Jobsheet 13 – How to Build API with Laravel Breeze in Laravel 11

Disusun untuk memenuhi Tugas Mata Kuliah Pemrograman Mobile

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Kelas 3E

Jurusan Teknologi Informasi

Program Studi D-4 Sistem Informasi Bisnis

POLITEKNIK NEGERI MALANG

MALANG

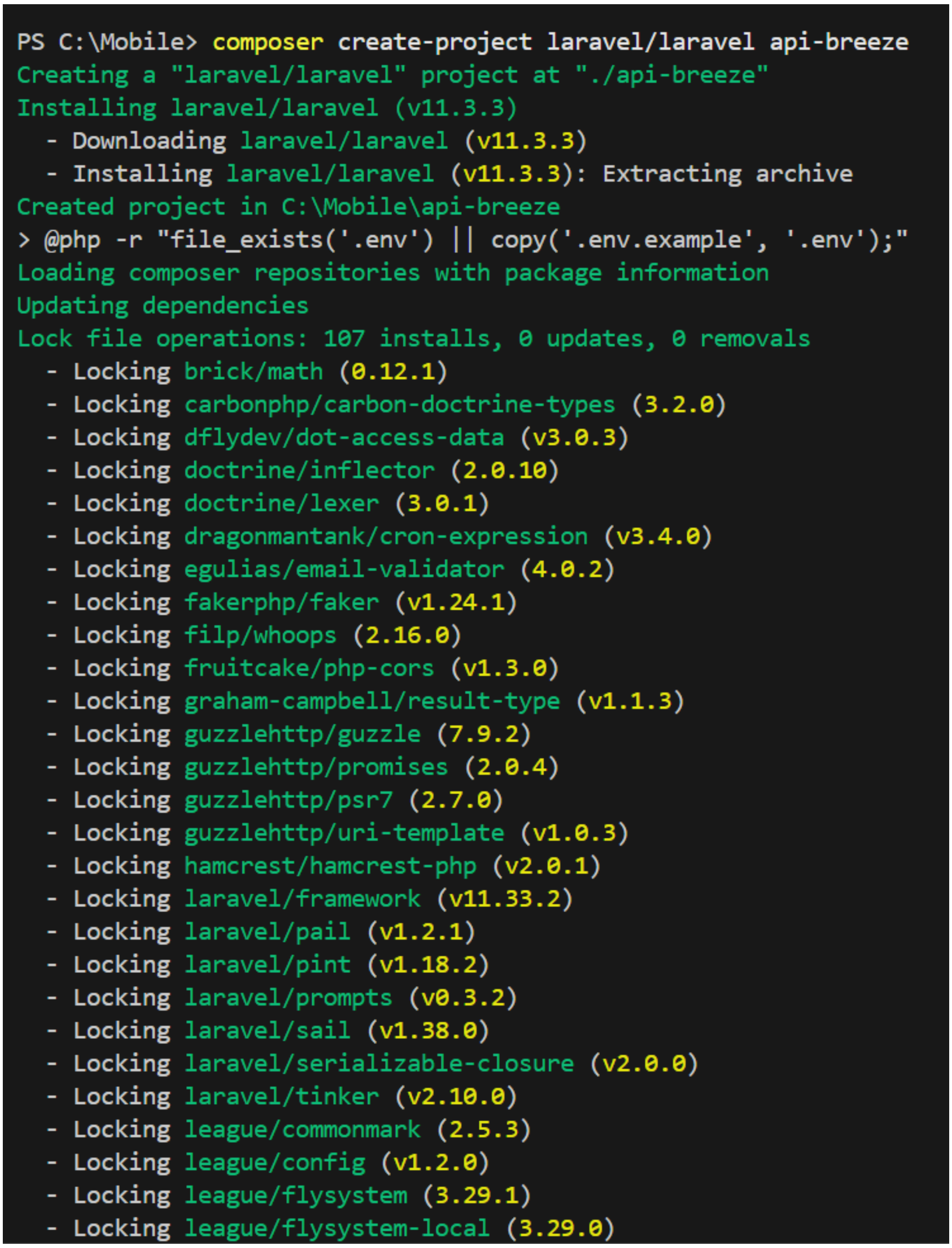
2024

Praktikum 1: Membangun API dengan Laravel Breeze di Laravel 11

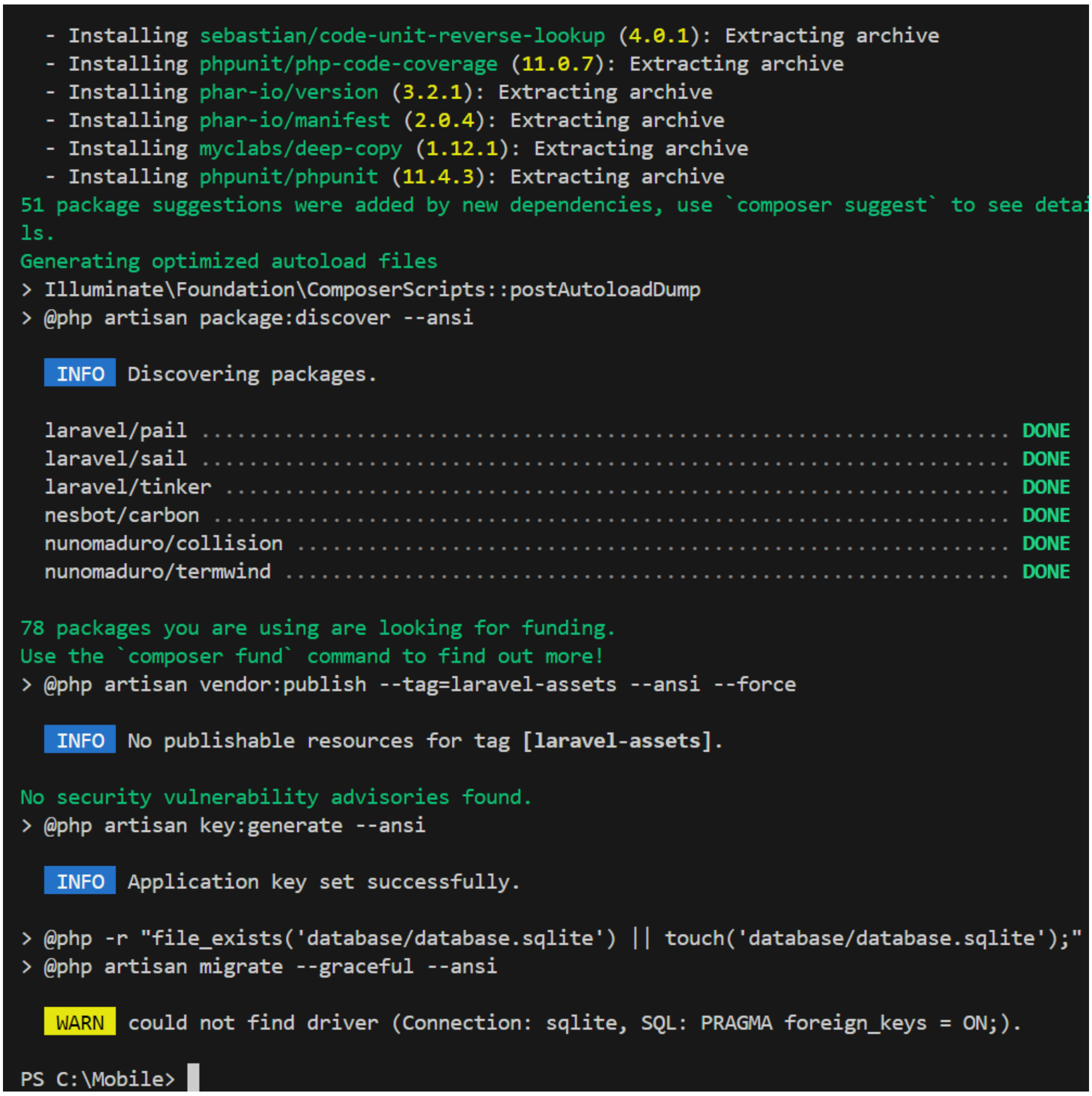
Panduan langkah demi langkah dalam membangun API sederhana dengan otentikasi menggunakan Laravel Breeze di Laravel 11.

Langkah 1:

Pertama, buat proyek Laravel baru menggunakan installer Laravel atau Composer menggunakan perintah laravel new api-breeze atau melalui Composer dengan perintah composer create-project laravel/laravel api-breeze.

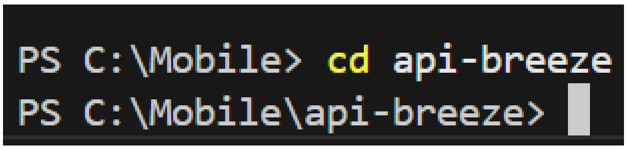


```
PS C:\Mobile> composer create-project laravel/laravel api-breeze
Creating a "laravel/laravel" project at "./api-breeze"
Installing laravel/laravel (v11.3.3)
  - Downloading laravel/laravel (v11.3.3)
  - Installing laravel/laravel (v11.3.3): Extracting archive
Created project in C:\Mobile\api-breeze
> @php -r "file_exists('.env') || copy('.env.example', '.env');"
Loading composer repositories with package information
Updating dependencies
Lock file operations: 107 installs, 0 updates, 0 removals
  - Locking brick/math (0.12.1)
  - Locking carbonphp/carbon-doctrine-types (3.2.0)
  - Locking dflydev/dot-access-data (v3.0.3)
  - Locking doctrine/inflector (2.0.10)
  - Locking doctrine/lexer (3.0.1)
  - Locking dragonmantank/cron-expression (v3.4.0)
  - Locking egulias/email-validator (4.0.2)
  - Locking fakerphp/faker (v1.24.1)
  - Locking filp/whoops (2.16.0)
  - Locking fruitcake/php-cors (v1.3.0)
  - Locking graham-campbell/result-type (v1.1.3)
  - Locking guzzlehttp/guzzle (7.9.2)
  - Locking guzzlehttp/promises (2.0.4)
  - Locking guzzlehttp/psr7 (2.7.0)
  - Locking guzzlehttp/uri-template (v1.0.3)
  - Locking hamcrest/hamcrest-php (v2.0.1)
  - Locking laravel/framework (v11.33.2)
  - Locking laravel/pail (v1.2.1)
  - Locking laravel/pint (v1.18.2)
  - Locking laravel/prompts (v0.3.2)
  - Locking laravel/sail (v1.38.0)
  - Locking laravel/serializable-closure (v2.0.0)
  - Locking laravel/tinker (v2.10.0)
  - Locking league/commonmark (2.5.3)
  - Locking league/config (v1.2.0)
  - Locking league/flysystem (3.29.1)
  - Locking league/flysystem-local (3.29.0)
```



```
  - Installing sebastian/code-unit-reverse-lookup (4.0.1): Extracting archive
  - Installing phpunit/php-code-coverage (11.0.7): Extracting archive
  - Installing phar-io/version (3.2.1): Extracting archive
  - Installing phar-io/manifest (2.0.4): Extracting archive
  - Installing myclabs/deep-copy (1.12.1): Extracting archive
  - Installing phpunit/phpunit (11.4.3): Extracting archive
51 package suggestions were added by new dependencies, use `composer suggest` to see detai
ls.
Generating optimized autoload files
> Illuminate\Foundation\ComposerScripts::postAutoloadDump
> @php artisan package:discover --ansi

   INFO  Discovering packages.

  laravel/pail ................................................................... DONE
  laravel/sail ................................................................... DONE
  laravel/tinker ................................................................. DONE
  nesbot/carbon .................................................................. DONE
  nunomaduro/collision ........................................................... DONE
  nunomaduro/termwind ............................................................ DONE

78 packages you are using are looking for funding.
Use the `composer fund` command to find out more!
> @php artisan vendor:publish --tag=laravel-assets --ansi --force

   INFO  No publishable resources for tag [laravel-assets].

No security vulnerability advisories found.
> @php artisan key:generate --ansi

   INFO  Application key set successfully.

> @php -r "file_exists('database/database.sqlite') || touch('database/database.sqlite');"
> @php artisan migrate --graceful --ansi

   WARN  could not find driver (Connection: sqlite, SQL: PRAGMA foreign_keys = ON;).

PS C:\Mobile>
```

Lanjutkan dengan masuk ke folder proyek cd api-breeze

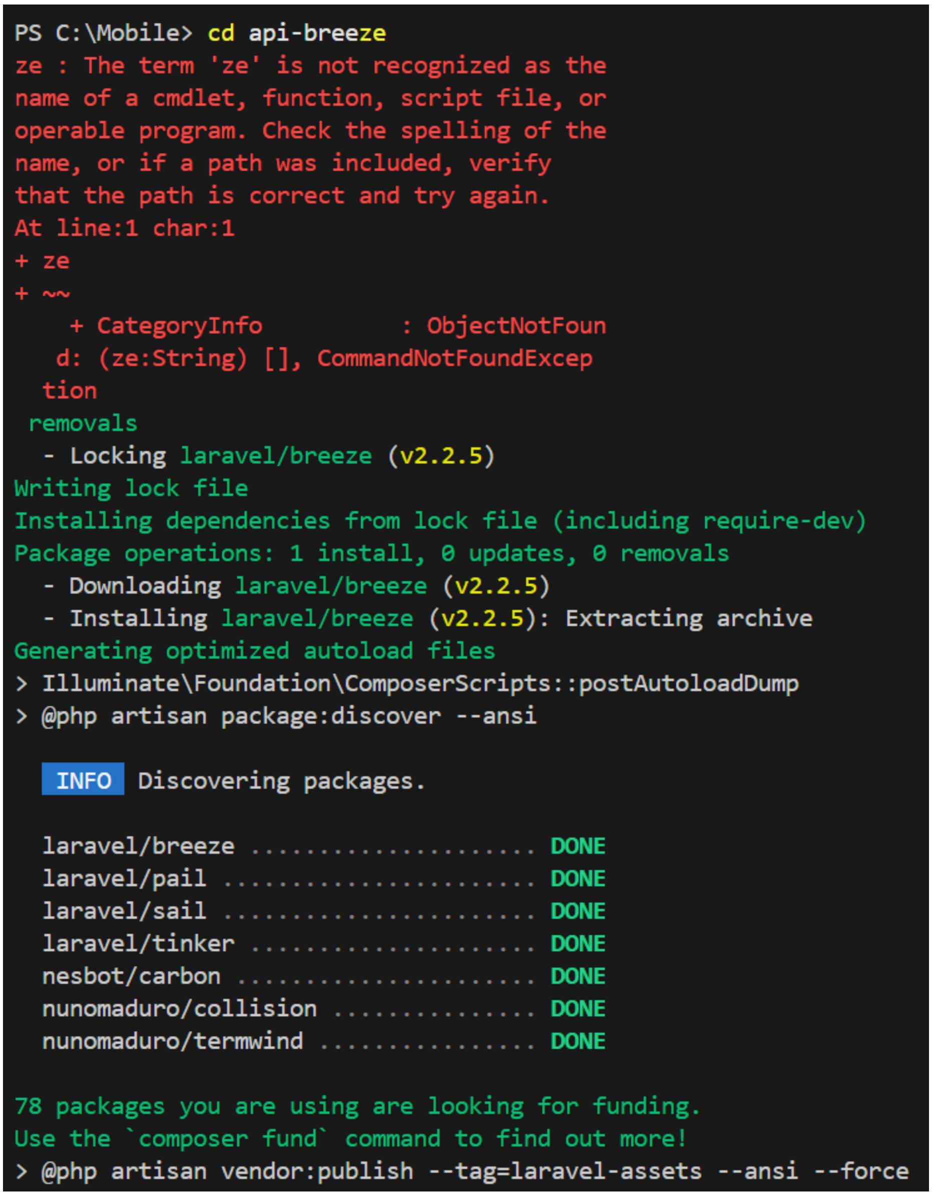


```
PS C:\Mobile> cd api-breeze
PS C:\Mobile\api-breeze>
```

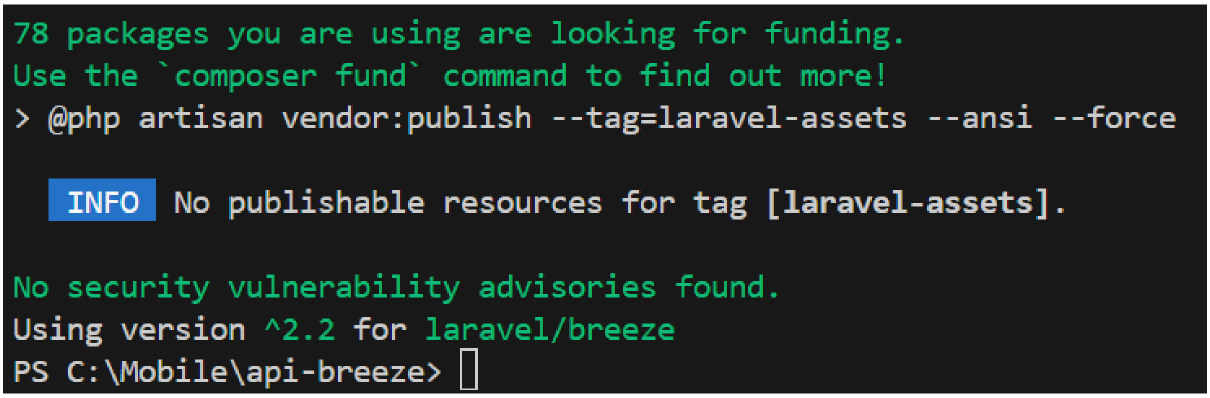
Langkah 2 :

Selanjutnya, instal Laravel Breeze dan dependensinya menggunakan perintah composer require laravel/breeze –dev php artisan breeze:install api. Perintah ini akan menginstal Breeze dan menyiapkan scaffolding yang diperlukan untuk otentikasi API.

