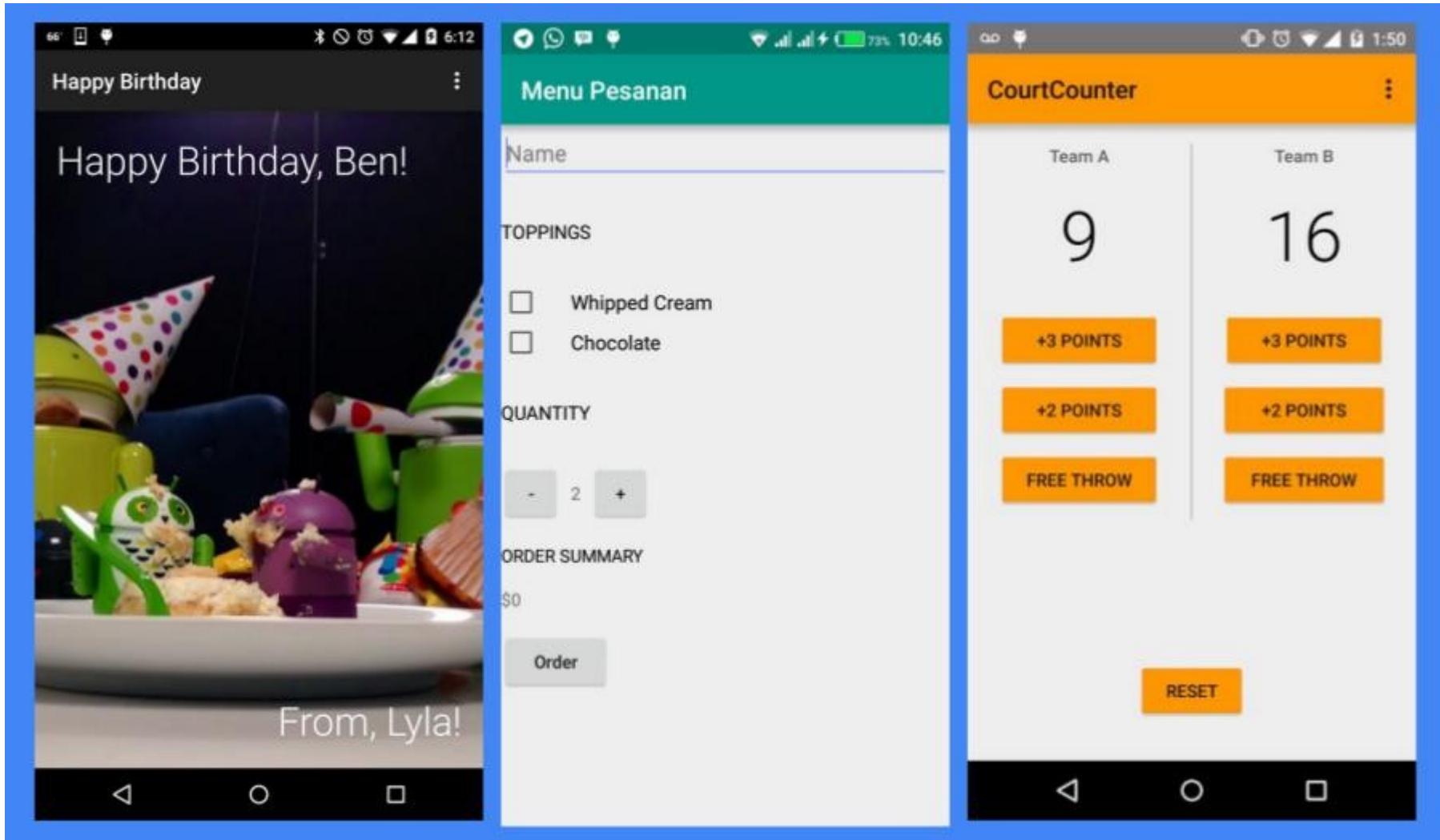
The screenshot shows a browser window displaying a Udacity classroom page for "Android Basics: User Input". The URL is <https://classroom.udacity.com/courses/ud836/lessons/4038208680/concepts/42963763680923>. On the left, there's a sidebar with links like "Pelajaran 1: Making an App Interactive: Part 1", "MATERI SUMBER", "Videos Zip File", "Transcripts Zip File", "KURSUS SUMBER", "Forum", "Videos Zip File", "Transcripts Zip File", and "Laporkan Masalah". A red arrow points from the "Videos Zip File" link in the sidebar to a blue oval containing the text "(Tombol folder) Download: Video & Transcripts (Zip File)". The main content area features a red coffee cup icon and the text "CREATE NEW PROJECT". Below it is a checkbox labeled "create new project and run it on your device". At the bottom, a subtitle says "Let's begin by creating a new project for our app." and a progress bar shows 0:02 / 0:30.

