



contactListform.dart X

latihan advance form &gt; contactListform.dart &gt; \_ContactListState

```
210 class ContactList extends StatefulWidget {  
211     const ContactList({super.key});  
212  
213     @override  
214     State<ContactList> createState() => _ContactListState();  
215 }  
216  
217  
218 class _ContactListState extends State<ContactList> {  
219     DateTime _dueDate=DateTime.now();  
220     final currentDate=DateTime.now();  
221     Color _currentColor=Colors.black;  
222  
223     final _formkey= GlobalKey<FormState>();  
224  
225     // 'TextEditingController' akan mengontrol nilai yang diinputkan ke dalam 'TextField'  
226     // Dengan menggunakan objek 'TextEditingController', kita dapat membaca, update, dan delete nilai yang diinputkan pada 'TextField'  
227     // '_nameController' akan mengontrol nilai yang diinput dengan label 'Name' dan '_phoneController' pada 'Nomor'  
228     final TextEditingController _nameController=TextEditingController();  
229     final TextEditingController _phoneController=TextEditingController();  
230  
231     // Disini '_contacts' di deklarasikan dengan nilai kosong '[]' dan dengan tipe data String  
232     // 'Map' akan digunakan untuk menyimpan informasi kontak yaitu name dan nomor telepon  
233     final List<Map<String, String>>_contacts=[];  
234  
235  
236     @override  
237     void dispose(){  
238         // Mengosongkan nilai yang sudah diisi dan berhasil ditambahkan ke dalam list menggunakan '.dispose()'  
239         | _nameController.dispose();  
240     }
```





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```
257 void dispose(){
238     //Mengosongkan nilai yang sudah diisi dan berhasil ditambahkan ke dalam list menggunakan '.dispose()'
239     _nameController.dispose();
240     _phoneController.dispose();
241     super.dispose();
242 }
243
244 //Fungsi 'addContact' adalah untuk menerima nilai yang diinput dalam '_nameController' dan '_phoneController' yang berupa text
245 void addContact(){
246     String name=_nameController.text;
247     String phone=_phoneController.text;
248
249     //Setelah menerima nilai yang diinput, nilai tersebut akan ditambahkan ke dalam list '_contacts[]' menggunakan '.add()'
250     setState(() {
251         _contacts.add({
252             'name': name,
253             'phone': phone,
254         });
255     });
256     _nameController.clear();
257     _phoneController.clear();
258 }
259
260 void addColor(){
261
262 }
263
264 //Fungsi 'getFirstLetter' adalah untuk mengambil huruf pertama dari sebuah String dan mengubah menjadi huruf kapital
265 //Jika String nya kosong 'text.isEmpty', maka akan mengembalikan string kosong
266 String getFirstLetter(String text){
```



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```
265 //Jika String nya kosong 'text.isEmpty', maka akan mengembalikan string kosong
266 String getFirstLetter(String text){
267     if (text.isEmpty){
268         return '';
269     }
270
271     }
272
273     // 'text[0]' adalah kode untuk mengambil karakter pertama dari string
274     // '.toUpperCase()' adalah untuk mengubah karakter pertama menjadi huruf kapital
275     else{
276         return text [0].toUpperCase();
277     }
278 }
```

279

280

```
281 @override
282 Widget build(BuildContext context) {
283     return Scaffold(
284         // 'SingleChildScrollView(' adalah widget untuk membuat semua yang ada dalam kurungnya scroll bersama-sama bukan terpisah
285         body: SingleChildScrollView(
286             child: Form(
287                 key: _formkey,
288                 child: Container(
289                     padding: const EdgeInsets.all(5.0),
290                     child: Column(
291                         children: [
292
293                         TextField(
294
```