composer require laravel/breeze –dev

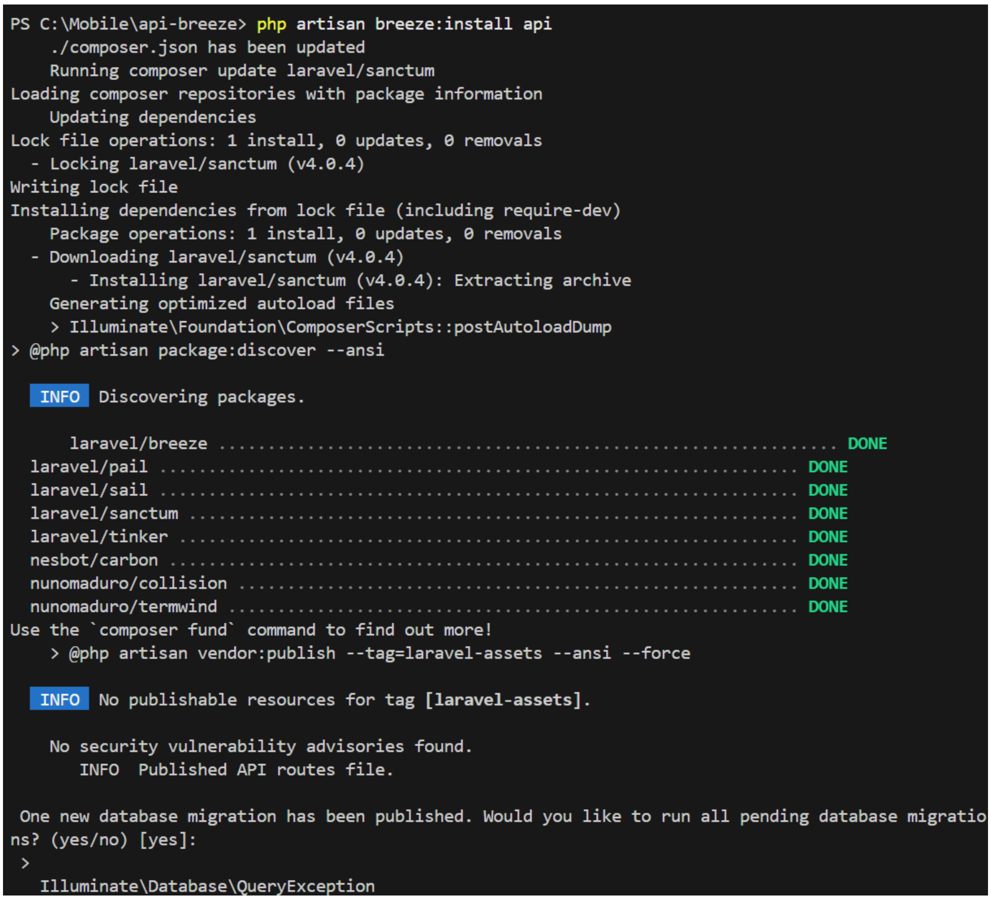


```
PS C:\Mobile> cd api-breeze
ze : The term 'ze' is not recognized as the
name of a cmdlet, function, script file, or
operable program. Check the spelling of the
name, or if a path was included, verify
that the path is correct and try again.
At line:1 char:1
+ ze
+ ~~
    + CategoryInfo          : ObjectNotFoun
   d: (ze:String) [], CommandNotFoundExcep
  tion
 removals
  - Locking laravel/breeze (v2.2.5)
Writing lock file
Installing dependencies from lock file (including require-dev)
Package operations: 1 install, 0 updates, 0 removals
  - Downloading laravel/breeze (v2.2.5)
  - Installing laravel/breeze (v2.2.5): Extracting archive
Generating optimized autoload files
> Illuminate\Foundation\ComposerScripts::postAutoloadDump
> @php artisan package:discover --ansi

  INFO  Discovering packages.

  laravel/breeze ..................... DONE
  laravel/pail ....................... DONE
  laravel/sail ....................... DONE
  laravel/tinker ..................... DONE
  nesbot/carbon ...................... DONE
  nunomaduro/collision ............... DONE
  nunomaduro/termwind ................ DONE

78 packages you are using are looking for funding.
Use the `composer fund` command to find out more!
> @php artisan vendor:publish --tag=laravel-assets --ansi --force
```

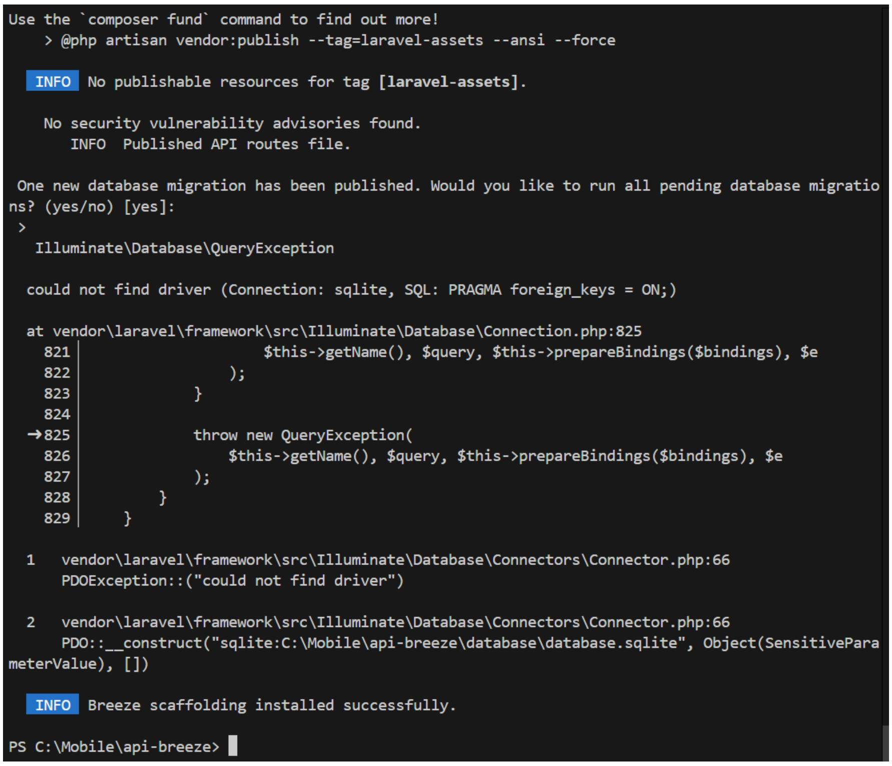


```
78 packages you are using are looking for funding.
Use the `composer fund` command to find out more!
> @php artisan vendor:publish --tag=laravel-assets --ansi --force

  INFO  No publishable resources for tag [laravel-assets].

No security vulnerability advisories found.
Using version ^2.2 for laravel/breeze
PS C:\Mobile\api-breeze> 
```

php artisan breeze:install api



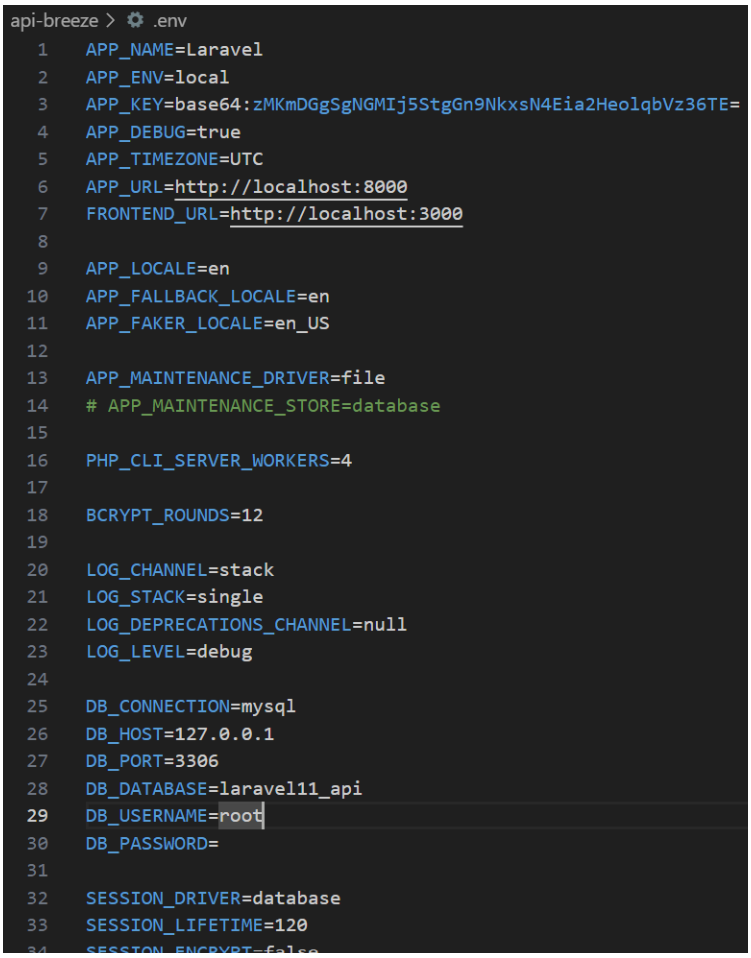
```
PS C:\Mobile\api-breeze> php artisan breeze:install api
    ./composer.json has been updated
    Running composer update laravel/sanctum
Loading composer repositories with package information
    Updating dependencies
Lock file operations: 1 install, 0 updates, 0 removals
  - Locking laravel/sanctum (v4.0.4)
Writing lock file
Installing dependencies from lock file (including require-dev)
    Package operations: 1 install, 0 updates, 0 removals
  - Downloading laravel/sanctum (v4.0.4)
      - Installing laravel/sanctum (v4.0.4): Extracting archive
    Generating optimized autoload files
    > Illuminate\Foundation\ComposerScripts::postAutoloadDump
> @php artisan package:discover --ansi

  INFO  Discovering packages.

      laravel/breeze ............................................................. DONE
  laravel/pail ............................................................... DONE
  laravel/sail ............................................................... DONE
  laravel/sanctum ............................................................ DONE
  laravel/tinker ............................................................. DONE
  nesbot/carbon .............................................................. DONE
  nunomaduro/collision ....................................................... DONE
  nunomaduro/termwind ........................................................ DONE
Use the `composer fund` command to find out more!
    > @php artisan vendor:publish --tag=laravel-assets --ansi --force

  INFO  No publishable resources for tag [laravel-assets].

    No security vulnerability advisories found.
       INFO  Published API routes file.

 One new database migration has been published. Would you like to run all pending database migratio
ns? (yes/no) [yes]:
 >
   Illuminate\Database\QueryException
```



```
Use the `composer fund` command to find out more!
    > @php artisan vendor:publish --tag=laravel-assets --ansi --force

  INFO  No publishable resources for tag [laravel-assets].

    No security vulnerability advisories found.
       INFO  Published API routes file.

 One new database migration has been published. Would you like to run all pending database migratio
ns? (yes/no) [yes]:
 >
   Illuminate\Database\QueryException

  could not find driver (Connection: sqlite, SQL: PRAGMA foreign_keys = ON;)

  at vendor\laravel\framework\src\Illuminate\Database\Connection.php:825
    821▕                     $this->getName(), $query, $this->prepareBindings($bindings), $e
    822▕                 );
    823▕             }
    824▕
  ➜ 825▕             throw new QueryException(
    826▕                 $this->getName(), $query, $this->prepareBindings($bindings), $e
    827▕             );
    828▕         }
    829▕     }

  1   vendor\laravel\framework\src\Illuminate\Database\Connectors\Connector.php:66
      PDOException::("could not find driver")

  2   vendor\laravel\framework\src\Illuminate\Database\Connectors\Connector.php:66
      PDO::__construct("sqlite:C:\Mobile\api-breeze\database\database.sqlite", Object(SensitivePara
meterValue), [])

  INFO  Breeze scaffolding installed successfully.

PS C:\Mobile\api-breeze> ▌
```

Langkah 3 :

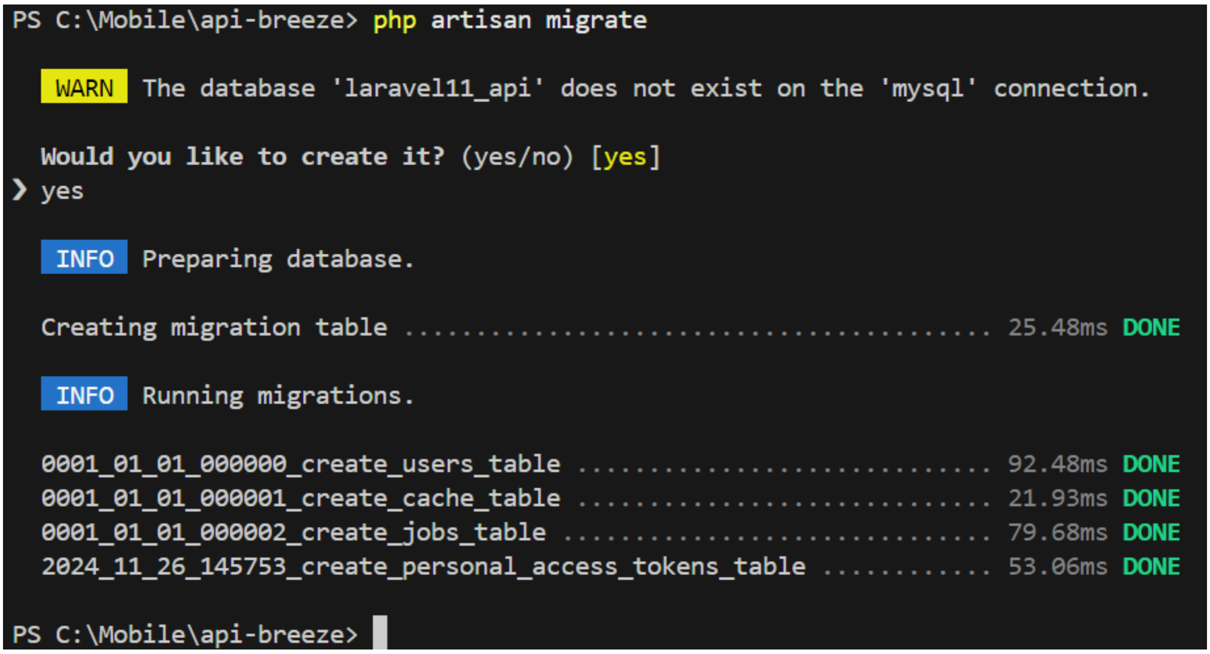
Konfigurasi Database dan Jalankan Migrasi dengan perbarui file .env dengan kredensial database.



api-breeze > .env

```
APP_NAME=Laravel
APP_ENV=local
APP_KEY=base64:zMKmDGgSgNGMIj5StgGn9NkxsN4Eia2HeolqbVz36TE=
APP_DEBUG=true
APP_TIMEZONE=UTC
APP_URL=http://localhost:8000
FRONTEND_URL=http://localhost:3000

APP_LOCALE=en
APP_FALLBACK_LOCALE=en
APP_FAKER_LOCALE=en_US

APP_MAINTENANCE_DRIVER=file
# APP_MAINTENANCE_STORE=database

PHP_CLI_SERVER_WORKERS=4

BCRYPT_ROUNDS=12

LOG_CHANNEL=stack
LOG_STACK=single
LOG_DEPRECATIONS_CHANNEL=null
LOG_LEVEL=debug

DB_CONNECTION=mysql
DB_HOST=127.0.0.1
DB_PORT=3306
DB_DATABASE=laravel11_api
DB_USERNAME=root
DB_PASSWORD=

SESSION_DRIVER=database
SESSION_LIFETIME=120
SESSION_ENCRYPT=false
```

Jalankan migrasi dengan perintah berikut di terminal php artisan migrate



```
PS C:\Mobile\api-breeze> php artisan migrate

   WARN  The database 'laravel11_api' does not exist on the 'mysql' connection.

   Would you like to create it? (yes/no) [yes]
❯ yes

   INFO  Preparing database.

  Creating migration table ........................................ 25.48ms DONE

   INFO  Running migrations.

  0001_01_01_000000_create_users_table ............................ 92.48ms DONE
  0001_01_01_000001_create_cache_table ............................ 21.93ms DONE
  0001_01_01_000002_create_jobs_table ............................. 79.68ms DONE
  2024_11_26_145753_create_personal_access_tokens_table ........... 53.06ms DONE

PS C:\Mobile\api-breeze> 
```

