

**TUGAS GUIDED  
PEMROGRAMAN PERANGKAT BERGERAK**

**MODUL 13  
NETWORKING**



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**PROGRAM STUDI S1 SOFTWARE ENGINEERING  
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## Main.dart

```
import 'package:flutter/material.dart';
import 'package:get/get.dart';
import 'package:prak13/view/detail_page.dart';
import 'package:prak13/view/my_home_page.dart';

Run | Debug | Profile
void main() {
  runApp(const MyApp());
}

class MyApp extends StatelessWidget {
  const MyApp({super.key});
  @override
  Widget build(BuildContext context) {
    return GetMaterialApp(
      initialRoute: '/',
      getPages: [
        GetPage(name: '/', page: () => MyHomePage(title: 'BelajarGetX')),
        GetPage(name: '/detail', page: () => DetailPage()),
      ],
    ); // GetMaterialApp
  }
}
```

## Detail page

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

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

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      body: Center(
        child: Text('Detail Page'),
      ), // Center
    ); // Scaffold
  }
}
```

## My home page

```
import 'package:flutter/material.dart';
import 'package:get/get.dart';
import 'package:prak13/view/detail_page.dart';
import 'package:prak13/view_model/counter_controller.dart';

class MyHomePage extends StatelessWidget {
  MyHomePage({super.key, required this.title});
  final String title;
  @override
  Widget build(BuildContext context) {
    final CounterController controller = Get.put(CounterController());
    return Scaffold(
      appBar: AppBar(
        backgroundColor: Theme.of(context).colorScheme.inversePrimary,
        title: Text(title),
      ), // AppBar
      body: Center(
        child: Column(
          mainAxisAlignment: MainAxisAlignment.center,
          children: <Widget>[
            const Text(
              'You have pushed the button this many times:',
            ), // Text
            Obx(() => Text(
              controller.counter.value.toString(),
              style: Theme.of(context).textTheme.headlineMedium,
            )), // Text // Obx
            const SizedBox(height: 20),
            ElevatedButton(
              onPressed: () {
                Get.to(DetailPage());
              },
              child: const Text('Ke Halaman Detail'),
            ), // ElevatedButton
          ], // <Widget>[]
        ), // Column
      ), // Center
    );

    floatingActionButton: Container(
      alignment: Alignment.bottomCenter,
      padding: const EdgeInsets.only(bottom: 20), // Jarak dari bawah layar
      child: Row(
        mainAxisAlignment: MainAxisAlignment.min, // Membatasi ukuran ke konten tombol
        mainAxisAlignment: MainAxisAlignment.center,
        children: [
          FloatingActionButton(
            onPressed: controller.incrementCounter,
            tooltip: 'Increment',
            child: const Icon(Icons.add),
          ), // FloatingActionButton
          const SizedBox(width: 10),
          FloatingActionButton(
            onPressed: controller.decrementCounter,
            tooltip: 'Decrement',
            child: const Icon(Icons.remove),
          ), // FloatingActionButton
          FloatingActionButton(
            onPressed: controller.getsnackbar,
            tooltip: 'Get Snackbar',
            child: const Icon(Icons.message),
          ), // FloatingActionButton
          FloatingActionButton(
            onPressed: controller.getbottomsheet,
            tooltip: 'Get Bottom Sheet',
            child: const Icon(Icons.bolt_outlined),
          ), // FloatingActionButton
        ],
      ), // ROW
    ), // Container
    floatingActionButtonLocation: FloatingActionButtonLocation.centerDocked,
  ); // Scaffold
}
```

## My homepage

