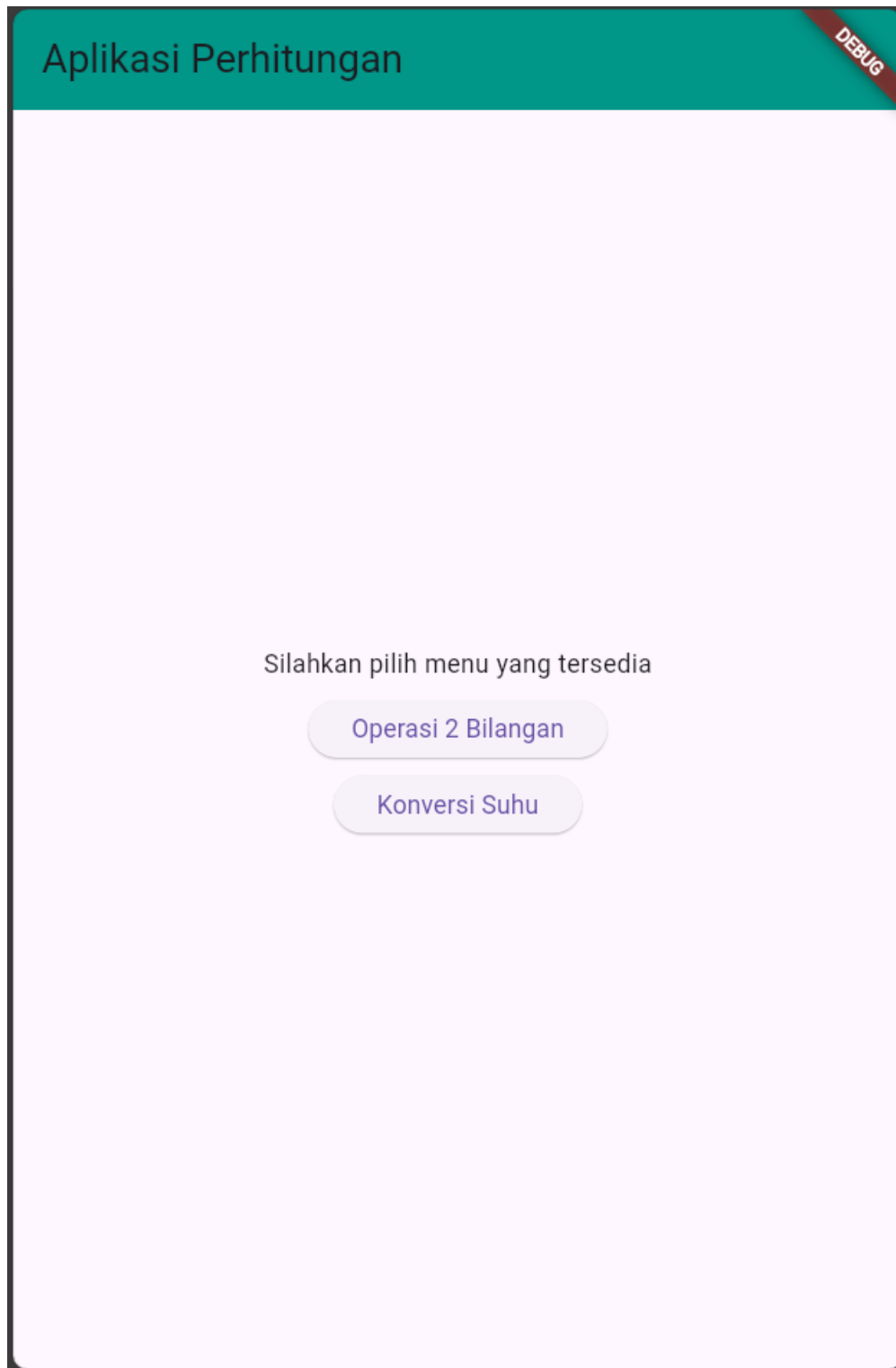


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## Operasi 2 Bilangan

DEBUG

Bilangan 1


# 13

Bilangan 2

# 34

Hitung

Hasil

 47



## Konversi Suhu

DEBUG

Fahrenheit



45

Konversi

Hasil dalam Celsius



7.22

Hasil dalam Kelvin



280.37

Hasil dalam Reamur



5.78



```
1  import 'package:flutter/material.dart';
2  import 'package:tugas3/beranda.dart'; // Path sesuai dengan struktur folder
3
4  void main() {
5    runApp(const MyApp());
6  }
7
8  class MyApp extends StatelessWidget {
9    const MyApp({super.key});
10
11    @override
12    Widget build(BuildContext context) {
13      return const MaterialApp(home: BerandaPage());
14    }
15  }
16
```

```
1 import 'package:flutter/material.dart';
2 import 'package:tugas3/operasi2bilangan.dart'; // Path sesuai dengan struktur folder
3 import 'package:tugas3/konversisuhu.dart'; // Pastikan file konversi_suhu.dart ada
4
5 class BerandaPage extends StatelessWidget {
6   const BerandaPage({super.key});
7
8   @override
9   Widget build(BuildContext context) {
10    return Scaffold(
11      appBar: AppBar(
12        title: const Text("Aplikasi Perhitungan"),
13        backgroundColor: Colors.teal, // Ganti warna background app bar
14      ),
15      body: Center(
16        child: Column(
17          mainAxisAlignment: MainAxisAlignment.center,
18          children: [
19            const Text("Silahkan pilih menu yang tersedia"),
20            SizedBox(height: 10),
21            ElevatedButton(
22              onPressed: () {
23                Navigator.push(
24                  context,
25                  MaterialPageRoute(builder: (context) => Operasi2bilangan()),
26                );
27              },
28              child: const Text("Operasi 2 Bilangan"),
29            ),
30            SizedBox(height: 10),
31            ElevatedButton(
32              onPressed: () {
33                Navigator.push(
34                  context,
35                  MaterialPageRoute(builder: (context) => KonversiSuhu()),
36                );
37              },
38              child: const Text("Konversi Suhu"),
39            ),
40          ],
41        ),
42      ),
43    );
44  }
45 }
46
```

```

1 import 'package:flutter/material.dart';
2
3 class Operasi2bilangan extends StatefulWidget {
4   const Operasi2bilangan({super.key});
5
6   @override
7   _Operasi2bilanganState createState() => _Operasi2bilanganState();
8 }
9
10 class _Operasi2bilanganState extends State<Operasi2bilangan> {
11   final TextEditingController billController = TextEditingController();
12   final TextEditingController bil2Controller = TextEditingController();
13   final TextEditingController hasilController =
