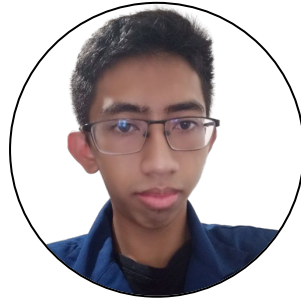




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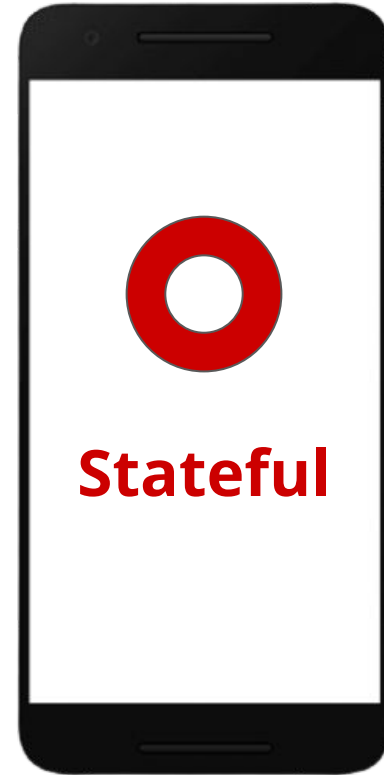
## **Memahami Penggunaan Stateless dan Stateful Widget**



Muhammad **Azhar** Rasyad

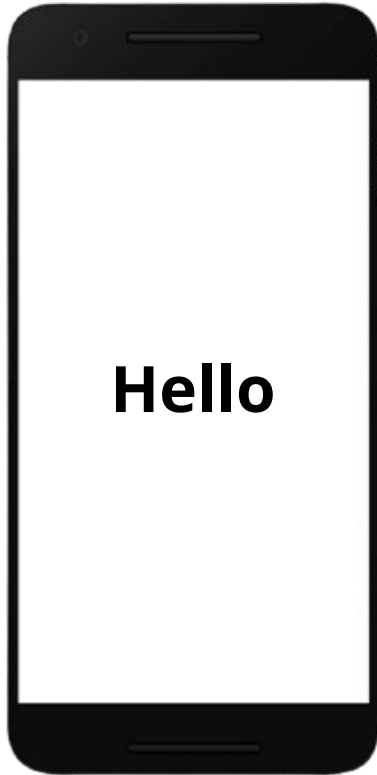
Sekolah Tinggi Teknologi Terpadu Nurul Fikri

Peserta Flutter Mentoring Batch 4



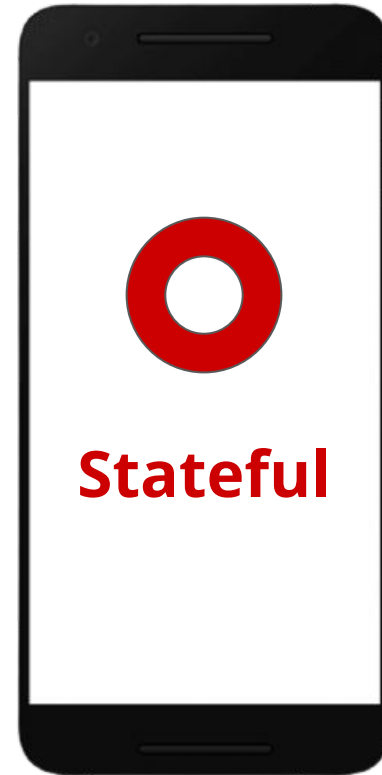


Kondisi widget yang **tidak berubah**

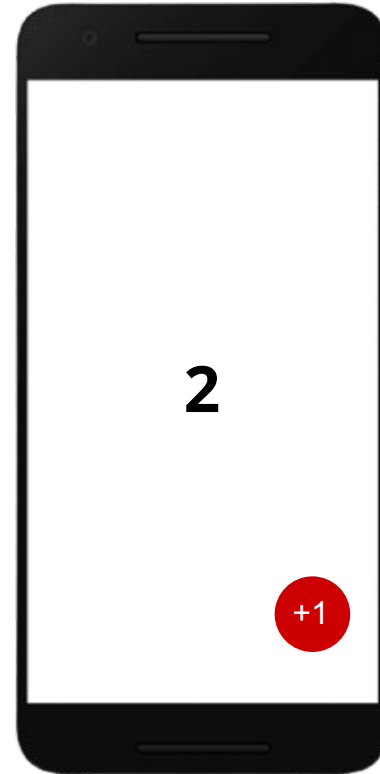


Contoh pada tampilan di samping akan terus menampilkan kata Hello **tanpa adanya perubahan** pada layar