```
import 'package:flutter/material.dart';
import 'package:get/get.dart';
import 'package:prak13/view_model/counter_controller.dart';
class MyHomePage extends StatelessWidget {
  MyHomePage({super.key, required this.title});
  final String title;
  final CounterController controller = Get.put(CounterController());
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        backgroundColor: Theme.of(context).colorScheme.inversePrimary,
        title: Text(title),
      ), // AppBar
      body: Center(
        child: Obx(
          () => Column(
            mainAxisAlignment: MainAxisAlignment.center,
            children: <Widget>[
              const Text(
                'You have pushed the button this many times:',
              ), // Text
              Text(
                controller.counter.toString(),
                style: Theme.of(context).textTheme.headlineMedium,
              ), // Text
            ], // <Widget>[]
          ), // Column
        ), // Obx
      ), // Center
      floatingActionButton: FloatingActionButton(
        onPressed: controller.incrementCounter,
        tooltip: 'Increment',
        child: const Icon(Icons.add),
      ), // FloatingActionButton
    ); // Scaffold
  }
}
```

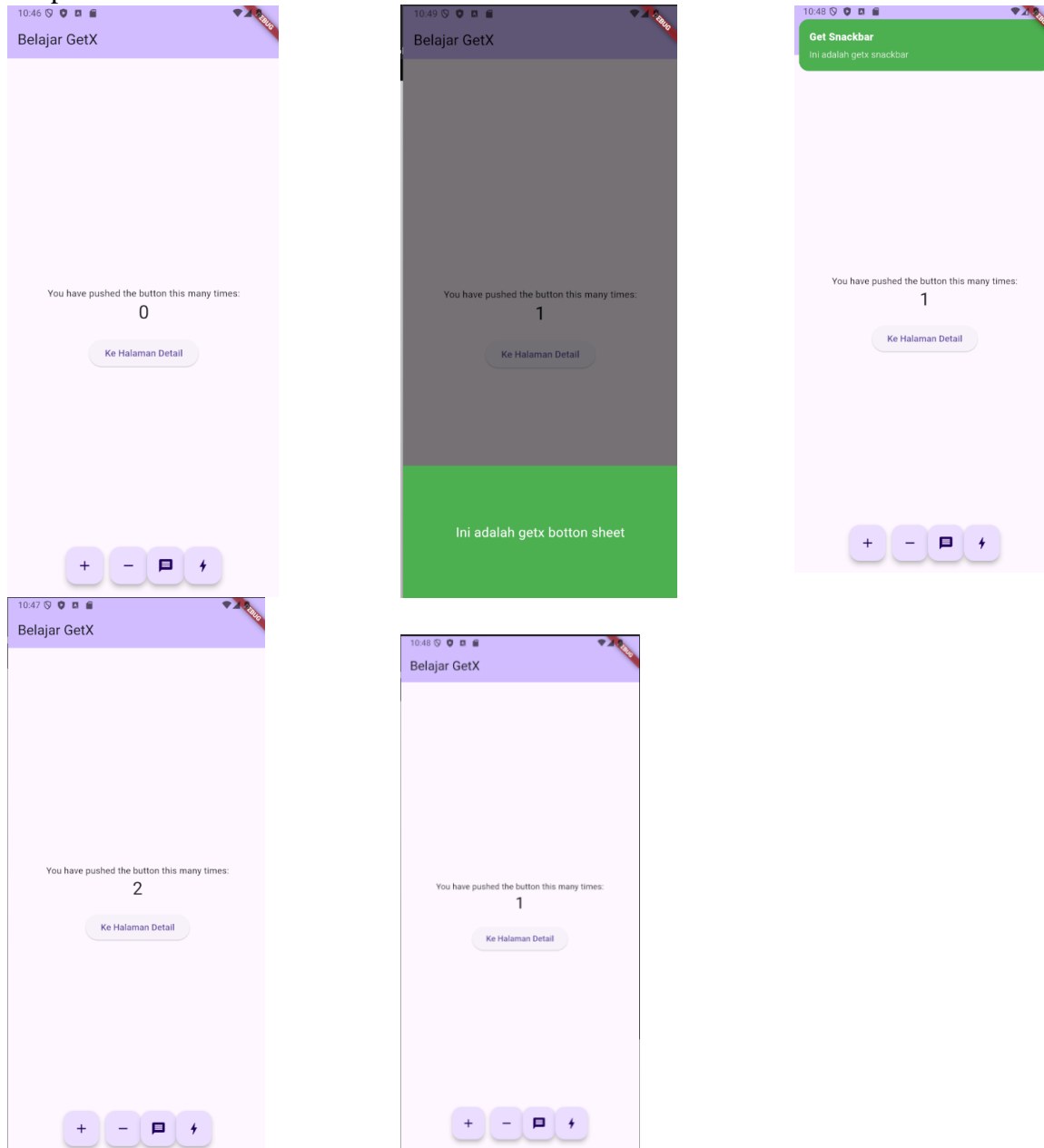
## Counter controller

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

class CounterController extends GetxController {
  var counter = 0.obs;

  void incrementCounter() {
    counter++;
  }
  void decrementCounter() {
    counter--;
  }
  void getsnackbar() {
    Get.snackbar(
      'Get Snackbar',
      'Ini adalah getx snackbar',
      backgroundColor: Colors.green,
      colorText: Colors.white
    );
  }
  void getbottomsheet() {
    Get.bottomSheet(Container(
      height: 200,
      color: Colors.green,
      child: const Center(
        child: Text(
          'Ini adalah getx botton sheet',
          style: TextStyle(
            color: Colors.white,
            fontSize: 20,
          ), // TextStyle
        ), // Text
      ), // Center
    )); // Container
  }
}
```

## Output



Program ini adalah aplikasi Flutter yang menggunakan GetX untuk state management, navigasi antar halaman, dan pengelolaan UI yang interaktif. Fitur utama aplikasi meliputi penghitungan nilai counter dengan tombol untuk menambah (+) dan mengurangi (-) nilai, serta fitur tambahan seperti Snackbar untuk menampilkan notifikasi dan Bottom Sheet sebagai elemen UI pop-up. Navigasi diatur menggunakan GetMaterialApp yang memungkinkan perpindahan halaman tanpa menggunakan context, seperti dari halaman utama ke halaman detail. State counter dikelola secara reaktif melalui kelas CounterController, sehingga perubahan nilai counter langsung memperbarui tampilan UI. Program ini juga menggunakan elemen seperti FloatingActionButton untuk memicu aksi tertentu, menjadikan aplikasi responsif dan interaktif bagi pengguna.