A screenshot of a Flutter development environment. The top bar shows the project name "flutter\_projectsection16\_advanceform". The left sidebar contains icons for file operations like copy, search, and refresh. The main editor window displays the code for "contactListform.dart". The code is a part of a stateful widget named "\_ContactListState" and defines a "build" method. The build method creates a list of UI components including text fields, date pickers, color pickers, file pickers, and a submit button. The submit button's style is defined using ElevatedButton.styleFrom(). The code uses Dart syntax with imports from the flutter library.

```
319     labelText: 'Nomor',
320     labelStyle: TextStyle(color: Colors.black),
321     hintText: '+62...',
322     hintStyle: TextStyle(color: Colors.black),
323     filled: true,
324     fillColor: Color.fromARGB(255, 225, 213, 227),
325     floatingLabelBehavior: FloatingLabelBehavior.always,
326   ), // InputDecoration
327   ), // TextField
328
329   const SizedBox(height: 20.0),
330
331   buildDatePicker(context),
332
333   buildColorPicker(context),
334   const SizedBox(height: 20),
335
336   buildFilePicker(context),
337
338   Align(
339     alignment: Alignment.bottomRight,
340     child: ElevatedButton(
341       onPressed: (){
342         addContact();
343       },
344       child: const Text('Submit'),
345       style: ElevatedButton.styleFrom(
346         backgroundColor: const Color.fromARGB(255, 127, 39, 143),
347         shape: RoundedRectangleBorder(
348           borderRadius: BorderRadius.circular(20)
```

The screenshot shows a code editor interface for a Flutter project named "flutter\_projectsection16\_advanceform". The main window displays the file "contactListform.dart". The code is a Dart file containing widget definitions for a contact list application.

```
latihan advance form > contactListform.dart > _ContactListState > build
546     backgrounColor: const Color.fromRGBO(255, 127, 39, 143),
347     shape: RoundedRectangleBorder(
348         borderRadius: BorderRadius.circular(20),
349     ) // RoundedRectangleBorder
350 ),
351 ),
352 ), // Align
353
354     const Text(
355         'List Contacts',
356         style: TextStyle(
357             fontSize: 20.0,
358         ), // TextStyle
359     ), // Text
360
361     Container(
362
363         //height: MediaQuery.of(context).size.height' adalah untuk mengambil height dari layar pada saat aplikasi dijalankan
364         //height: MediaQuery.of(context).size.height' membuat tampilan yang responsif dan menyesuaikan ukurannya dengan layar perangka
365         height: MediaQuery.of(context).size.height,
366         child: ListView.separated(
367             itemBuilder:(context, index){
368                 return ListTile(
369                     trailing: SizedBox(
370                         width: 96,
371                         child: Row(
372
373                         //Dalam children yang diposisikan bersampingan ('Row') terdapat 2 IconButton yaitu 'Edit' dan 'Delete'
374                         children: [
375

```

The code includes several imports and defines a state class (\_ContactListState) that implements the build method. The build method creates a Container with a height of the screen's height, which contains a ListView separated by a separator. The itemBuilder for the ListView returns a ListTile for each item. Each ListTile has a trailing element consisting of a SizedBox with a width of 96 and a Row containing two IconButton components for 'Edit' and 'Delete' operations.



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```
374 |           children: [  
375 |  
376 |             IconButton(  
377 |               icon: const Icon(Icons.edit),  
378 |               onPressed: (){  
379 |  
380 |                 //Saat di klik tombol 'Edit' kita dapat mengedit nama dan nomor telepon karena ada controller  
381 |                 TextEditingController _nameController=TextEditingController(text: _contacts[index]['name']);  
382 |                 TextEditingController _phoneController=TextEditingController(text: _contacts[index]['phone']);  
383 |  
384 |                 //Dan saat di klik tombol 'Edit' akan muncul dialog  
385 |                 showDialog(  
386 |  
387 |                   // 'context: context' adalah objek dari BuildContext untuk identifikasi (penanda) widget mana yang memanggil dialog  
388 |                   context: context,  
389 |                   builder: (context){  
390 |                     return AlertDialog(  
391 |                       title: const Text('Edit Contact'),  
392 |                       content: Column(  
393 |  
394 |  
395 |                         // 'mainAxisSize: MainAxisSize.min' digunakan untuk menentukan ukuran utama dari widget Column  
396 |                         //Artinya ukuran utama dari widget Column akan menyesuaikan dengan isi konten di dalamnya  
397 |                         mainAxisSize: MainAxisSize.min,  
398 |                         children: [  
399 |                           TextField(  
400 |                             controller: _nameController,  
401 |                             decoration: const InputDecoration(  
402 |                               labelText: 'Name',  
403 |                             ), // InputDecoration
```

The screenshot shows a code editor interface for a Flutter project named "flutter\_projectsection16\_advanceform". The main window displays the file "contactListform.dart" with the following code:

```
386 // 'context: context' adalah objek dari BuildContext untuk identifikasi (penanda) widget mana yang memanggil dialog
387 context: context,
388 builder: (context){
389   return AlertDialog(
390     title: const Text('Edit Contact'),
391     content: Column(
392       mainAxisSize: MainAxisSize.min,
393       children: [
394         TextField(
395           controller: _nameController,
396           decoration: const InputDecoration(
397             labelText: 'Name',
398           ), // InputDecoration
399         ), // TextField
400         TextField(
401           controller: _phoneController,
402           decoration: const InputDecoration(
403             labelText: 'Phone',
404           ), // InputDecoration
405         ), // TextField
406       ],
407     ), // Column
408
409     // Di dalam AlertDialog terdapat beberapa actions yang terdiri dari TextButton dan ElevatedButton
410     // TextButton untuk tombol Cancel, dimana saat di klik tombol tersebut akan kembali ke 'context' dari builder
411   ],
412   ),
413 
```

The code implements an AlertDialog with two text input fields for editing contact details. The first field is for the name and the second for the phone number. The `mainAxisSize` is set to `MainAxisSize.min` to make the column fit its content. The `decoration` for each text field includes a label text ('Name' and 'Phone'). The `controller` for each field is a TextEditingController. The `decoration` for each text field includes a label text ('Name' and 'Phone'). The `controller` for each field is a TextEditingController.

File Edit Selection View Go Run ... ← → ⚡ flutter\_projectsection16\_advanceform

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```
412     ), // Column
413
414     //Di dalam AlertDialog terdapat beberapa actions yang terdiri dari TextButton dan ElevatedButton
415     //TextButton untuk tombol Cancel, dimana saat di klik tombol tersebut akan kembali ke 'context' dari builder
416     actions: [
417         TextButton(
418             onPressed: ()=>Navigator.pop(context),
419             child: const Text('Cancel'),
420         ), // TextButton
421
422         //ElevatedButton untuk tombol save, dimana saat di klik tombol tersebut akan menampilkan nama atau nomor yang diedit
423         //Kemudian dilanjutkan dengan kembali ke 'context' builder
424         ElevatedButton(
425             onPressed: (){
426                 String newName=_nameController.text;
427                 String newPhone= _phoneController.text;
428
429                 setState(() {
430                     _contacts[index]['name']=newName;
431                     _contacts[index]['phone']=newPhone;
432                 });
433                 Navigator.pop(context);
434             },
435             child: const Text('Save'),
436         ), // ElevatedButton
437     ],
438 ], // AlertDialog
439 },
440 );
441 );
```

Ln 413, Col 1 Spaces: 2 UTF-8 CRLF {} Dart Windows (windows-x64) ⚡ Q

The screenshot shows a Flutter project titled "flutter\_projectsection16\_advanceform" open in an IDE. The main window displays the file "contactListform.dart". The code is part of a class named "\_ContactListState" and is responsible for building a UI with a list of contacts and a delete confirmation dialog.

```
latihan advance form > contactListform.dart > _ContactListState > build
438     );
439   },
440   );
441   },
442   ),
443   );
444   IconButton(
445     icon: const Icon(Icons.delete),
446     onPressed: (){
447       TextEditingController _nameController=TextEditingController(text: _contacts[index]['name']);
448       TextEditingController _phoneController=TextEditingController(text: _contacts[index]['phone']);
449       showDialog(
450         context: context,
451         builder: (context){
452           return AlertDialog(
453             title: Text('Delete Contact'),
454             content: Text('Are you sure you want to delete ${_contacts[index]['name']}'s contact?'),
455             actions: [
456               TextButton(
457                 onPressed: ()=>Navigator.pop(context),
458                 child: const Text('Cancel'),
459               ),
460               ElevatedButton(
461                 onPressed: (){
462                   //Saat kita klik tombol 'Delete', contact tersebut akan hilang menggunakan '_contacts.removeAt(index)'
463                   setState(() {
464                     _contacts.removeAt(index);
465                   });
466                 }
467               )
468             ],
469           );
470         }
471       );
472     }
473   );
474 }
```

The code uses TextEditingController to get the current value of the name and phone fields. It then shows an AlertDialog with a delete confirmation message. The dialog has two buttons: "Cancel" (TextButton) and "Delete" (ElevatedButton). When the "Delete" button is pressed, it removes the contact from the list using the removeAt(index) method on the \_contacts list.