Cek pada database

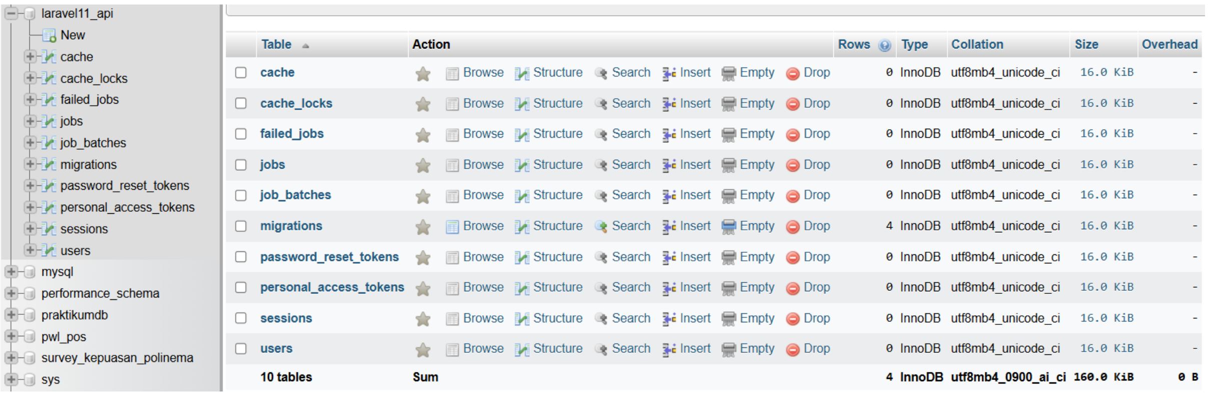
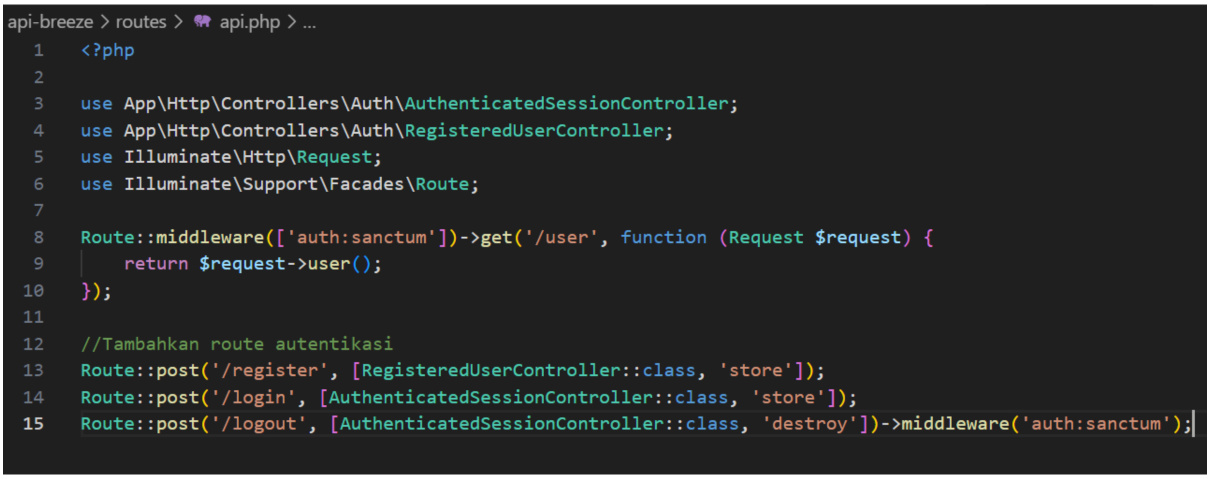


	Table	Action						Rows	Type	Collation	Size	Overhead
□	cache	Browse	Structure	Search	Insert	Empty	Drop	0	InnoDB	utf8mb4_unicode_ci	16.0 KiB	-
□	cache_locks	Browse	Structure	Search	Insert	Empty	Drop	0	InnoDB	utf8mb4_unicode_ci	16.0 KiB	-
□	failed_jobs	Browse	Structure	Search	Insert	Empty	Drop	0	InnoDB	utf8mb4_unicode_ci	16.0 KiB	-
□	jobs	Browse	Structure	Search	Insert	Empty	Drop	0	InnoDB	utf8mb4_unicode_ci	16.0 KiB	-
□	job_batches	Browse	Structure	Search	Insert	Empty	Drop	0	InnoDB	utf8mb4_unicode_ci	16.0 KiB	-
□	migrations	Browse	Structure	Search	Insert	Empty	Drop	4	InnoDB	utf8mb4_unicode_ci	16.0 KiB	-
□	password_reset_tokens	Browse	Structure	Search	Insert	Empty	Drop	0	InnoDB	utf8mb4_unicode_ci	16.0 KiB	-
□	personal_access_tokens	Browse	Structure	Search	Insert	Empty	Drop	0	InnoDB	utf8mb4_unicode_ci	16.0 KiB	-
□	sessions	Browse	Structure	Search	Insert	Empty	Drop	0	InnoDB	utf8mb4_unicode_ci	16.0 KiB	-
□	users	Browse	Structure	Search	Insert	Empty	Drop	0	InnoDB	utf8mb4_unicode_ci	16.0 KiB	-
	10 tables	Sum						4	InnoDB	utf8mb4_0900_ai_ci	160.0 KiB	0 B

Langkah 4 :

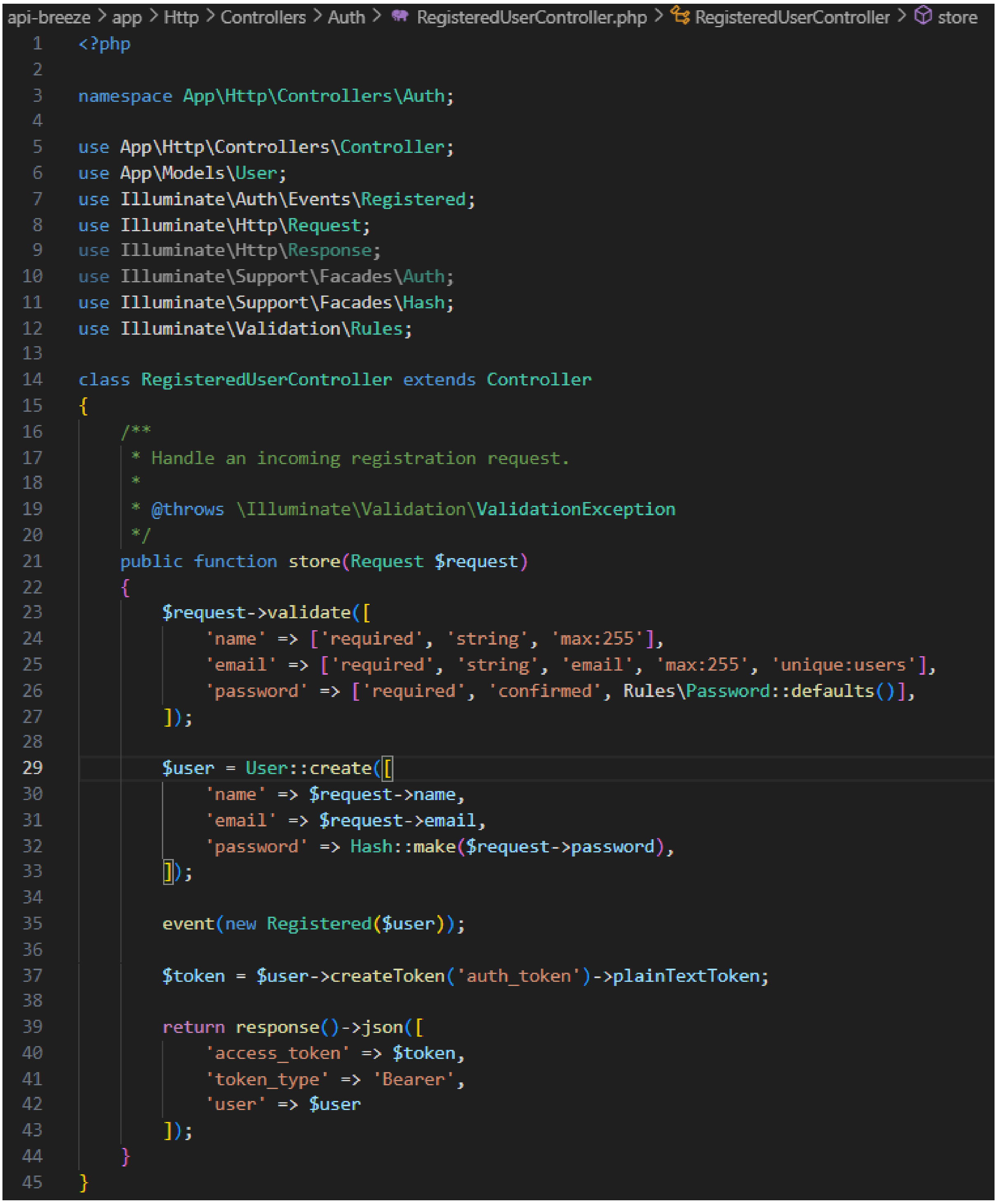
Buat Endpoint Autentikasi dengan menambahkan rute di routes/api.php seperti Berikut



```php
<?php

use App\Http\Controllers\Auth\AuthenticatedSessionController;
use App\Http\Controllers\Auth\RegisteredUserController;
use Illuminate\Http\Request;
use Illuminate\Support\Facades\Route;

Route::middleware(['auth:sanctum'])->get('/user', function (Request $request) {
    return $request->user();
});

//Tambahkan route autentikasi
Route::post('/register', [RegisteredUserController::class, 'store']);
Route::post('/login', [AuthenticatedSessionController::class, 'store']);
Route::post('/logout', [AuthenticatedSessionController::class, 'destroy'])->middleware('auth:sanctum');
```

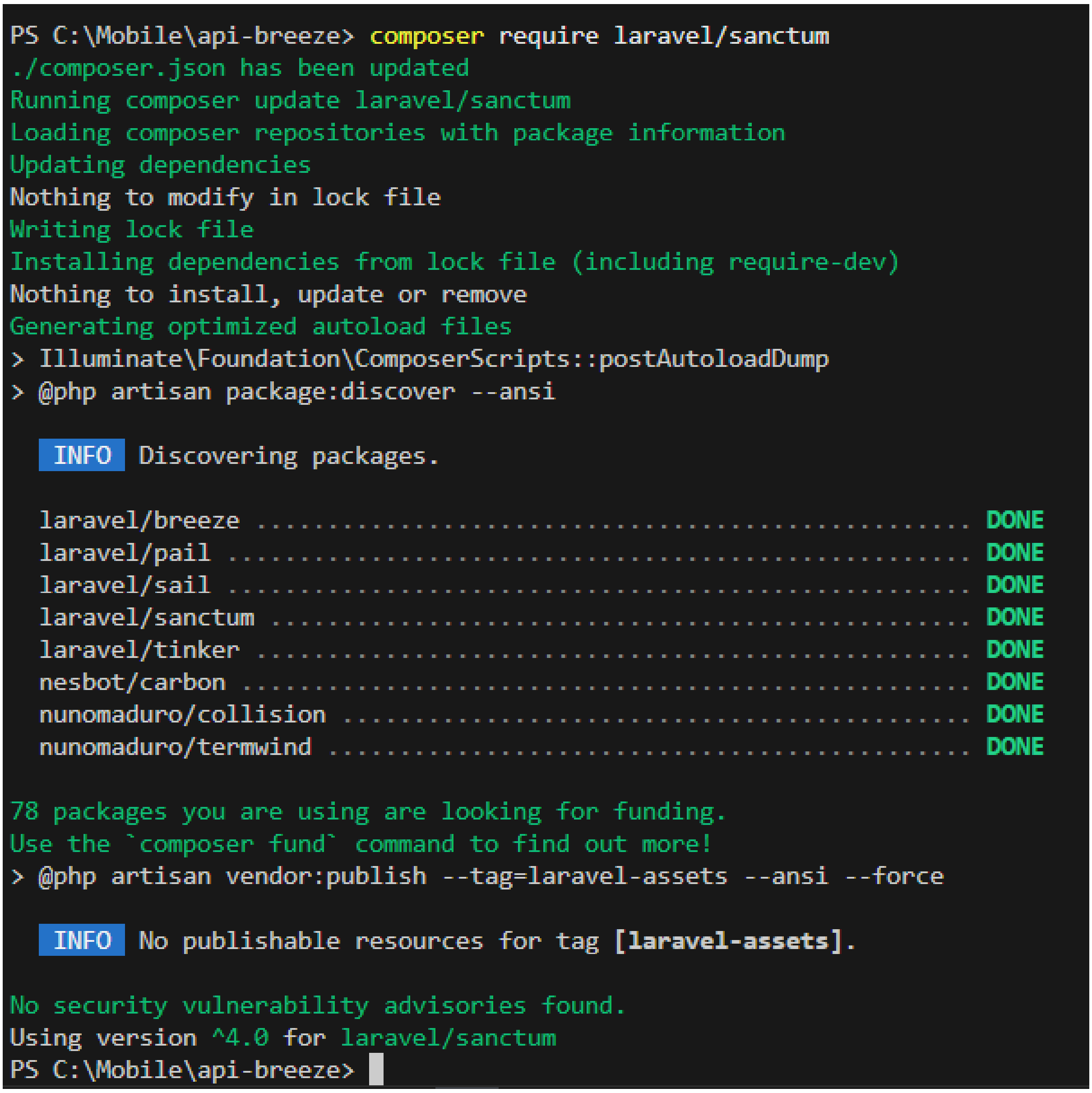
Langkah 5 :

Perbarui Controller dengan sesuaikan RegisteredUserController dan AuthenticatedSessionController agar mengembalikan respons JSON.

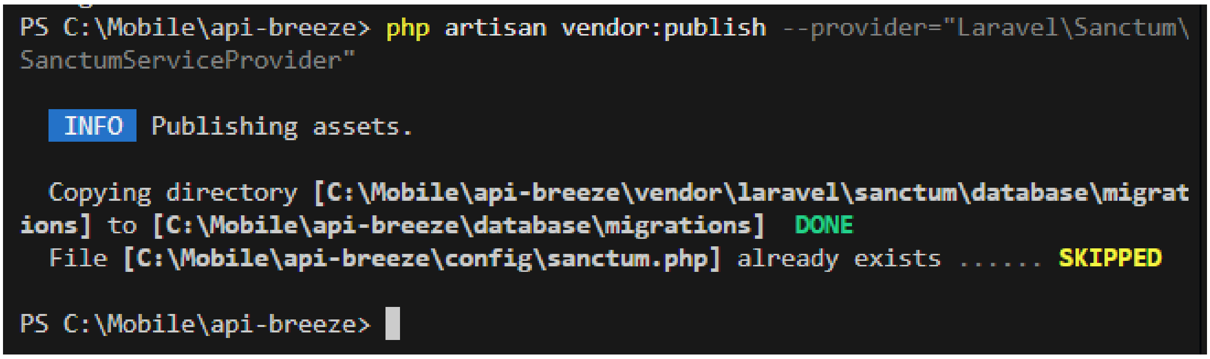


api-breeze > app > Http > Controllers > Auth > RegisteredUserController.php > RegisteredUserController > store

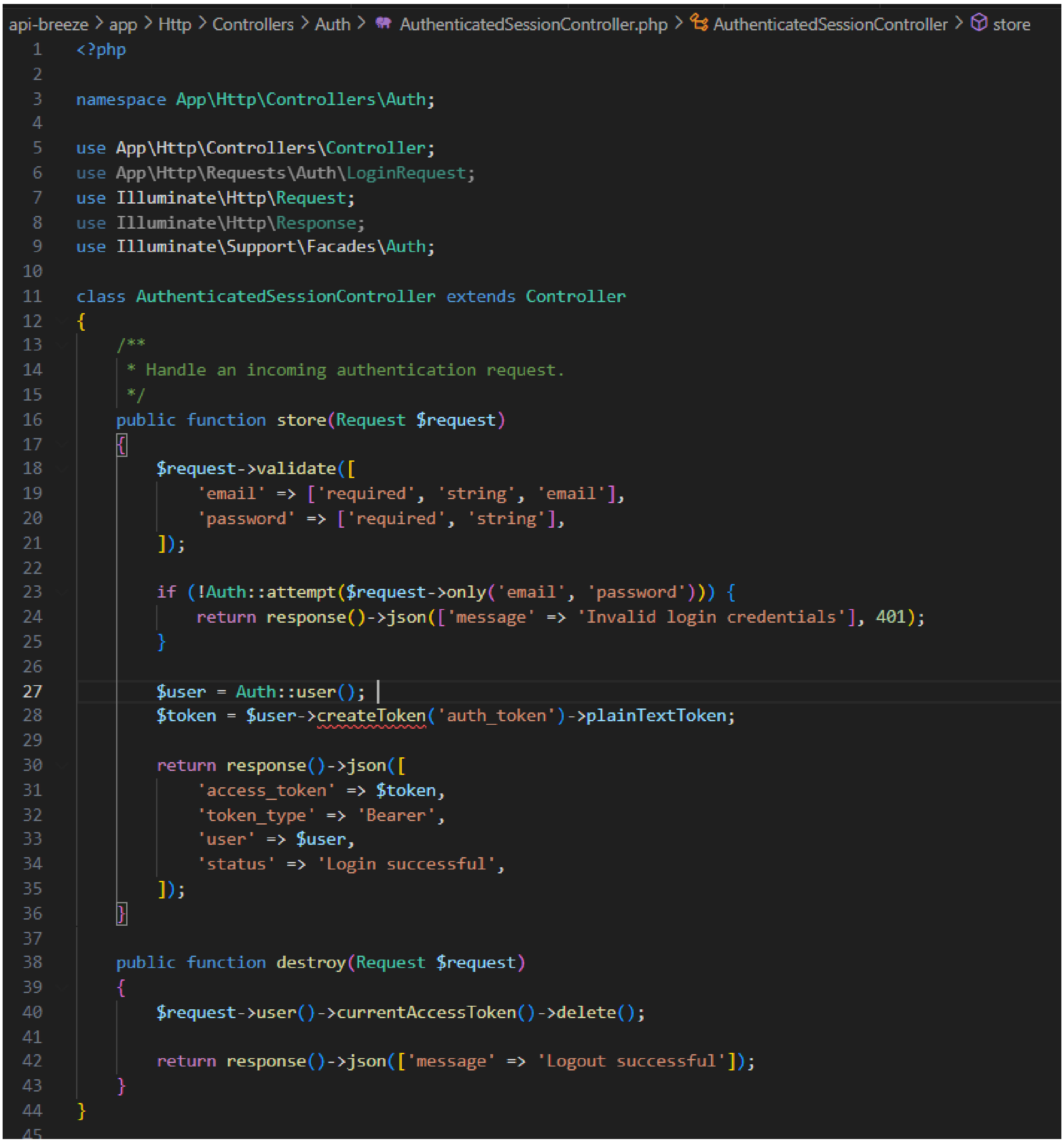
```php
<?php

namespace App\Http\Controllers\Auth;

use App\Http\Controllers\Controller;
use App\Models\User;
use Illuminate\Auth\Events\Registered;
use Illuminate\Http\Request;
use Illuminate\Http\Response;
use Illuminate\Support\Facades\Auth;
use Illuminate\Support\Facades\Hash;
use Illuminate\Validation\Rules;

class RegisteredUserController extends Controller
{
    /**
     * Handle an incoming registration request.
     *
     * @throws \Illuminate\Validation\ValidationException
     */
    public function store(Request $request)
    {
        $request->validate([
            'name' => ['required', 'string', 'max:255'],
            'email' => ['required', 'string', 'email', 'max:255', 'unique:users'],
            'password' => ['required', 'confirmed', Rules\Password::defaults()],
        ]);

        $user = User::create([
            'name' => $request->name,
            'email' => $request->email,
            'password' => Hash::make($request->password),
        ]);

        event(new Registered($user));

        $token = $user->createToken('auth_token')->plainTextToken;

        return response()->json([
            'access_token' => $token,
            'token_type' => 'Bearer',
            'user' => $user
        ]);
    }
}
```



```
PS C:\Mobile\api-breeze> composer require laravel/sanctum
./composer.json has been updated
Running composer update laravel/sanctum
Loading composer repositories with package information
Updating dependencies
Nothing to modify in lock file
Writing lock file
Installing dependencies from lock file (including require-dev)
Nothing to install, update or remove
Generating optimized autoload files
> Illuminate\Foundation\ComposerScripts::postAutoloadDump
> @php artisan package:discover --ansi

   INFO  Discovering packages.

  laravel/breeze ................................................... DONE
  laravel/pail ..................................................... DONE
  laravel/sail ..................................................... DONE
  laravel/sanctum .................................................. DONE
  laravel/tinker ................................................... DONE
  nesbot/carbon .................................................... DONE
  nunomaduro/collision ............................................. DONE
  nunomaduro/termwind .............................................. DONE

78 packages you are using are looking for funding.
Use the `composer fund` command to find out more!
> @php artisan vendor:publish --tag=laravel-assets --ansi --force

   INFO  No publishable resources for tag [laravel-assets].

No security vulnerability advisories found.
Using version ^4.0 for laravel/sanctum
PS C:\Mobile\api-breeze>
```