(Tombol folder)  
Download:  
Video & Transcripts  
(Zip File)

Let's begin by creating  
a new project for our app.

# Android Basics

## //Screenshot Tasks



# Android Basics //Source Code



## 1. Latihan: Happy Birthday Card

>git clone

<https://github.com/isumizumi/Happy-Birthday.git>

## 2. Latihan: Just Java (Menu Pesanan)

>git clone

<https://github.com/isumizumi/Just-Java.git>

## 3. Latihan: Court Counter

>git clone

<https://github.com/isumizumi/Court-Counter.git>

# **Final Project**

## **//Rules**

**Sebagai syarat kelulusan dari program IAK,  
setiap peserta wajib mengerjakan tugas akhir,  
yaitu membuat sebuah aplikasi Android.**

**Untuk link pengiriman tugas akhir akan  
dikirimkan via email ke masing-masing peserta.**

**Deadline: 5 hari setelah pertemuan terakhir**

# Final Project //Screenshot Udacity

Pelajaran 1:  
Building Layouts: Part 1

- ✓ 1. Introduction
- ✓ 2. Preparing for the Journey Ahead
- ✓ 3. Views
- ✓ 4. KuisPicking Views for YouTube A...
- ✓ 5. Talking To Your Phone
- ✓ 6. KuisUsing a TextView
- ✓ 7. KuisXML Syntax
- ✓ 8. KuisChange the TextView
- ✓ 9. KuisGetting Past Errors
- ✓ 10. KuisSetting Wrap Content
- ✓ 11. KuisTextView Text Size
- ✓ 12. KuisTextView Text Color
- ✓ 13. KuisSimple ImageView
- ✓ 14. KuisDocumentation
- ✓ 15. Chatting with Google's Kirill Gro...

XML Layout Code

```
1 <TextView  
2     android:text="I got you a free hug. Surprise!"  
3     android:background="@android:color/darker_gray"  
4     android:layout_width="wrap_content"  
5     android:layout_height="wrap_content"  
6     android:textSize="45sp" />
```

AVAILABLE IMAGES

Perhatikan ini tertulis android:color  
dan disebut abu-abu tua.

Mulai kuis

**\*Syarat Kelulusan: Semua Materi Udacity di screenshot  
Full Checklist (100% viewed)**

# Final Project //Screenshot Udacity

The screenshot shows the Udacity mobile application interface. On the left is a vertical navigation bar with icons for Home, Profile, Projects, Courses, Settings, and Logout. The main area displays the user's latest activity, which is a project titled "Proyek: Quiz App". Below this, a course card for "Android Basics: User Input" is shown, with the first lesson titled "Making an App Interactive: Part 1". A callout bubble highlights the text "Must be: 100% Viewed" in red, pointing to the progress bar which shows "4% VIEWED". A blue button labeled "LANJUTKAN MATERI >" is visible at the bottom of the lesson card.

YOUR LATEST ACTIVITY

Proyek: Quiz App

MELANJUTKAN BELAJAR ↗

Android Basics: User Input

1

2

Must be:  
100% Viewed

4% VIEWED

4% VIEWED

LANJUTKAN MATERI >

# Final Project

## //Screenshot Submit Form

A screenshot of a web browser window. The address bar shows the URL: [indonesiaandroidkejar.id/mentoring/final/42853a61](https://indonesiaandroidkejar.id/mentoring/final/42853a61). Below the address bar is a toolbar with icons for Bookmarks, AirTable-DarwinFox, AirTable-CrossFox, and Bookmark. The main content area has a pink header bar with a user icon and the name "Isumi Karinaningsih". The main body of the page contains a centered message: "Submit Final Project" followed by "You have submited the final project!".

Submit Final Project

You have submited the final project!