The screenshot shows a code editor interface for a Flutter project named "flutter\_projectsection16\_advanceform". The main window displays the file "contactListform.dart" with the following code:

```
latihan advance form > contactListform.dart > _ContactListState > build
466 //Saat kita klik tombol 'Delete', contact tersebut akan hilang menggunakan '_contacts.removeAt(index)'
467 setState(() {
468   _contacts.removeAt(index);
469 });
470 Navigator.pop(context);
471 },
472 child:const Text('Delete'),
473 ),
474 ],
475 ); // AlertDialog
476 }
477 );
478 },
479 ), // IconButton
480 ],
481 ), // Row
482 ), // SizedBox
483
484 //Tiap 'ListTile' akan ada lingkaran/CircleAvatar yang dalamnya adalah huruf awal dari 'name'
485 //'_contacts[index]['name']' fungsinya untuk mengambil nilai yang berhubungan dengan 'name' dalam Map
486 //Ada tanda seru !!! dibelakang '['name']' menunjukkan bahwa nilai yang diambil dari '_contacts[index]' tidak null
487 leading: CircleAvatar(
488   child: Text(getFirstLetter(_contacts[index]['name']!)),
489 ),
490 title: Text(_contacts[index]['name']!),
491 subtitle: Text(_contacts[index]['phone']!),
492 );
493 },
494 }
```

The code implements a ListTile for each contact entry. It includes a CircleAvatar with the first letter of the name, the contact's name, and their phone number. A delete button is also present. The code uses a Map named \_contacts to store contact information.

The screenshot shows a code editor interface for a Flutter project named "flutter\_projectsection16\_advanceform". The main window displays the file "contactListform.dart". The code is a Dart class named "ContactListState" which contains a method "build" that returns a "Scaffold" widget. The "build" method uses a "ListView.separated" to display a list of contacts from the "\_contacts" list. It includes a "separatorBuilder" for separators between items and an "itemCount" for the total number of items. The code then uses a "Form" and a "SingleChildScrollView" to wrap the list. Below this, there is a date picker implementation using a "Column" and a "Row". The code editor has a dark theme with various icons on the left side for navigation and search. The status bar at the bottom shows file information like "Ln 444, Col 23" and encoding "UTF-8".

```
latihan advance form > contactListform.dart > _ContactListState > build
489     ), // CircleAvatar
490     title: Text(_contacts[index]['name']!),
491     subtitle: Text(_contacts[index]['phone']!),
492   ); // ListTile
493 },
494
495     // 'separatorBuilder' untuk menambahkan widget pemisah antara setiap item dalam daftar
496     // 'const Divider()' sebagai pemisah antara setiap item dalam daftar
497     // 'itemCount' untuk menentukan jumlah item dalam daftar, dalam kasus ini semua list '_contacts'
498     separatorBuilder: (context,index)=>const Divider(),
499     itemCount: _contacts.length,
500   ), // ListView.separated
501   ), // Container
502 ],
503   ), // Column
504   ), // Container
505   ), // Form
506   ), // SingleChildScrollView
507 ); // Scaffold
508 }
509
510 Widget buildDatePicker(BuildContext context){
511   return Column(
512     mainAxisAlignment: MainAxisAlignment.start,
513     children: [
514       Row(
515         mainAxisAlignment: MainAxisAlignment.spaceBetween,
516         children: [
517           const Text('Date'),
518           TextButton(
```



File Edit Selection View Go Run ...

← →

flutter\_projectsection16\_advanceform

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contactListform.dart X



latihan advance form > contactListform.dart > \_ContactListState > build



```
517     const Text('Date'),
518     TextButton(
519       onPressed: () async{
520         final selectDate= await showDatePicker(
521           context: context,
522           initialDate: currentDate,
523           firstDate: DateTime(1990),
524           lastDate: DateTime(currentDate.year+5),
525         );
526
527         setState(() {
528           if(selectDate!= null){
529             _dueDate=selectDate;
530           }
531         });
532         log(_dueDate.toString());
533       },
534       child: const Text('Select'),
535     ), // TextButton
536   ],
537 ), // Row
538 Column(
539   crossAxisAlignment: CrossAxisAlignment.start,
540   children: [
541     const Text ('Date'),
542     Text(
543       _dueDate!=null?
544       DateFormat('dd-MM-yyyy').format(_dueDate):'Not selected'
545     ), // Text
546   ],

```



⑧ 2 ▲ 0 ① 23

Ln 444, Col 23 Spaces: 2 UTF-8 CRLF {} Dart Windows (windows-x64)