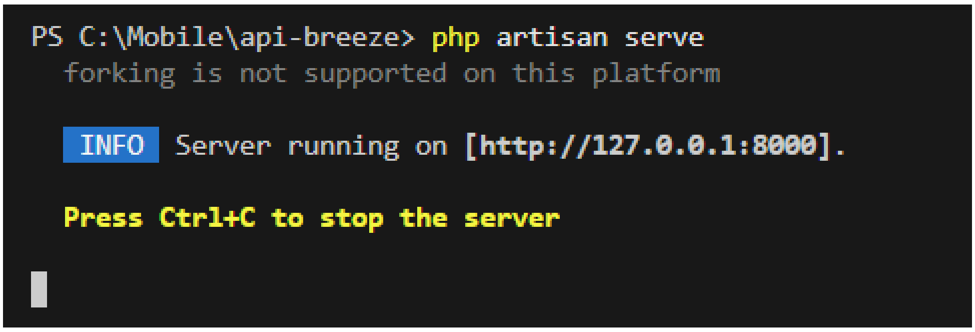


```
PS C:\Mobile\api-breeze> php artisan vendor:publish --provider="Laravel\Sanctum\
SanctumServiceProvider"

   INFO  Publishing assets.

  Copying directory [C:\Mobile\api-breeze\vendor\laravel\sanctum\database\migrat
ions] to [C:\Mobile\api-breeze\database\migrations]  DONE
  File [C:\Mobile\api-breeze\config\sanctum.php] already exists ...... SKIPPED

PS C:\Mobile\api-breeze>
```



api-breeze > app > Http > Controllers > Auth > AuthenticatedSessionController.php > AuthenticatedSessionController > store

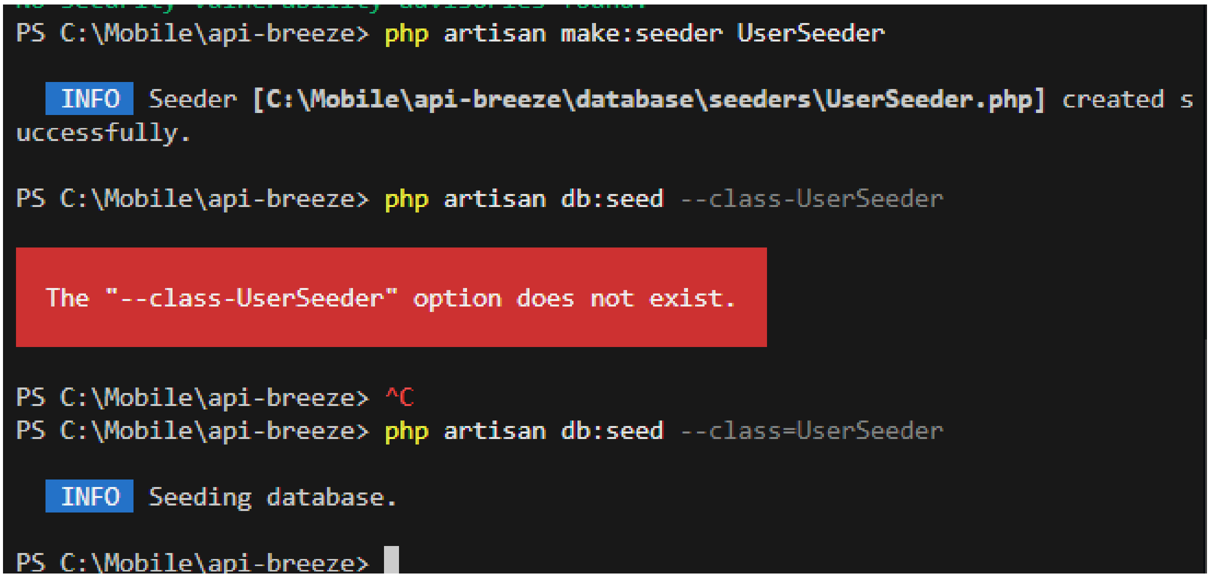
```php
<?php

namespace App\Http\Controllers\Auth;

use App\Http\Controllers\Controller;
use App\Http\Requests\Auth\LoginRequest;
use Illuminate\Http\Request;
use Illuminate\Http\Response;
use Illuminate\Support\Facades\Auth;

class AuthenticatedSessionController extends Controller
{
    /**
     * Handle an incoming authentication request.
     */
    public function store(Request $request)
    {
        $request->validate([
            'email' => ['required', 'string', 'email'],
            'password' => ['required', 'string'],
        ]);

        if (!Auth::attempt($request->only('email', 'password'))) {
            return response()->json(['message' => 'Invalid login credentials'], 401);
        }

        $user = Auth::user();
        $token = $user->createToken('auth_token')->plainTextToken;

        return response()->json([
            'access_token' => $token,
            'token_type' => 'Bearer',
            'user' => $user,
            'status' => 'Login successful',
        ]);
    }

    public function destroy(Request $request)
    {
        $request->user()->currentAccessToken()->delete();

        return response()->json(['message' => 'Logout successful']);
    }
}
```



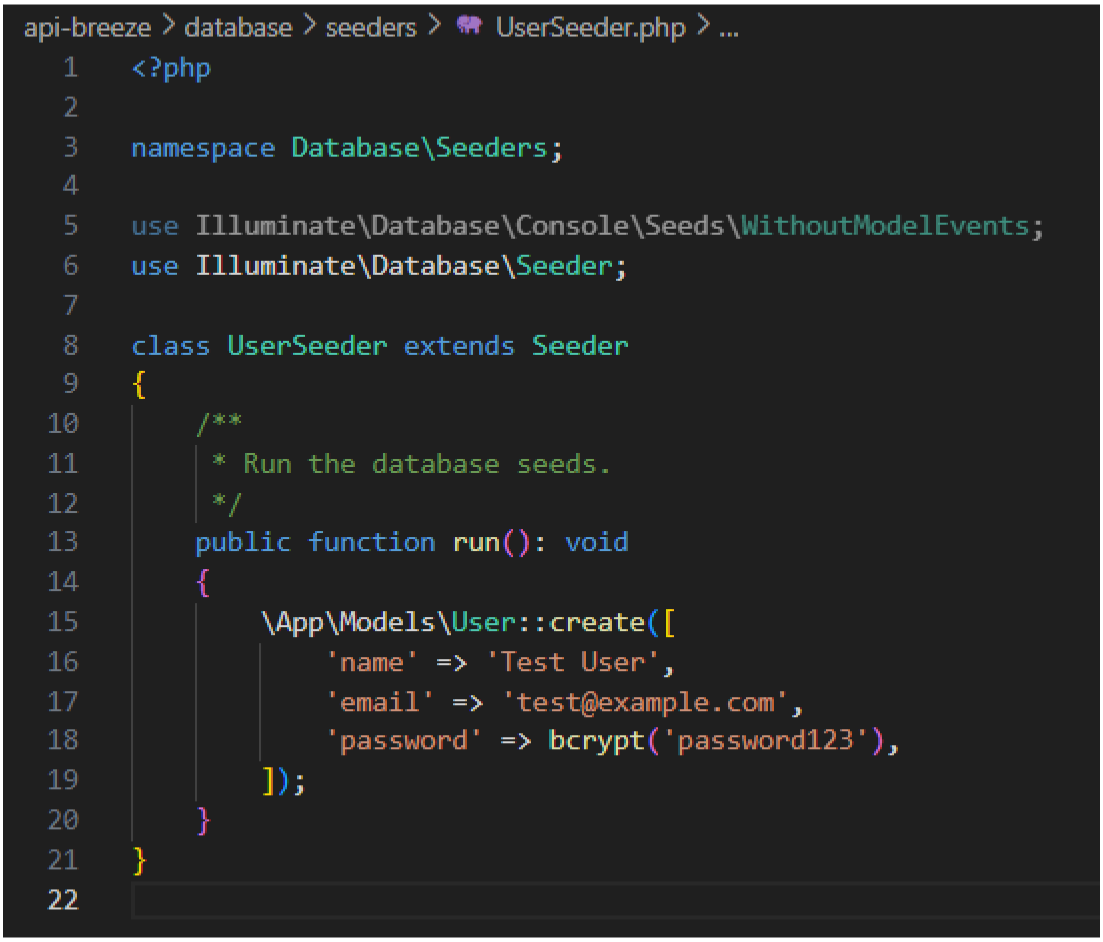
```
PS C:\Mobile\api-breeze> php artisan serve
   forking is not supported on this platform

   INFO  Server running on [http://127.0.0.1:8000].

   Press Ctrl+C to stop the server

```

Langkah 6 :

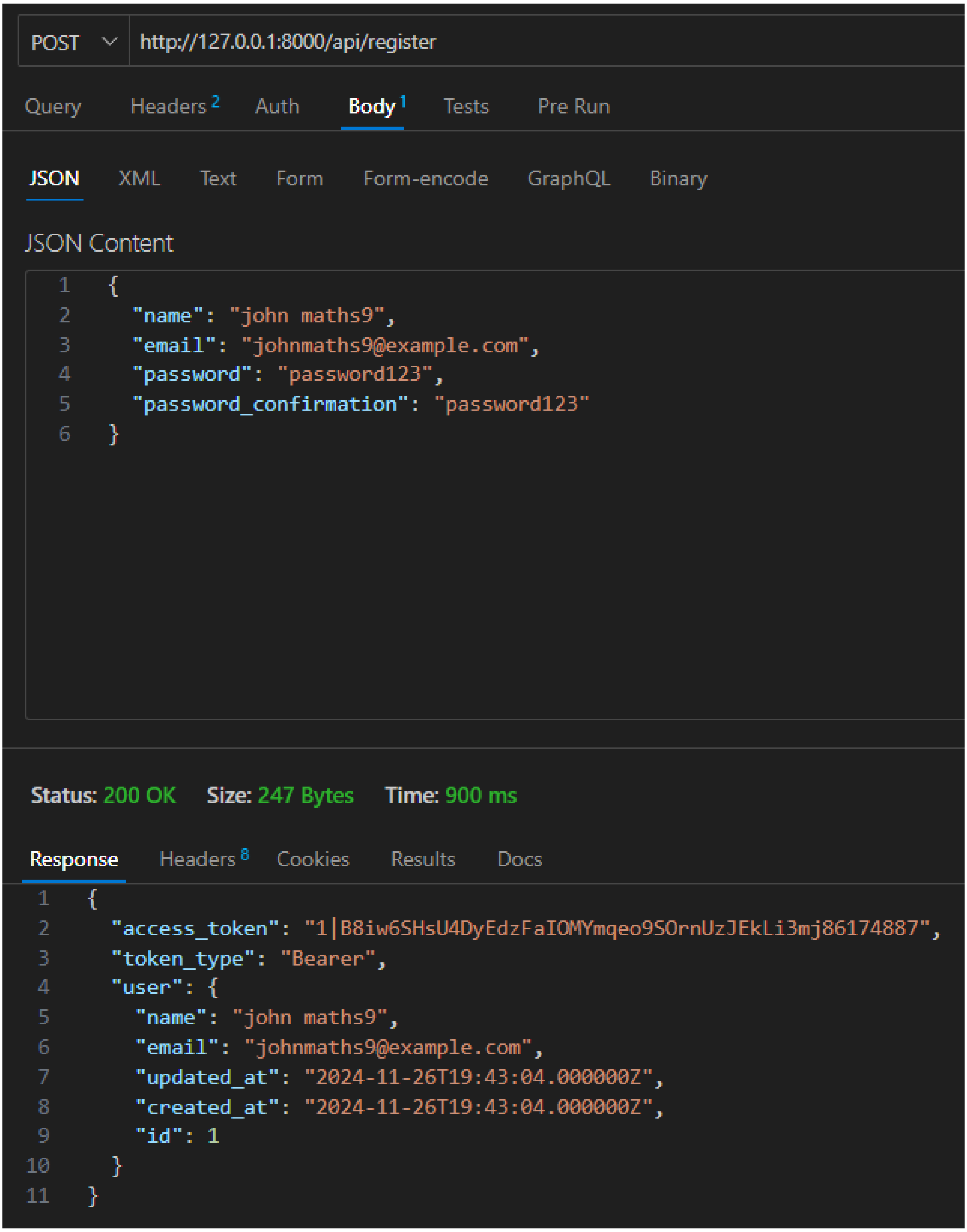
Jalankan Laravel dengan menggunakan perintah php artisan serve dan lakukan tes cek API melalui Thunder Client, namun sebelum itu perlu install Thunder Client dahulu



```
No security vulnerability advisories found.
PS C:\Mobile\api-breeze> php artisan make:seeder UserSeeder

   INFO  Seeder [C:\Mobile\api-breeze\database\seeders\UserSeeder.php] created s
uccessfully.

PS C:\Mobile\api-breeze> php artisan db:seed --class-UserSeeder

  The "--class-UserSeeder" option does not exist.

PS C:\Mobile\api-breeze> ^C
PS C:\Mobile\api-breeze> php artisan db:seed --class=UserSeeder

   INFO  Seeding database.

PS C:\Mobile\api-breeze> 
```



```php
<?php

namespace Database\Seeders;

use Illuminate\Database\Console\Seeds\WithoutModelEvents;
use Illuminate\Database\Seeder;

class UserSeeder extends Seeder
{
    /**
     * Run the database seeds.
     */
    public function run(): void
    {
        \App\Models\User::create([
            'name' => 'Test User',
            'email' => 'test@example.com',
            'password' => bcrypt('password123'),
        ]);
    }
}

```

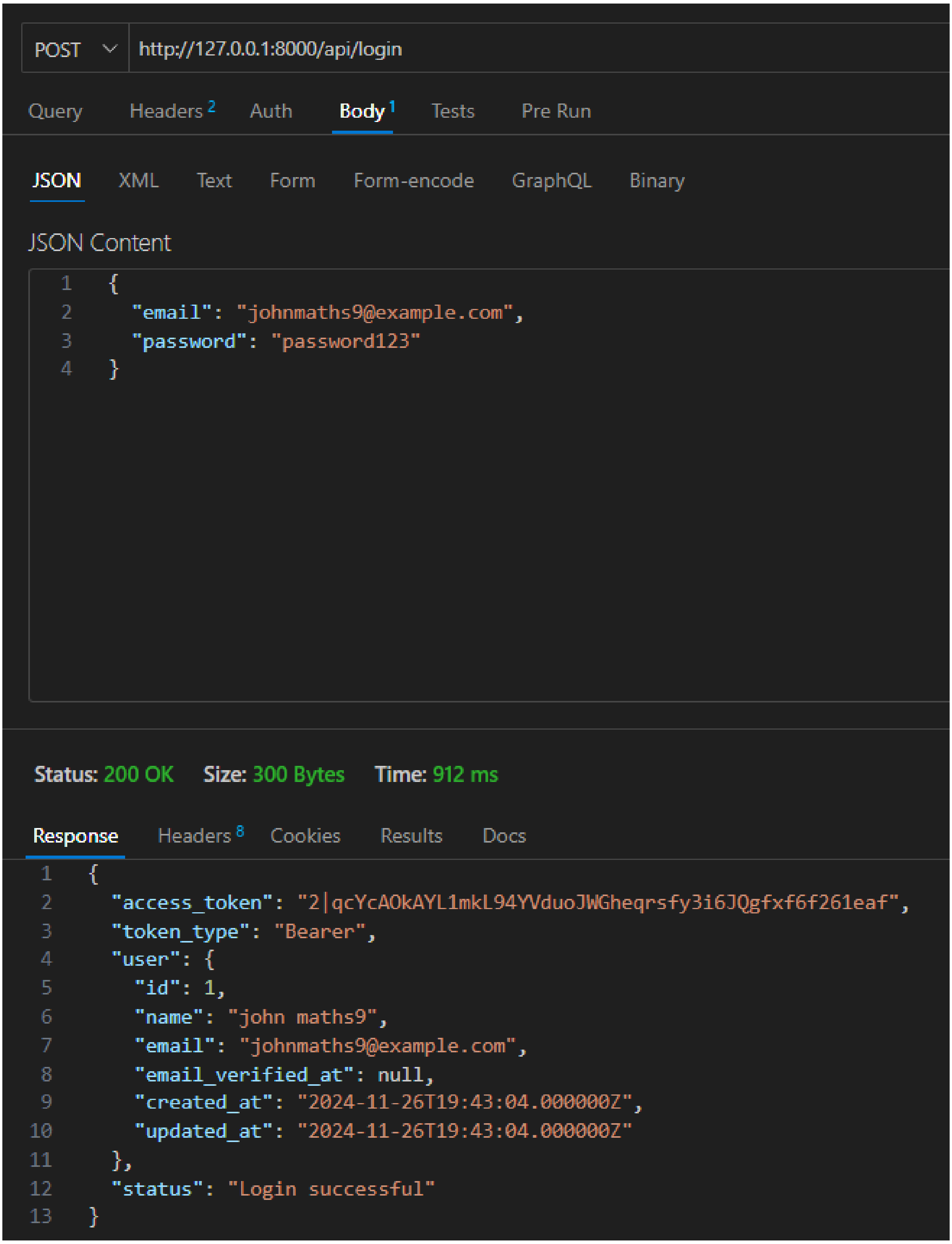


http://127.0.0.1:8000/api/register

```
{
  "name": "john maths9",
  "email": "johnmaths9@example.com",
  "password": "password123",
  "password_confirmation": "password123"
}
```