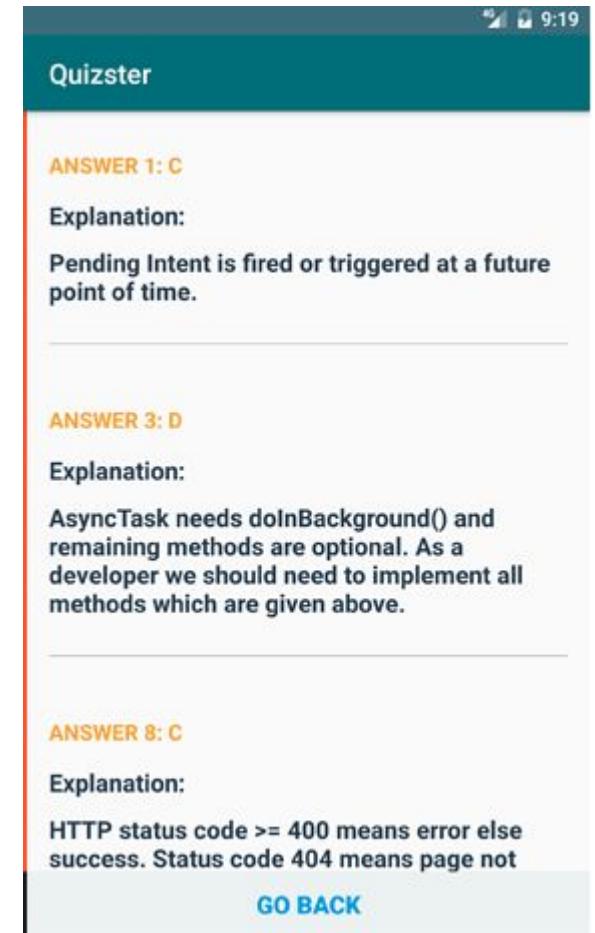
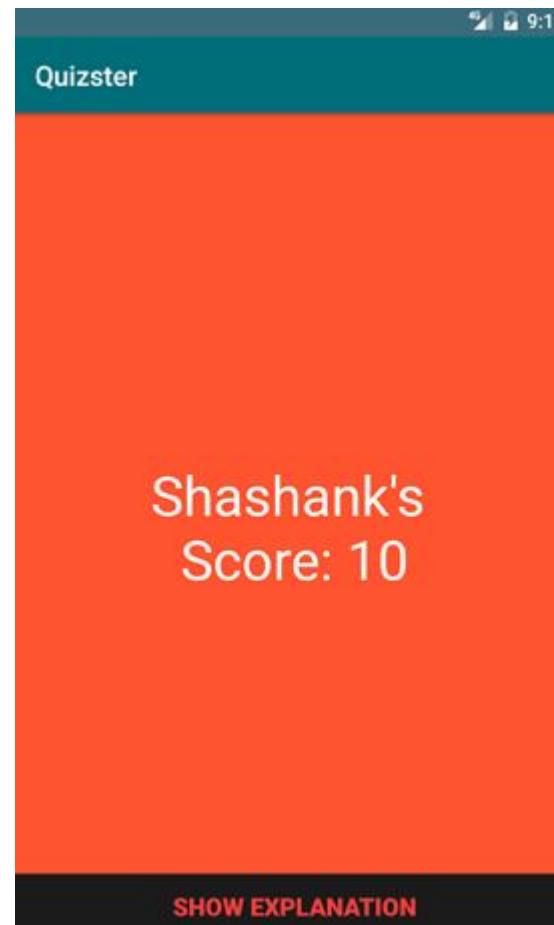
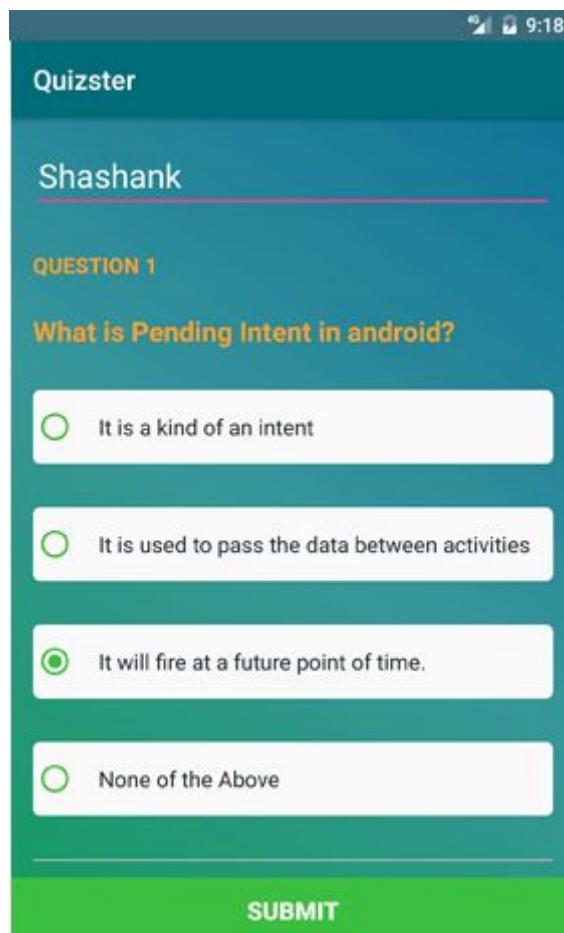
# Final Project //Screenshot Sample