14     TextEditingController(); // Controller untuk hasil
15
16   void hitung() {
17     // Mengambil nilai dari input
18     double bill1 = double.tryParse(billController.text) ?? 0;
19     double bil2 = double.tryParse(bil2Controller.text) ?? 0;
20
21     // Menghitung hasil (misalnya penjumlahan)
22     double total = bill1 + bil2;
23
24     // Menampilkan hasil di field hasil
25     hasilController.text = total.toString(); // Mengubah hasil menjadi string
26   }
27
28   @override
29   Widget build(BuildContext context) {
30     return Scaffold(
31       appBar: AppBar(
32         title: const Text("Operasi 2 Bilangan"),
33         backgroundColor: Colors.teal, // Ganti warna app bar
34       ),
35       body: Padding(
36         padding: const EdgeInsets.all(20),
37         child: Center(
38           child: Column(
39             mainAxisAlignment: MainAxisAlignment.center,
40             children: [
41               // Input bilangan pertama
42               TextField(
43                 controller: billController,
44                 decoration: InputDecoration(
45                   border: OutlineInputBorder(),
46                   hintText: "Input Bilangan Pertama",
47                   labelText: "Bilangan 1",
48                   prefixIcon: Icon(Icons.numbers),
49                 ),
50                 keyboardType: TextInputType.number,
51               ),
52               SizedBox(height: 10),
53               // Input bilangan kedua
54               TextField(
55                 controller: bil2Controller,
56                 decoration: InputDecoration(
57                   border: OutlineInputBorder(),
58                   hintText: "Input Bilangan Kedua",
59                   labelText: "Bilangan 2",
60                   prefixIcon: Icon(Icons.numbers),
61                 ),
62                 keyboardType: TextInputType.number,
63               ),
64               SizedBox(height: 10),
65               ElevatedButton(
66                 onPressed: hitung, // Panggil fungsi hitung saat tombol ditekan
67                 child: const Text("Hitung"),
68               ),
69               SizedBox(height: 20),
70               // Field untuk menampilkan hasil
71               TextField(
72                 controller: hasilController,
73                 decoration: InputDecoration(
74                   border: OutlineInputBorder(),
75                   labelText: "Hasil",
76                   prefixIcon: Icon(Icons.calculate),
77                 ),
78                 readOnly: true, // Membuat field hasil hanya bisa dibaca
79               ),
80             ],
81           ),
82         ),
83       ),
84     );
85   }
86 }
87