Status: 200 OK   Size: 247 Bytes   Time: 900 ms

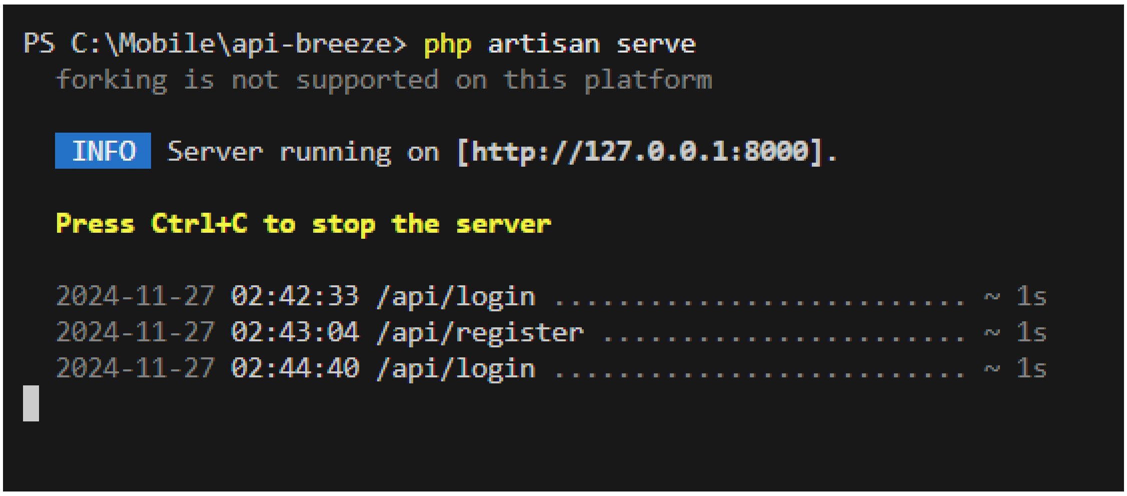
```
{
  "access_token": "1|B8iw6SHsU4DyEdzFaIOMYmqeo9SOrnUzJEkLi3mj86174887",
  "token_type": "Bearer",
  "user": {
    "name": "john maths9",
    "email": "johnmaths9@example.com",
    "updated_at": "2024-11-26T19:43:04.000000Z",
    "created_at": "2024-11-26T19:43:04.000000Z",
    "id": 1
  }
}
```



```
{
  "email": "johnmaths9@example.com",
  "password": "password123"
}
```

Status: 200 OK Size: 300 Bytes Time: 912 ms

```
{
  "access_token": "2|qcYcAOkAYL1mkL94YVduoJWGheqrsfy3i6JQgfxf6f261eaf",
  "token_type": "Bearer",
  "user": {
    "id": 1,
    "name": "john maths9",
    "email": "johnmaths9@example.com",
    "email_verified_at": null,
    "created_at": "2024-11-26T19:43:04.000000Z",
    "updated_at": "2024-11-26T19:43:04.000000Z"
  },
  "status": "Login successful"
}
```

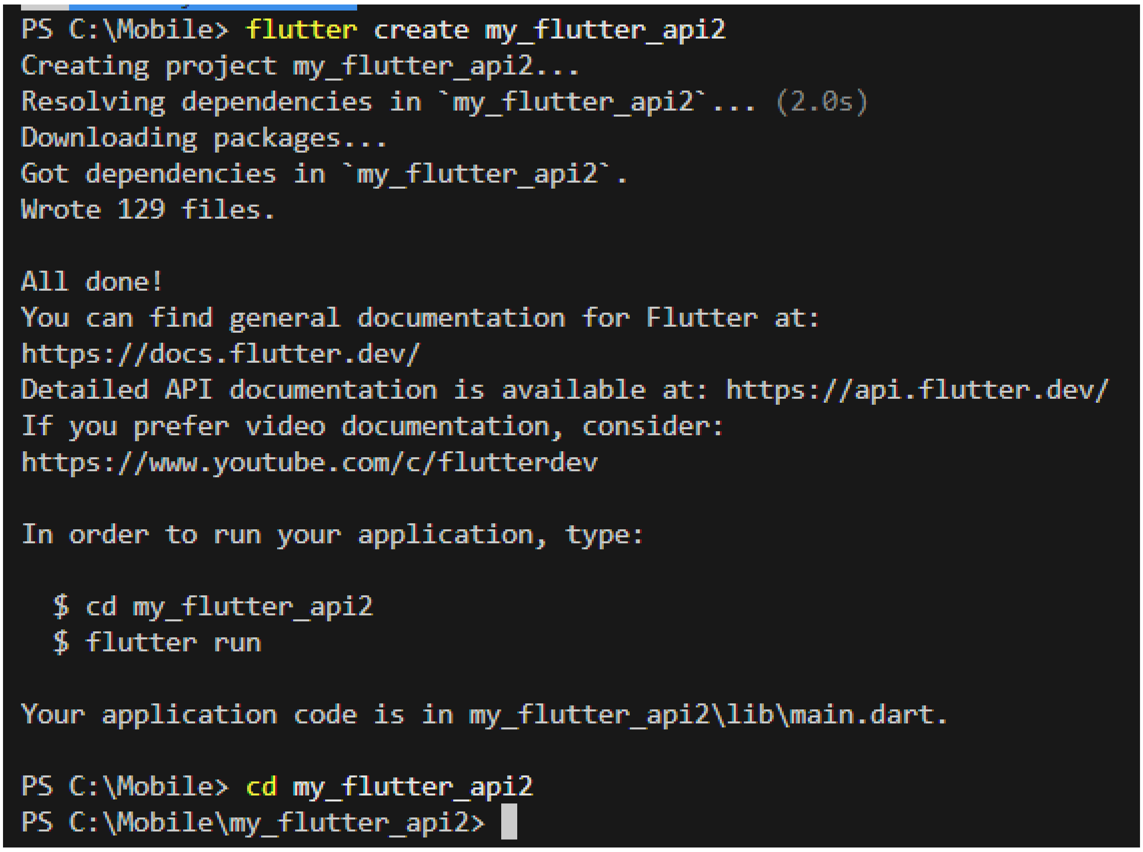


```
PS C:\Mobile\api-breeze> php artisan serve
  forking is not supported on this platform

  INFO  Server running on [http://127.0.0.1:8000].

  Press Ctrl+C to stop the server

  2024-11-27 02:42:33 /api/login .......................... ~ 1s
  2024-11-27 02:43:04 /api/register ....................... ~ 1s
  2024-11-27 02:44:40 /api/login .......................... ~ 1s
```

Praktikum 2: Membuat Aplikasi Mobile Flutter

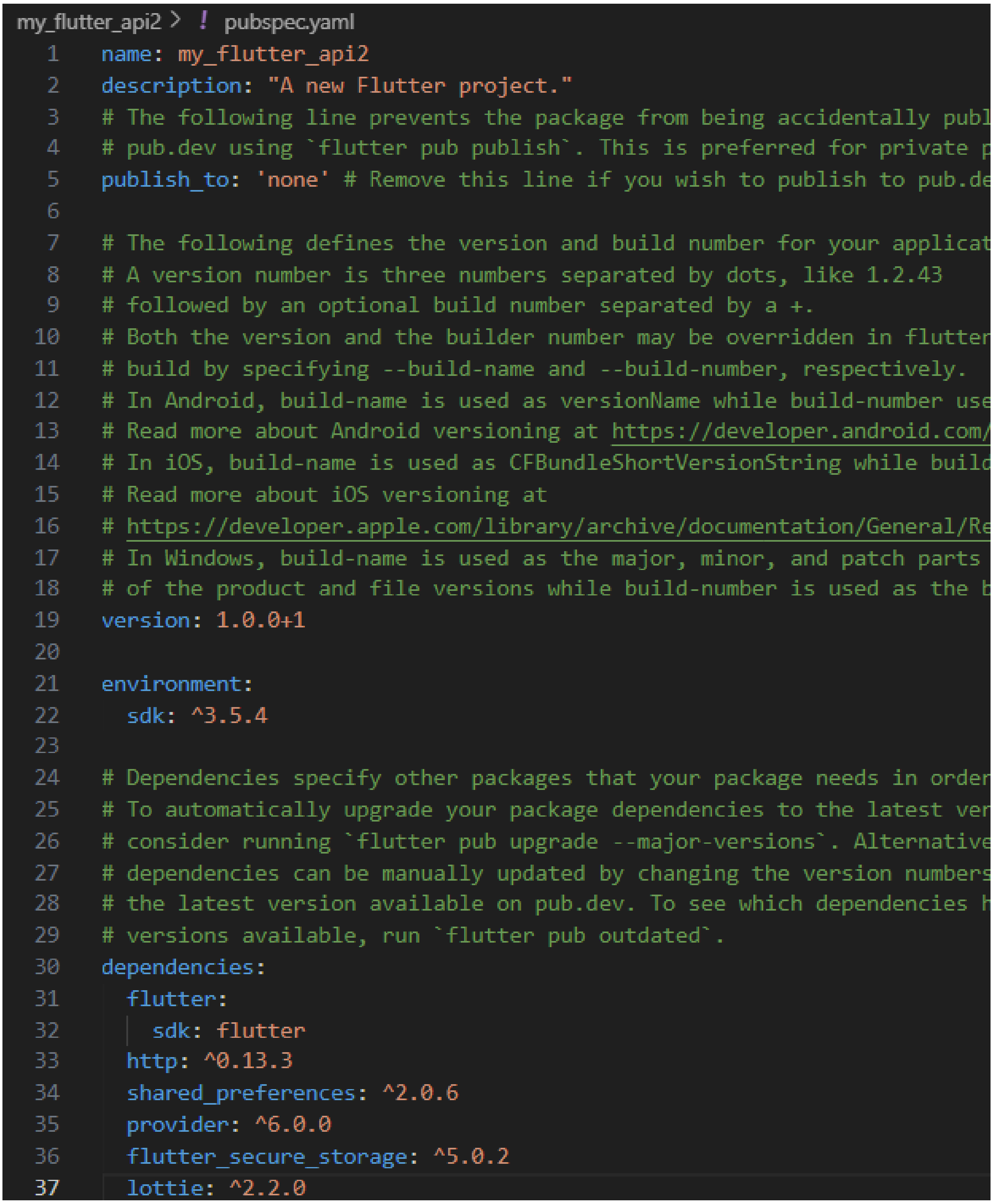
Langkah 1:

Persiapan Proyek Flutter dengan membuat proyek Flutter baru menggunakan perintah flutter create my_flutter_app cd my_flutter_app



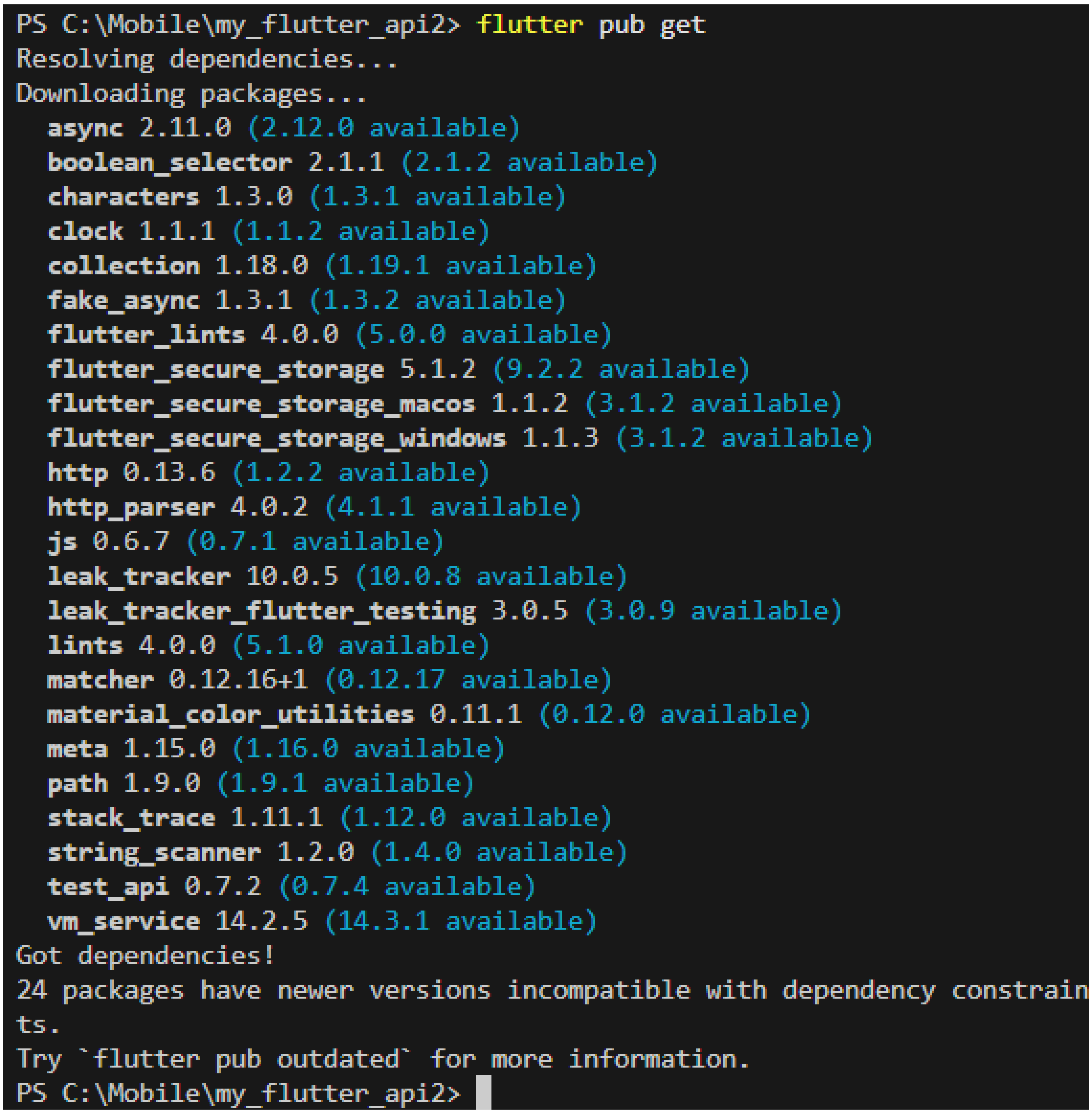
```
PS C:\Mobile> flutter create my_flutter_api2
Creating project my_flutter_api2...
Resolving dependencies in `my_flutter_api2`... (2.0s)
Downloading packages...
Got dependencies in `my_flutter_api2`.
Wrote 129 files.

All done!
You can find general documentation for Flutter at:
https://docs.flutter.dev/
Detailed API documentation is available at: https://api.flutter.dev/
If you prefer video documentation, consider:
https://www.youtube.com/c/flutterdev

In order to run your application, type:

  $ cd my_flutter_api2
  $ flutter run

Your application code is in my_flutter_api2\lib\main.dart.

PS C:\Mobile> cd my_flutter_api2
PS C:\Mobile\my_flutter_api2>
```