**Requirement:**  
**Bebas (minimal seperti tugas saat pertemuan)**  
**Contoh:**



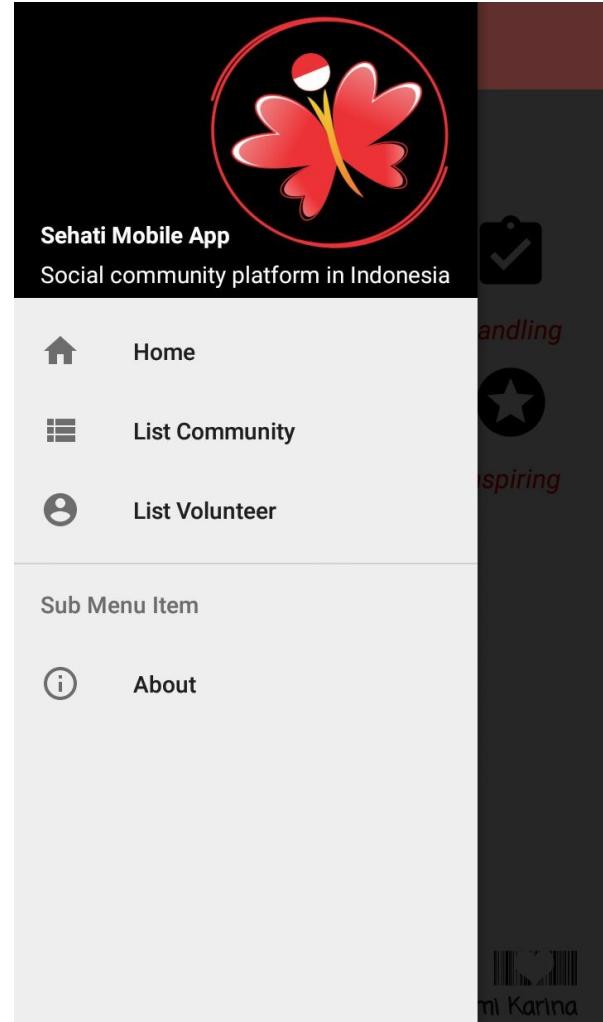
# Final Project //Screenshot Sample

## Contoh:



# Final Project

## //Sample: My Project (by Isumi)



### About SEHATI App

Sehati is my personal project. I create this app for support all communities in Indonesia. Sehati will serve community with pleasure.

Now, I need partner or co-founder. Let's collaborate! If you interest with this project, please contact me:

[ISZUMI.COM](http://ISZUMI.COM)

[SEHATI.NET](http://SEHATI.NET)

I want to thank you especially for my mentor: 'Harfi Novian' from 'Kwik Kian Gie School of Business', and also to all my friend in Batch 3 'Indonesia Android Kejar' by Google. All the best!

# Final Project

## //Sample: My Project (by Isumi)

≡ Sehati App

### SEHATI

*Our Services*

*Sharing*      *Empowering*      *Handling*

*Affecting*      *Training*      *Inspiring*

by Isumi Karina

≡

Sehati App

### SEHATI

Welcome! Sign in, please.

Thank you for your support!

Email

isumi 

Password (optional)

•••••

This email address is invalid

\*Do you agree to our terms and conditions?

I agree

SIGN IN OR REGISTER

# Final Project //Reminder

Please



.apk of the final project

Submit



Screenshot of Udacity  
Dashboard

[http://indonesiaandroidkejar.id/20172/mentoring/final/\[idparticipant\]](http://indonesiaandroidkejar.id/20172/mentoring/final/[idparticipant])

\* Link akan dikirimkan via email ke peserta setelah pertemuan terakhir.

# Sertifikat Peserta

**Setiap peserta akan mendapatkan sertifikat jika:**

- 1. Mengikuti pertemuan kelompok belajar**
- 2. Menyelesaikan materi Udacity**
- 3. Menyelesaikan tugas akhir**

**Catatan:**

- 1. Jika peserta berhalangan hadir **wajib** izin**
- 2. Bukti telah menyelesaikan materi Udacity **wajib** di printscreen lalu dikumpulkan ke dalam 2 folder zip (**User Interface** dan **User Input**)**
- 3. Jika mengumpulkan final project lewat dari deadline, maka **wajib** akan dikurangi nilainya oleh fasilitator ;)**

**Nice Info ;)  
//Scholarship**

## **1. Nanodegree Program By Udacity**

**Bisa diakses via:**

**<https://www.udacity.com/scholarships>**

**<https://www.udacity.com/scholarships/indonesia>**

## **2. Pico Academy By Dicoding**

**(Free: if 2000 points)**

**Bisa diakses via:**

**<https://www.dicoding.com/academies/14>**

**Nice Info ;)  
//Community**

## **Komunitas yang relevan (for developers):**

### **1. Via Telegram**

**<https://www.petanikode.com/kumpulan-group-channel-bot-telegram/>**

### **2. Via Meetup.com**

**<https://www.meetup.com/>**

# **Feedback ;)**

**Silakan jika peserta ingin memberikan masukan berupa saran dan kritik:**

**<http://bit.ly/feedbackformiak2017>**