```

```

1  import 'package:flutter/material.dart';
2
3  class KonversiSuhu extends StatefulWidget {
4    const KonversiSuhu({super.key});
5
6    @override
7    _KonversiSuhuState createState() => _KonversiSuhuState();
8  }
9
10 class _KonversiSuhuState extends State<KonversiSuhu> {
11   final TextEditingController fahrenheitController = TextEditingController();
12   final TextEditingController celsiusController = TextEditingController();
13   final TextEditingController kelvinController = TextEditingController();
14   final TextEditingController reamurController = TextEditingController();
15
16   void konversi() {
17     // Mengambil nilai dari input
18     double fahrenheit = double.tryParse(fahrenheitController.text) ?? 0;
19
20     // Konversi ke Celsius, Kelvin, dan Reamur
21     double celsius = (fahrenheit - 32) * 5 / 9;
22     double kelvin = (fahrenheit - 32) * 5 / 9 + 273.15;
23     double reamur = (fahrenheit - 32) * 4 / 9;
24
25     // Menampilkan hasil di field masing-masing
26     celsiusController.text = celsius.toStringAsFixed(2);
27     kelvinController.text = kelvin.toStringAsFixed(2);
28     reamurController.text = reamur.toStringAsFixed(2);
29   }
30
31   @override
32   Widget build(BuildContext context) {
33     return Scaffold(
34       appBar: AppBar(
35         title: const Text("Konversi Suhu"),
36         backgroundColor: Colors.teal, // Ganti warna app bar
37       ),
38       body: Padding(
39         padding: const EdgeInsets.all(20),
40         child: Center(
41           child: Column(
42             mainAxisAlignment: MainAxisAlignment.center,
43             children: [
44               // Input suhu dalam Fahrenheit
45               TextField(
46                 controller: fahrenheitController,
47                 decoration: InputDecoration(
48                   border: OutlineInputBorder(),
49                   hintText: "Input Suhu dalam Fahrenheit",
50                   labelText: "Fahrenheit",
51                   prefixIcon: Icon(Icons.thermostat),
52                 ),
53                 keyboardType: TextInputType.number,
54               ),
55               SizedBox(height: 10),
56               ElevatedButton(
57                 onPressed:
58                   konversi, // Panggil fungsi konversi saat tombol ditekan
59                 child: const Text("Konversi"),
60               ),
61               SizedBox(height: 20),
62               // Field untuk menampilkan hasil konversi
63               TextField(
64                 controller: celsiusController,
65                 decoration: InputDecoration(
66                   border: OutlineInputBorder(),
67                   labelText: "Hasil dalam Celsius",
68                   prefixIcon: Icon(Icons.thermostat),
69                 ),
70                 readOnly: true, // Membuat field hasil hanya bisa dibaca
71               ),
72               SizedBox(height: 10),
73               TextField(
74                 controller: kelvinController,
75                 decoration: InputDecoration(
76                   border: OutlineInputBorder(),
77                   labelText: "Hasil dalam Kelvin",
78                   prefixIcon: Icon(Icons.thermostat),
79                 ),
80                 readOnly: true, // Membuat field hasil hanya bisa dibaca
81               ),
82               SizedBox(height: 10),
83               TextField(
84                 controller: reamurController,
85                 decoration: InputDecoration(
86                   border: OutlineInputBorder(),
87                   labelText: "Hasil dalam Reamur",
88                   prefixIcon: Icon(Icons.thermostat),
89                 ),
90                 readOnly: true, // Membuat field hasil hanya bisa dibaca
91               ),
92             ],
93           ),
94         ),
95       );
96   }
97 }
98
99

```