Tambahkan dependencies di pubspec.yaml

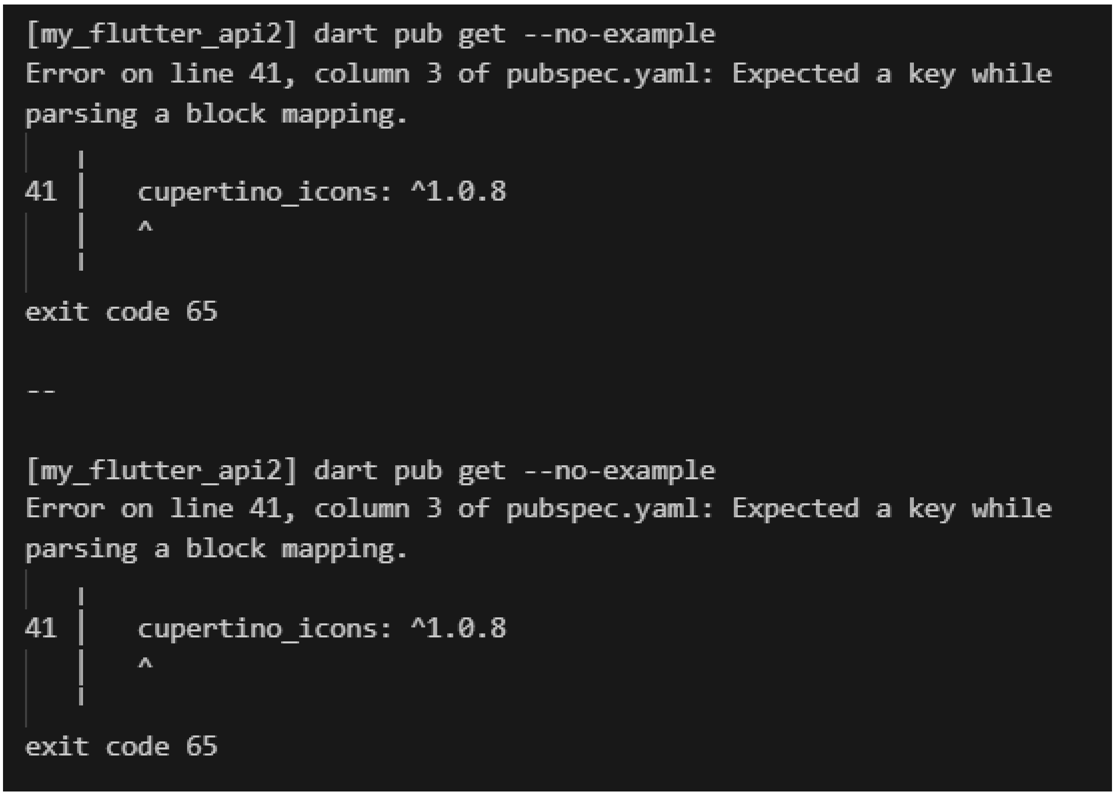


```yaml
name: my_flutter_api2
description: "A new Flutter project."
# The following line prevents the package from being accidentally publ
# pub.dev using `flutter pub publish`. This is preferred for private p
publish_to: 'none' # Remove this line if you wish to publish to pub.de

# The following defines the version and build number for your applicat
# A version number is three numbers separated by dots, like 1.2.43
# followed by an optional build number separated by a +.
# Both the version and the builder number may be overridden in flutter
# build by specifying --build-name and --build-number, respectively.
# In Android, build-name is used as versionName while build-number use
# Read more about Android versioning at https://developer.android.com/
# In iOS, build-name is used as CFBundleShortVersionString while build
# Read more about iOS versioning at
# https://developer.apple.com/library/archive/documentation/General/Re
# In Windows, build-name is used as the major, minor, and patch parts
# of the product and file versions while build-number is used as the b
version: 1.0.0+1

environment:
  sdk: ^3.5.4

# Dependencies specify other packages that your package needs in order
# To automatically upgrade your package dependencies to the latest ver
# consider running `flutter pub upgrade --major-versions`. Alternative
# dependencies can be manually updated by changing the version numbers
# the latest version available on pub.dev. To see which dependencies h
# versions available, run `flutter pub outdated`.
dependencies:
  flutter:
    sdk: flutter
  http: ^0.13.3
  shared_preferences: ^2.0.6
  provider: ^6.0.0
  flutter_secure_storage: ^5.0.2
  lottie: ^2.2.0
```

Tambahkan dependencies di flutter pub get



```
PS C:\Mobile\my_flutter_api2> flutter pub get
Resolving dependencies...
Downloading packages...
  async 2.11.0 (2.12.0 available)
  boolean_selector 2.1.1 (2.1.2 available)
  characters 1.3.0 (1.3.1 available)
  clock 1.1.1 (1.1.2 available)
  collection 1.18.0 (1.19.1 available)
  fake_async 1.3.1 (1.3.2 available)
  flutter_lints 4.0.0 (5.0.0 available)
  flutter_secure_storage 5.1.2 (9.2.2 available)
  flutter_secure_storage_macos 1.1.2 (3.1.2 available)
  flutter_secure_storage_windows 1.1.3 (3.1.2 available)
  http 0.13.6 (1.2.2 available)
  http_parser 4.0.2 (4.1.1 available)
  js 0.6.7 (0.7.1 available)
  leak_tracker 10.0.5 (10.0.8 available)
  leak_tracker_flutter_testing 3.0.5 (3.0.9 available)
  lints 4.0.0 (5.1.0 available)
  matcher 0.12.16+1 (0.12.17 available)
  material_color_utilities 0.11.1 (0.12.0 available)
  meta 1.15.0 (1.16.0 available)
  path 1.9.0 (1.9.1 available)
  stack_trace 1.11.1 (1.12.0 available)
  string_scanner 1.2.0 (1.4.0 available)
  test_api 0.7.2 (0.7.4 available)
  vm_service 14.2.5 (14.3.1 available)
Got dependencies!
24 packages have newer versions incompatible with dependency constrain
ts.
Try `flutter pub outdated` for more information.
PS C:\Mobile\my_flutter_api2>
```



```
[my_flutter_api2] dart pub get --no-example
Error on line 41, column 3 of pubspec.yaml: Expected a key while
parsing a block mapping.
   ╷
41 │   cupertino_icons: ^1.0.8
   │   ^
   ╵
exit code 65

--

[my_flutter_api2] dart pub get --no-example
Error on line 41, column 3 of pubspec.yaml: Expected a key while
parsing a block mapping.
   ╷
41 │   cupertino_icons: ^1.0.8
   │   ^
   ╵
exit code 65
```

Langkah 2:

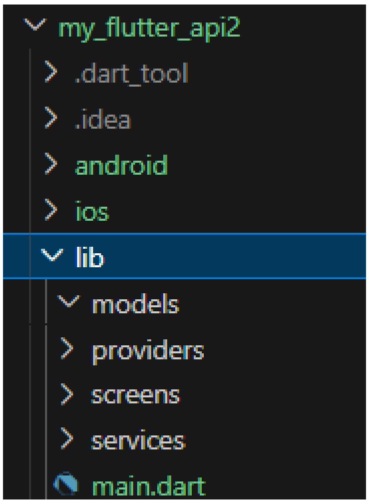
Buat Splashscreen dengan animasi dari Lottie File. Buat folder berikut untuk mengatur kode Anda dengan lebih baik:

• lib/screens/ untuk layar UI.

• lib/services/ untuk layanan HTTP dan manajemen API.

• lib/models/ untuk model data.

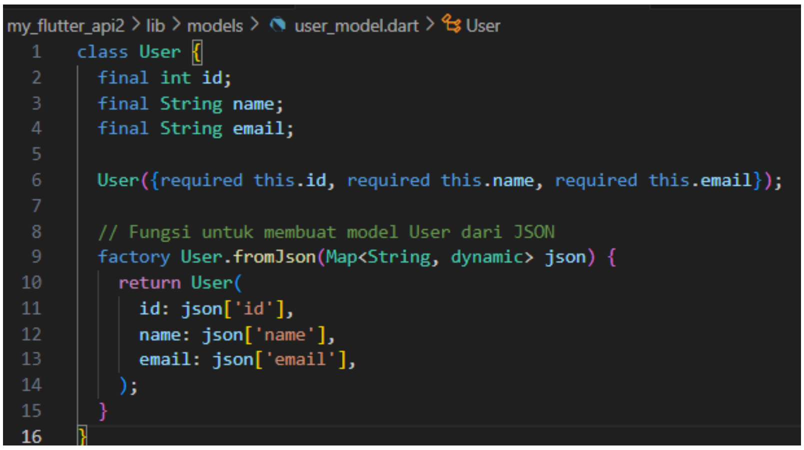
• lib/providers/ untuk manajemen state menggunakan Provider.



```
⌄ my_flutter_api2
  › .dart_tool
  › .idea
  › android
  › ios
  ⌄ lib
    ⌄ models
    › providers
    › screens
    › services
    main.dart
```

Langkah 3:

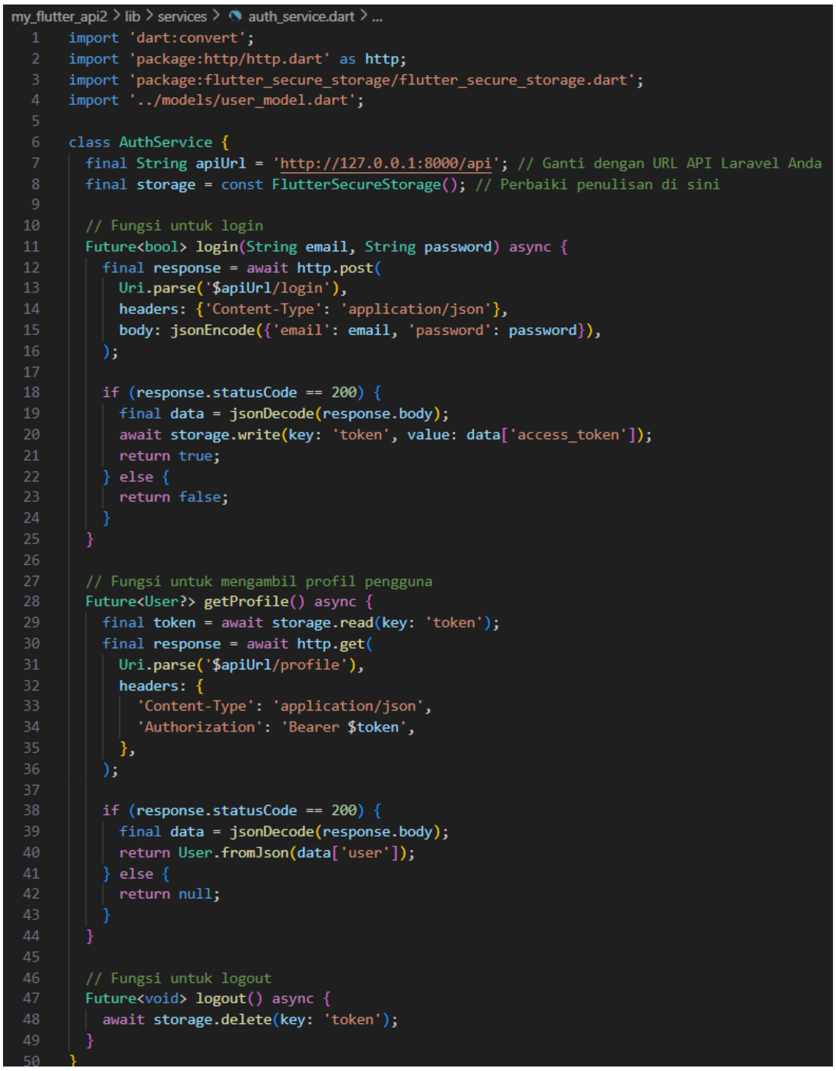
Buat Model Pengguna dengan nama file user_model.dart di folder models untuk representasi data pengguna.



```dart
class User {
  final int id;
  final String name;
  final String email;

  User({required this.id, required this.name, required this.email});

  // Fungsi untuk membuat model User dari JSON
  factory User.fromJson(Map<String, dynamic> json) {
    return User(
      id: json['id'],
      name: json['name'],
      email: json['email'],
    );
  }
}
```

Langkah 4:

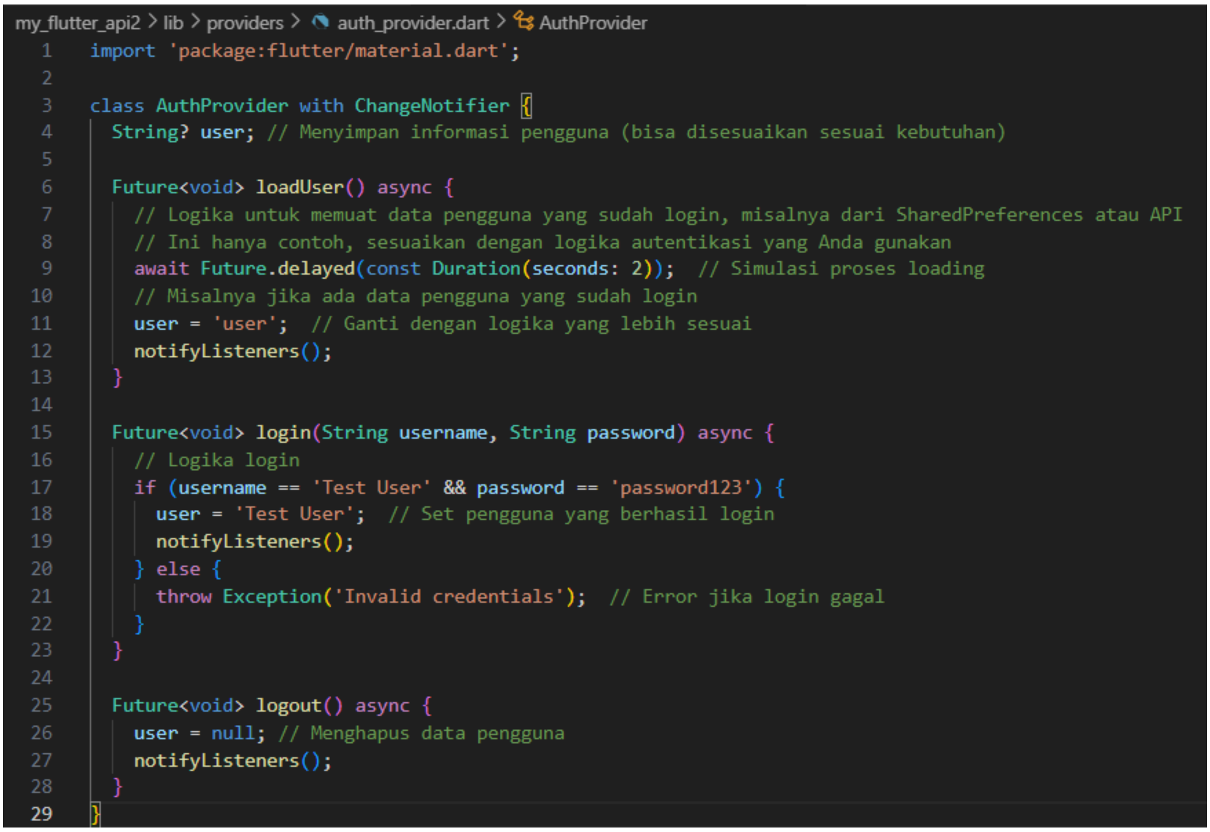
Buat Layanan API dengan nama file auth_service.dart di folder services untuk mengelola login, logout, dan profil pengguna.



```dart
import 'dart:convert';
import 'package:http/http.dart' as http;
import 'package:flutter_secure_storage/flutter_secure_storage.dart';
import '../models/user_model.dart';

class AuthService {
  final String apiUrl = 'http://127.0.0.1:8000/api'; // Ganti dengan URL API Laravel Anda
  final storage = const FlutterSecureStorage(); // Perbaiki penulisan di sini

  // Fungsi untuk login
  Future<bool> login(String email, String password) async {
    final response = await http.post(
      Uri.parse('$apiUrl/login'),
      headers: {'Content-Type': 'application/json'},
      body: jsonEncode({'email': email, 'password': password}),
    );

    if (response.statusCode == 200) {
      final data = jsonDecode(response.body);
      await storage.write(key: 'token', value: data['access_token']);
      return true;
    } else {
      return false;
    }
  }

  // Fungsi untuk mengambil profil pengguna
  Future<User?> getProfile() async {
    final token = await storage.read(key: 'token');
    final response = await http.get(
      Uri.parse('$apiUrl/profile'),
      headers: {
        'Content-Type': 'application/json',
        'Authorization': 'Bearer $token',
      },
    );

    if (response.statusCode == 200) {
      final data = jsonDecode(response.body);
      return User.fromJson(data['user']);
    } else {
      return null;
    }
  }

  // Fungsi untuk logout
  Future<void> logout() async {
    await storage.delete(key: 'token');
  }
}
```

Langkah 5:

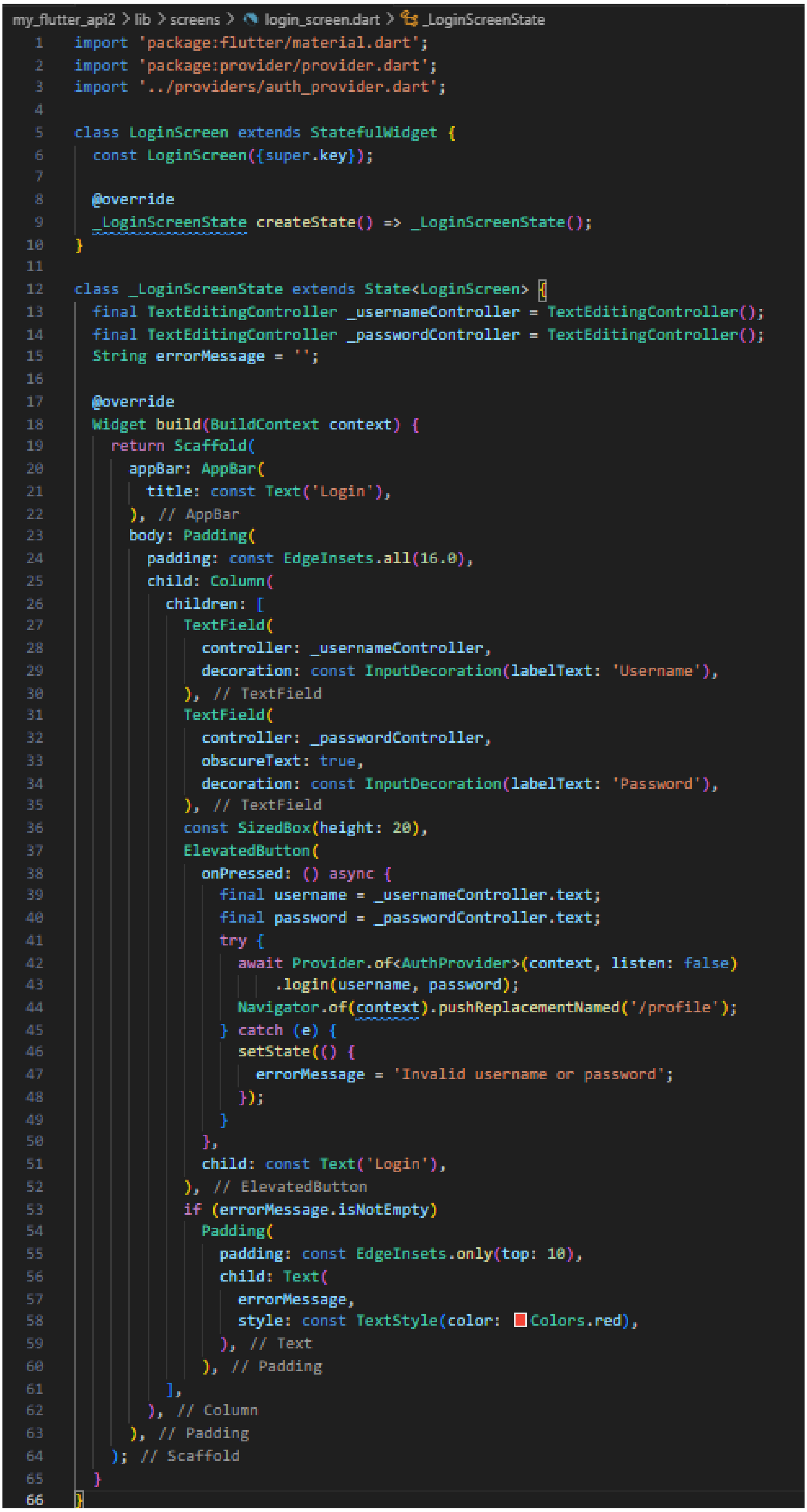
Buat State Management dengan Provider (auth_provider.dart) di folder lib/providers/


my_flutter_api2 > lib > providers > auth_provider.dart > AuthProvider

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

class AuthProvider with ChangeNotifier {
  String? user; // Menyimpan informasi pengguna (bisa disesuaikan sesuai kebutuhan)