The screenshot shows a code editor interface for a Flutter project named "flutter\_projectsection16\_advanceform". The main window displays the file "contactListform.dart" with the following code:

```
latihan advance form > contactListform.dart > _ContactListState > build
572     builder: (context){
573         return AlertDialog(
574             title: const Text('Pick Your Color'),
575             content: BlocPicker( //Ada Widget ColorPicker, BlocPicker, dan SlidePicker
576                 pickerColor: _currentColor,
577                 onColorChanged: (color){
578                     setState(() {
579                         _currentColor=color;
580                     });
581                     log(_currentColor.toString());
582                 },
583                 ), // BlocPicker
584                 actions: [
585                     TextButton(
586                         onPressed: (){
587                             Navigator.pop(context);
588                         },
589                         child: const Text('Save'),
590                     ), // TextButton
591                 ],
592             ); // AlertDialog
593         },
594     );
595 },
596     child: const Text('Pick Color'),
597 ), // ElevatedButton
598 ), // Center
599 ],
600 ); // Column
601 }
```

The code implements a color picker dialog using a BlocPicker widget. It includes logic to log the selected color and a save button to close the dialog.

contactListform.dart X

latihan advance form > contactListform.dart > \_ContactListState > build

```
600   ); // Column
601 }
602
603
604 Widget buildFilePicker(BuildContext context){
605   return Column(
606     mainAxisAlignment: MainAxisAlignment.start,
607     children: [
608       const Text('Pick Files'),
609       const SizedBox(
610         height: 10,
611       ), // SizedBox
612       Center(
613         child: ElevatedButton(
614           onPressed: (){
615             _pickFile();
616             log(_pickFile.toString());
617           },
618           child: const Text('Pick and Open Files'),
619         ), // ElevatedButton
620       ), // Center
621     ],
622   ); // Column
623 }
624
625 void _pickFile() async{
626   final result=await FilePicker.platform.pickFiles();
627   if (result==null) return;
628   final file=result.files.first;
```



contactListform.dart X

latihan advance form &gt; contactListform.dart &gt; \_ContactListState &gt; build

```
623 | }  
624  
625 void _pickFile() async{  
626     final result=await FilePicker.platform.pickFiles();  
627     if (result==null) return;  
628  
629     final file=result.files.first;  
630  
631     _openFile(file);  
632 }  
633  
634  
635  
636 void _openFile(PlatformFile file){  
637     OpenFile.open(file.path);  
638  
639 }  
640 }  
641  
642
```

File Edit Selection View Go Run ... ← → flutter\_projectsection16\_advanceform

contactListform.dart X

latihan advance form > contactListform.dart > \_ContactListState > buildDatePicker

```
528     if(selectDate!= null){  
529         _dueDate=selectDate;  
530     }  
531     );  
532     log(_dueDate.toString());  
533     },  
534     child: const Text('Select'),  
535     ), // TextButton  
536     ],  
537     ), // Row  
538     Column(  
539         mainAxisAlignment: CrossAxisAlignment.start,  
540         children: [
```

PROBLEMS (25) OUTPUT DEBUG CONSOLE TERMINAL

[log] 2027-12-10 00:00:00.000  
[log] MaterialColor(primary value: Color(0xffe91e63))  
[log] Closure: () => void from Function '\_pickFile@17490369':.  
D/FilePickerDelegate( 4980): Selected type /\*  
D/EGL\_emulation( 4980): eglGetCurrent: 0x97013180: ver 2 0 (tinfo 0xe9a99c90)  
I/FilePickerDelegate( 4980): User cancelled the picker request  
② D/EGL\_emulation( 4980): eglGetCurrent: 0x97013f00: ver 2 0 (tinfo 0xe9a9ea80)  
D/EGL\_emulation( 4980): eglGetCurrent: 0x97013180: ver 2 0 (tinfo 0xe9a99c90)

8:50 DEBUG Contacts  
Halaman Baru Yang Berisi Contacts  
Create New Contacts  
A dialog is a type of modal window that appears in front of app content to provide critical information, or prompt for a decision to be made.

Name  
Insert Your Name

Nomor  
+62...

Date Select  
Date 10-12-2027  
Color

Pick Color

Pick Files

Pick and Open Files

List Contacts

Pixel 6 Pro API 29 (android-x86 emulator)