  Future<void> loadUser() async {
    // Logika untuk memuat data pengguna yang sudah login, misalnya dari SharedPreferences atau API
    // Ini hanya contoh, sesuaikan dengan logika autentikasi yang Anda gunakan
    await Future.delayed(const Duration(seconds: 2));  // Simulasi proses loading
    // Misalnya jika ada data pengguna yang sudah login
    user = 'user';  // Ganti dengan logika yang lebih sesuai
    notifyListeners();
  }

  Future<void> login(String username, String password) async {
    // Logika login
    if (username == 'Test User' && password == 'password123') {
      user = 'Test User';  // Set pengguna yang berhasil login
      notifyListeners();
    } else {
      throw Exception('Invalid credentials');  // Error jika login gagal
    }
  }

  Future<void> logout() async {
    user = null; // Menghapus data pengguna
    notifyListeners();
  }
}
```

Langkah 6:

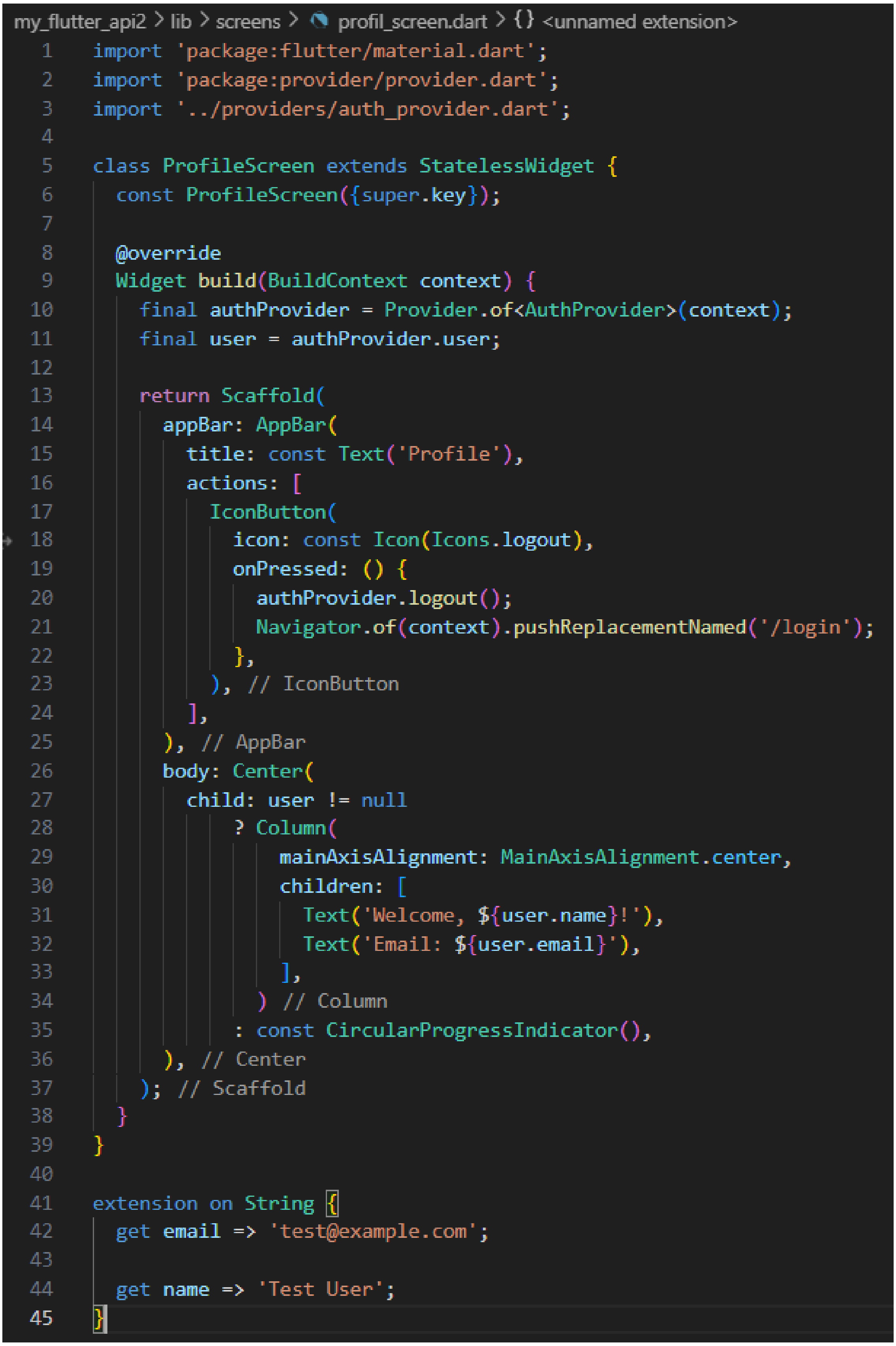
Buat Halaman Login (login_screen.dart) di folder lib/screens/


my_flutter_api2 > lib > screens > login_screen.dart > _LoginScreenState

```dart
import 'package:flutter/material.dart';
import 'package:provider/provider.dart';
import '../providers/auth_provider.dart';

class LoginScreen extends StatefulWidget {
  const LoginScreen({super.key});

  @override
  _LoginScreenState createState() => _LoginScreenState();
}

class _LoginScreenState extends State<LoginScreen> {
  final TextEditingController _usernameController = TextEditingController();
  final TextEditingController _passwordController = TextEditingController();
  String errorMessage = '';

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: const Text('Login'),
      ), // AppBar
      body: Padding(
        padding: const EdgeInsets.all(16.0),
        child: Column(
          children: [
            TextField(
              controller: _usernameController,
              decoration: const InputDecoration(labelText: 'Username'),
            ), // TextField
            TextField(
              controller: _passwordController,
              obscureText: true,
              decoration: const InputDecoration(labelText: 'Password'),
            ), // TextField
            const SizedBox(height: 20),
            ElevatedButton(
              onPressed: () async {
                final username = _usernameController.text;
                final password = _passwordController.text;
                try {
                  await Provider.of<AuthProvider>(context, listen: false)
                      .login(username, password);
                  Navigator.of(context).pushReplacementNamed('/profile');
                } catch (e) {
                  setState(() {
                    errorMessage = 'Invalid username or password';
                  });
                }
              },
              child: const Text('Login'),
            ), // ElevatedButton
            if (errorMessage.isNotEmpty)
              Padding(
                padding: const EdgeInsets.only(top: 10),
                child: Text(
                  errorMessage,
                  style: const TextStyle(color: Colors.red),
                ), // Text
              ), // Padding
          ],
        ), // Column
      ), // Padding
    ); // Scaffold
  }
}
```

Langkah 7:

Buat Halaman Profil (profil_screen.dart) di folder lib/screens/

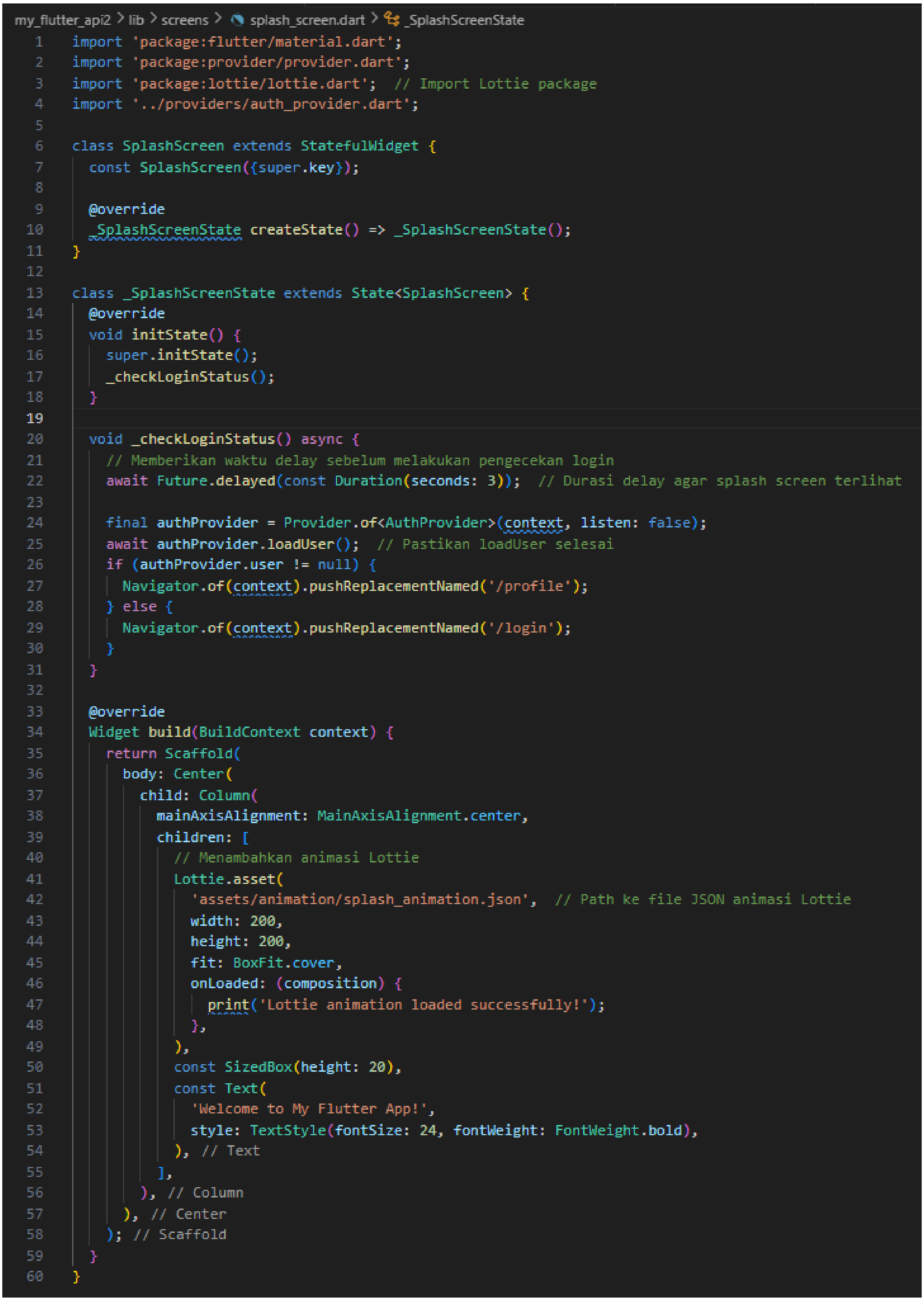


my_flutter_api2 > lib > screens > profil_screen.dart > {} <unnamed extension>

```dart
import 'package:flutter/material.dart';
import 'package:provider/provider.dart';
import '../providers/auth_provider.dart';

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

  @override
  Widget build(BuildContext context) {
    final authProvider = Provider.of<AuthProvider>(context);
    final user = authProvider.user;

    return Scaffold(
      appBar: AppBar(
        title: const Text('Profile'),
        actions: [
          IconButton(
            icon: const Icon(Icons.logout),
            onPressed: () {
              authProvider.logout();
              Navigator.of(context).pushReplacementNamed('/login');
            },
          ), // IconButton
        ],
      ), // AppBar
      body: Center(
        child: user != null
            ? Column(
                mainAxisAlignment: MainAxisAlignment.center,
                children: [
                  Text('Welcome, ${user.name}!'),
                  Text('Email: ${user.email}'),
                ],
              ) // Column
            : const CircularProgressIndicator(),
      ), // Center
    ); // Scaffold
  }
}

extension on String {
  get email => 'test@example.com';

  get name => 'Test User';
}
```

Langkah 8:

Buat Halaman Profil (splash_screen.dart) di folder lib/screens/


my_flutter_api2 > lib > screens > splash_screen.dart > _SplashScreenState

```dart
import 'package:flutter/material.dart';
import 'package:provider/provider.dart';
import 'package:lottie/lottie.dart';  // Import Lottie package
import '../providers/auth_provider.dart';

class SplashScreen extends StatefulWidget {
  const SplashScreen({super.key});

  @override
  _SplashScreenState createState() => _SplashScreenState();
}

class _SplashScreenState extends State<SplashScreen> {
  @override
  void initState() {
    super.initState();
    _checkLoginStatus();
  }

  void _checkLoginStatus() async {
    // Memberikan waktu delay sebelum melakukan pengecekan login
    await Future.delayed(const Duration(seconds: 3));  // Durasi delay agar splash screen terlihat

    final authProvider = Provider.of<AuthProvider>(context, listen: false);
    await authProvider.loadUser();  // Pastikan loadUser selesai
    if (authProvider.user != null) {
      Navigator.of(context).pushReplacementNamed('/profile');
    } else {
      Navigator.of(context).pushReplacementNamed('/login');
    }
  }

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      body: Center(
        child: Column(
          mainAxisAlignment: MainAxisAlignment.center,
          children: [
            // Menambahkan animasi Lottie
            Lottie.asset(
              'assets/animation/splash_animation.json',  // Path ke file JSON animasi Lottie
              width: 200,
              height: 200,
              fit: BoxFit.cover,
              onLoaded: (composition) {
                print('Lottie animation loaded successfully!');
              },
            ),
            const SizedBox(height: 20),
            const Text(
              'Welcome to My Flutter App!',
              style: TextStyle(fontSize: 24, fontWeight: FontWeight.bold),
            ), // Text
          ],
        ), // Column
      ), // Center
    ); // Scaffold
  }
}
```

```
{"nm":"Optima","mn":"","layers":[{"ty":4,"nm":"line/Optima_ae Outlines","mn":"","sr":1,"st":-1.00000004073083,"op":156.00000635401,"ip":153.000006231818,"hd":false,"cl":"","ln":"","ddd":0,"bm":0,"tt":0,
"hasMask":false,"td":0,"ao":0,"ks":{"a":{"a":0,"k":[73.5,20,0],"ix":1},"s":{"a":0,"k":[100,100,100],"ix":6},"sk":{"a":0,"k":0},"p":{"a":1,"k":[{"o":{"x":0.167,"y":0.167},"i":{"x":0.833,"y":0.833},"s":
[192.23,150.114,0],"t":153},{"o":{"x":0.167,"y":0.167},"i":{"x":0.833,"y":0.833},"s":[183.23,150.614,0],"t":154},{"o":{"x":0.167,"y":0.167},"i":{"x":0.833,"y":0.833},"s":[180.23,150.614,0],"t":155.
000006313279}],"ix":2},"sa":{"a":0,"k":0},"o":{"a":0,"k":100,"ix":11},"r":{"a":0,"k":0,"ix":10}},"ef":[],"shapes":[{"ty":"gr","bm":0,"cl":"","ln":"","hd":false,"mn":"ADBE Vector Group","nm":"Group 1",
"ix":1,"cix":2,"np":2,"it":[{"ty":"sh","bm":0,"cl":"","ln":"","hd":false,"mn":"ADBE Vector Shape - Group","nm":"Path 1","ix":1,"d":1,"ks":{"a":0,"k":{"c":false,"i":[[0,0],[0,0]],"o":[[0,0],[0,0]],"v":
[[20,20],[89,20]]},"ix":2}},{"ty":"st","bm":0,"cl":"","ln":"","hd":false,"mn":"ADBE Vector Graphic - Stroke","nm":"Stroke 1","lc":2,"lj":2,"ml":1,"o":{"a":0,"k":100,"ix":4},"w":{"a":0,"k":8,"ix":5},"d":
[],"c":{"a":0,"k":[0,0,0,1],"ix":3}},{"ty":"tr","a":{"a":0,"k":[0,0],"ix":1},"s":{"a":0,"k":[56.588,103.625],"ix":3},"sk":{"a":0,"k":0,"ix":4},"p":{"a":0,"k":[0,0],"ix":2},"r":{"a":0,"k":0,"ix":6},"sa":
{"a":0,"k":0,"ix":5},"o":{"a":0,"k":100,"ix":7}}]}],"ind":0},{"ty":4,"nm":"travelling box/Optima_ae Outlines 2","mn":"","sr":1,"st":24.00000097754,"op":160.000006516934,"ip":149.000006068894,"hd":false,
"cl":"","ln":"","ddd":0,"bm":0,"tt":0,"hasMask":false,"td":0,"ao":0,"ks":{"a":{"a":0,"k":[42.5,42.5,0],"ix":1},"s":{"a":0,"k":[60,60,100],"ix":6},"sk":{"a":0,"k":0},"p":{"a":1,"k":[{"o":{"x":0.167,"y":0.
167},"i":{"x":0.833,"y":0.833},"s":[181,137,0],"t":153},{"o":{"x":0.167,"y":0.167},"i":{"x":0.833,"y":0.833},"s":[258,136,0],"t":156.00000635401}],"ix":2},"sa":{"a":0,"k":0},"o":{"a":1,"k":[{"o":{"x":0.
167,"y":0.167},"i":{"x":0.833,"y":0.833},"s":[0],"t":153},{"o":{"x":0.167,"y":0.167},"i":{"x":0.833,"y":0.833},"s":[1],"t":154},{"o":{"x":0.167,"y":0.167},"i":{"x":0.833,"y":0.833},"s":[100],"t":156.
00000635401}],"ix":11},"r":{"a":1,"k":[{"o":{"x":0.167,"y":0.167},"i":{"x":0.833,"y":0.833},"s":[720],"t":153},{"o":{"x":0.167,"y":0.167},"i":{"x":0.833,"y":0.833},"s":[307],"t":155},{"o":{"x":0.167,
"y":0.167},"i":{"x":0.833,"y":0.833},"s":[0],"t":156.00000635401}],"ix":10}},"ef":[],"shapes":[{"ty":"gr","bm":0,"cl":"","ln":"","hd":false,"mn":"ADBE Vector Group","nm":"Group 1","ix":1,"cix":2,"np":2,
"it":[{"ty":"sh","bm":0,"cl":"","ln":"","hd":false,"mn":"ADBE Vector Shape - Group","nm":"Path 1","ix":1,"d":1,"ks":{"a":0,"k":{"c":true,"i":[[1.481,1.638],[0,0],[-1.637,1.481],[0,0],[-1.482,-1.637],[0,
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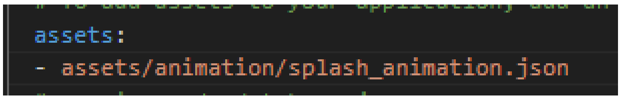
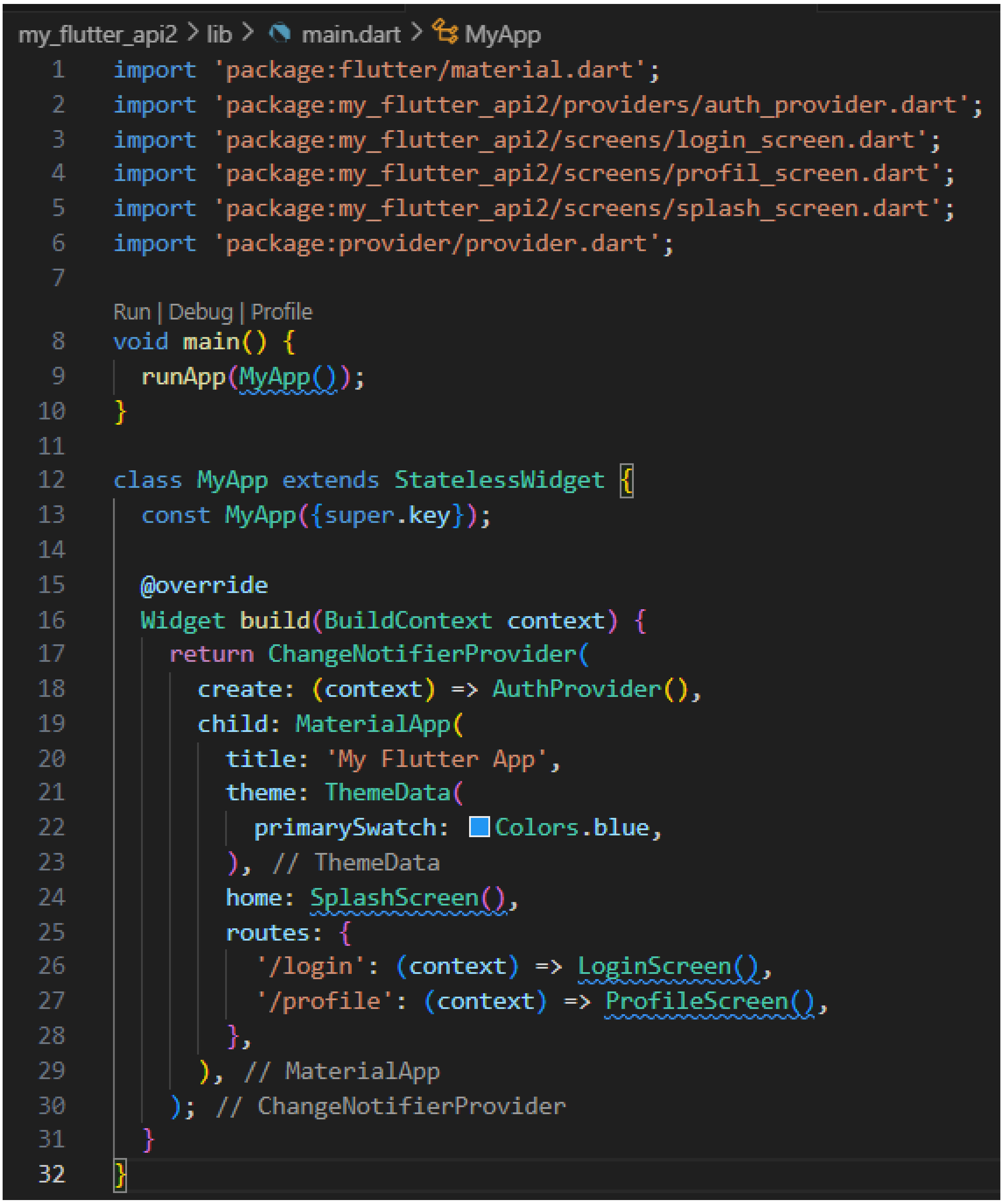
Tokenization is skipped for long lines for performance reasons. This can be configured via editor.maxTokenizationLineLength .



```
# To add assets to your application, add an
assets:
- assets/animation/splash_animation.json
```

Langkah 9:

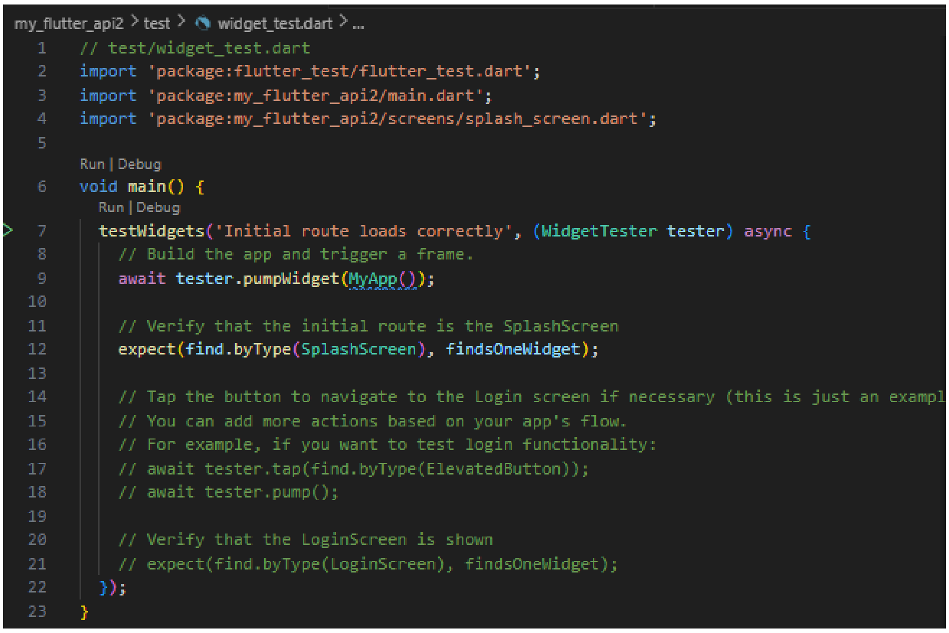
Mengatur Routing dan Provider di main.dart



```dart
import 'package:flutter/material.dart';
import 'package:my_flutter_api2/providers/auth_provider.dart';
import 'package:my_flutter_api2/screens/login_screen.dart';
import 'package:my_flutter_api2/screens/profil_screen.dart';
import 'package:my_flutter_api2/screens/splash_screen.dart';
import 'package:provider/provider.dart';

void main() {
  runApp(MyApp());
}

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

  @override
  Widget build(BuildContext context) {
    return ChangeNotifierProvider(
      create: (context) => AuthProvider(),
      child: MaterialApp(
        title: 'My Flutter App',
        theme: ThemeData(
          primarySwatch: Colors.blue,
        ), // ThemeData
        home: SplashScreen(),
        routes: {
          '/login': (context) => LoginScreen(),
          '/profile': (context) => ProfileScreen(),
        },
      ), // MaterialApp
    ); // ChangeNotifierProvider
  }
}
```

Langkah 10:

Modifikasi test/widget_test.dart

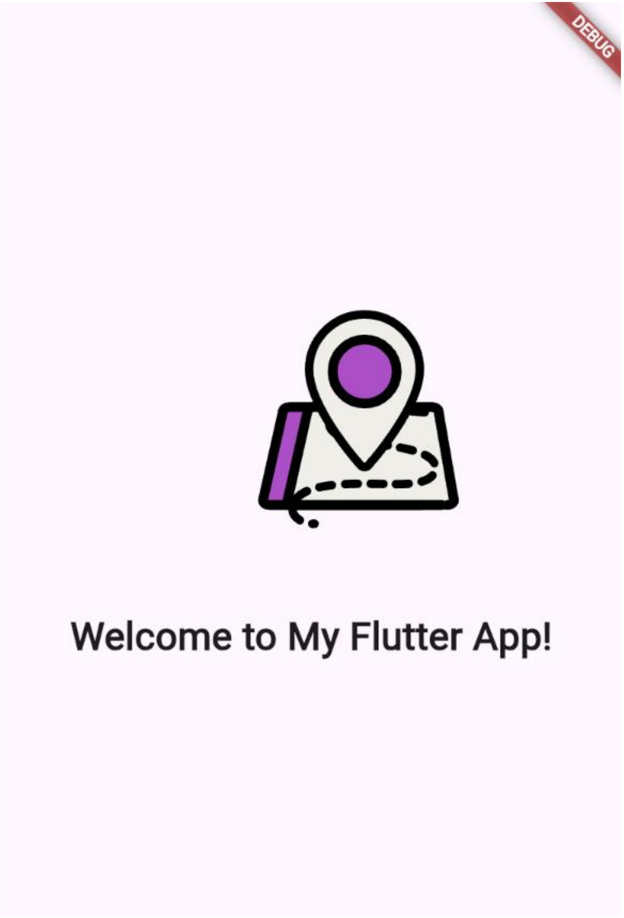


```dart
// test/widget_test.dart
import 'package:flutter_test/flutter_test.dart';
import 'package:my_flutter_api2/main.dart';
import 'package:my_flutter_api2/screens/splash_screen.dart';

void main() {
  testWidgets('Initial route loads correctly', (WidgetTester tester) async {
    // Build the app and trigger a frame.
    await tester.pumpWidget(MyApp());

    // Verify that the initial route is the SplashScreen
    expect(find.byType(SplashScreen), findsOneWidget);

    // Tap the button to navigate to the Login screen if necessary (this is just an exampl
    // You can add more actions based on your app's flow.
    // For example, if you want to test login functionality:
    // await tester.tap(find.byType(ElevatedButton));
    // await tester.pump();

    // Verify that the LoginScreen is shown
    // expect(find.byType(LoginScreen), findsOneWidget);
  });
}
```

Langkah 11:

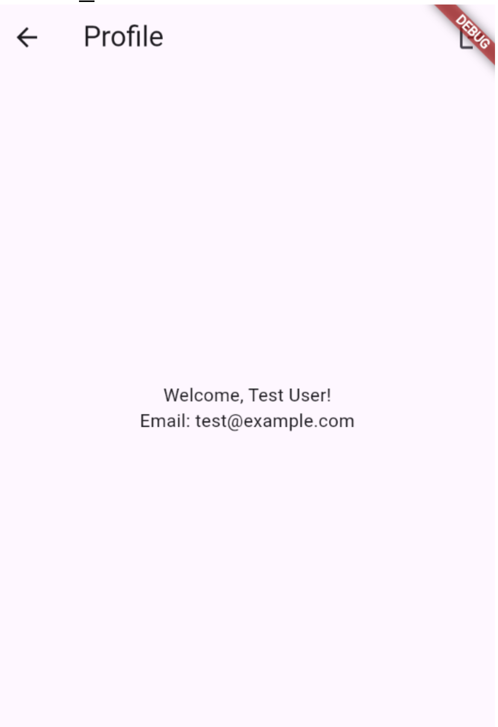
Output yang dihasilkan

- Splash_screen



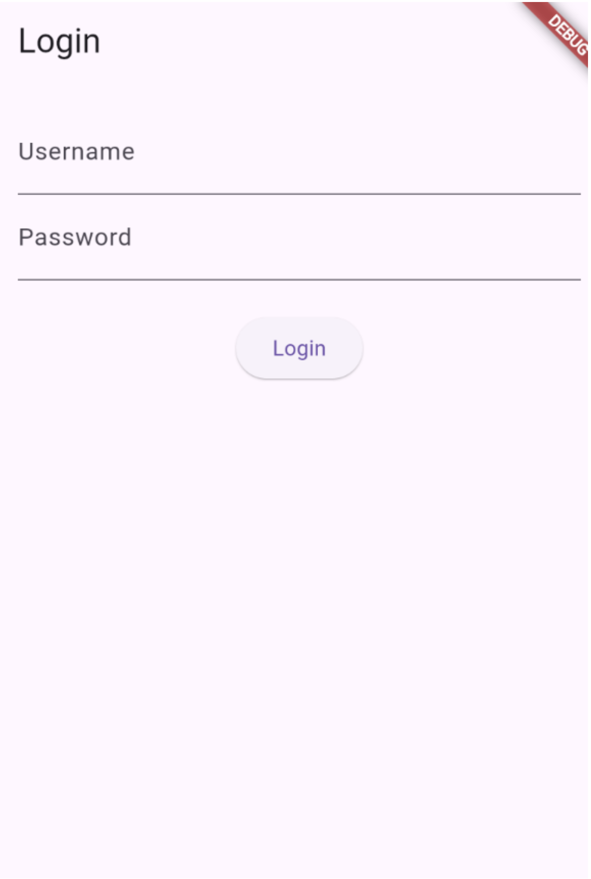
Welcome to My Flutter App!

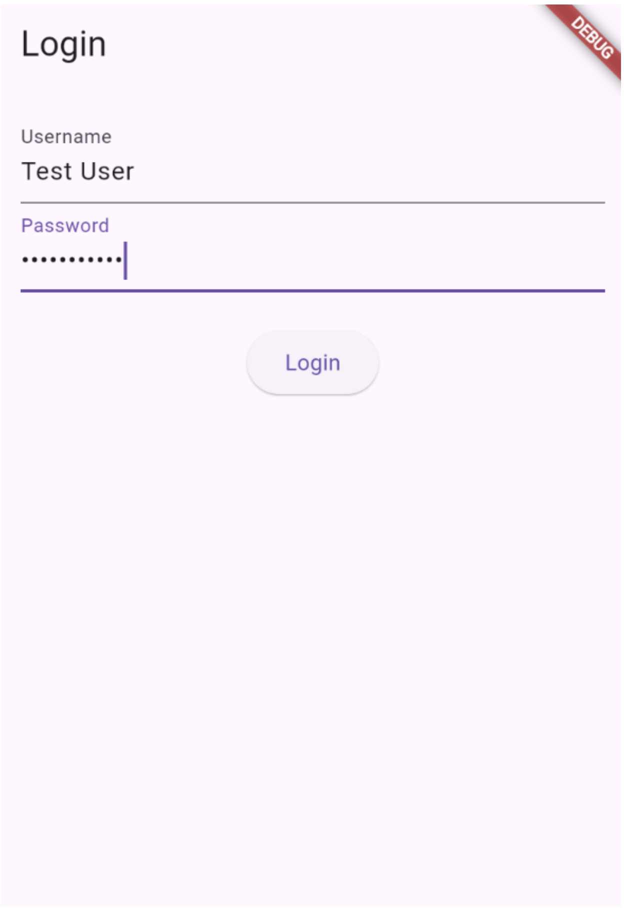
- Profile_screen



Welcome, Test User!
Email: test@example.com

- Login_screen





Login

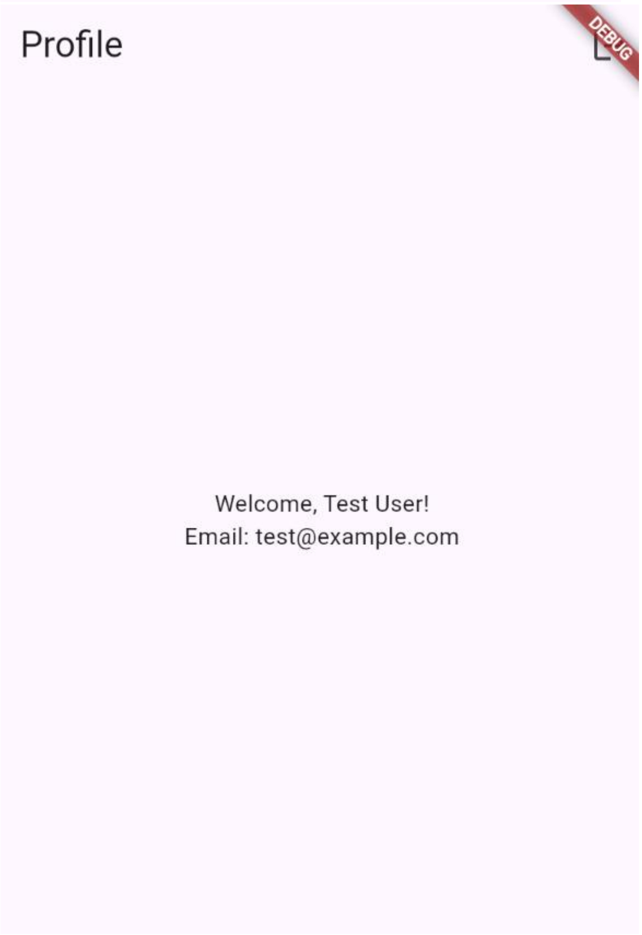
Username

Test User

Password

•••••••••••

Login



Profile

Welcome, Test User!

Email: test@example.com