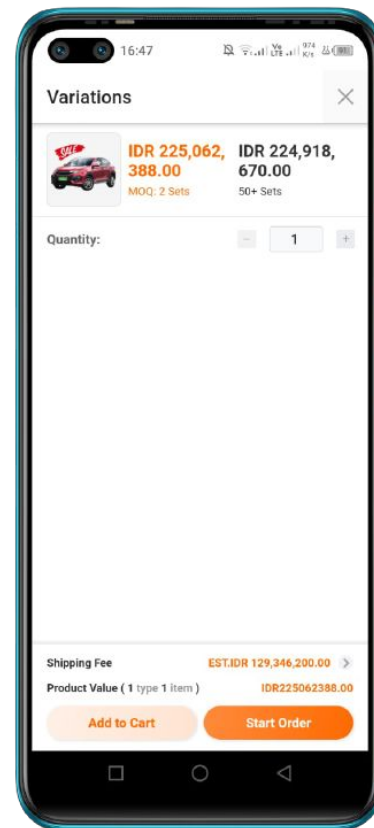
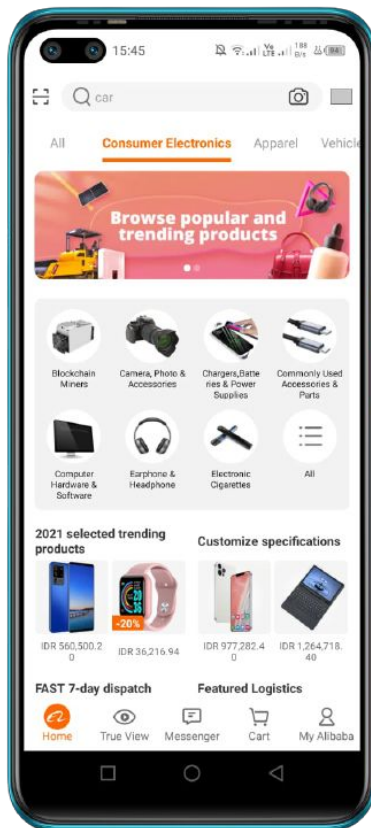
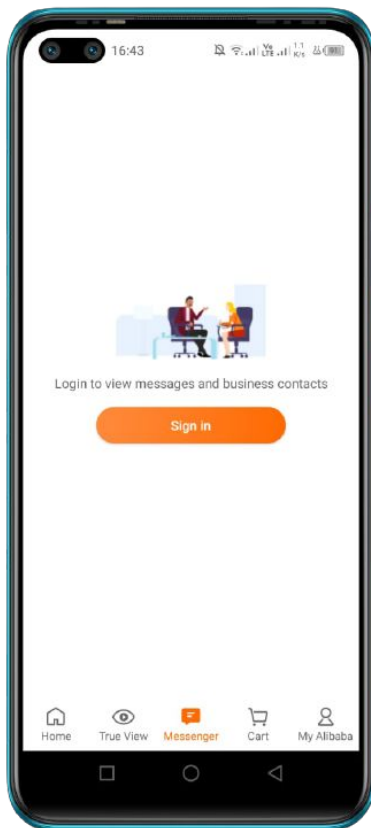
Kondisi widget yang **dapat berubah**



Contoh pada tampilan di samping **angka akan bertambah 1** ketika menekan tombol +1 sehingga **layar akan berubah**



# Contoh Aplikasi





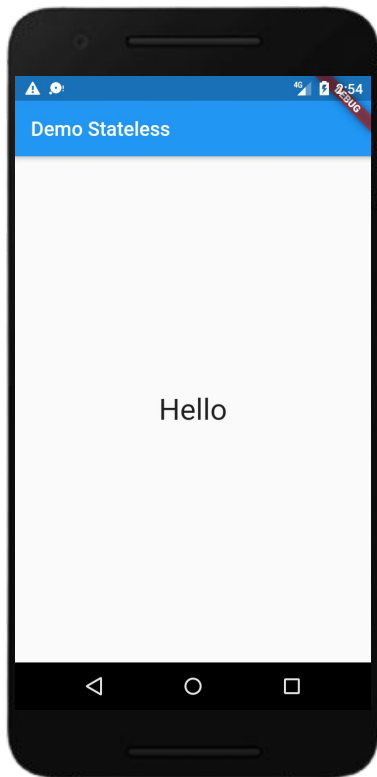


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**Demo**

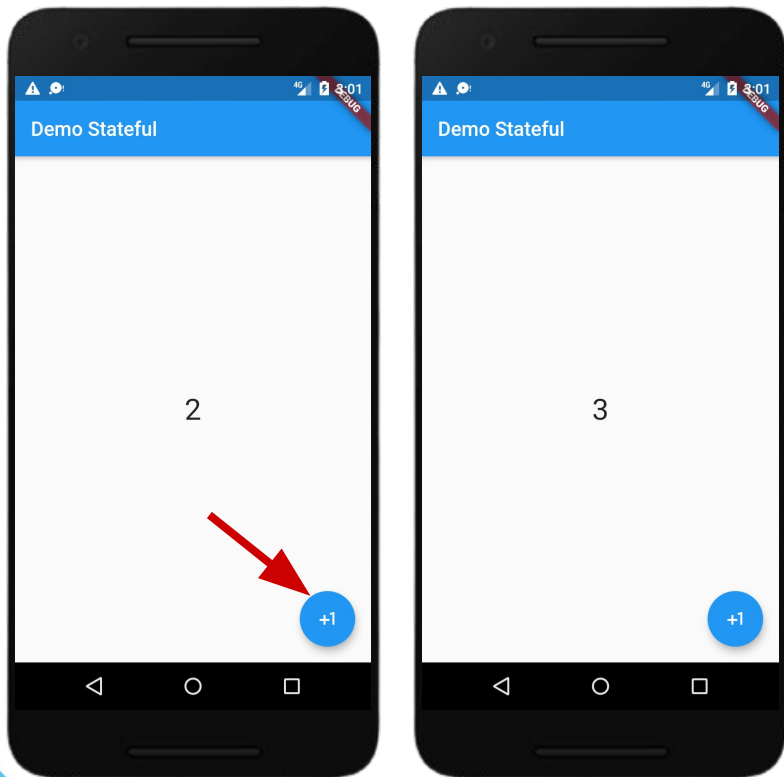


# Code Stateless



```
class DemoStateless extends StatelessWidget {  
  @override  
  Widget build(BuildContext context) {  
    return Scaffold(  
      appBar: AppBar(  
        title: Text('Demo Stateless'),  
      ),  
      body: Center(  
        child: Text(  
          'Hello',  
          style: TextStyle(fontSize: 30),  
        ),  
      ),  
    );  
  }  
}
```

# Code Stateful



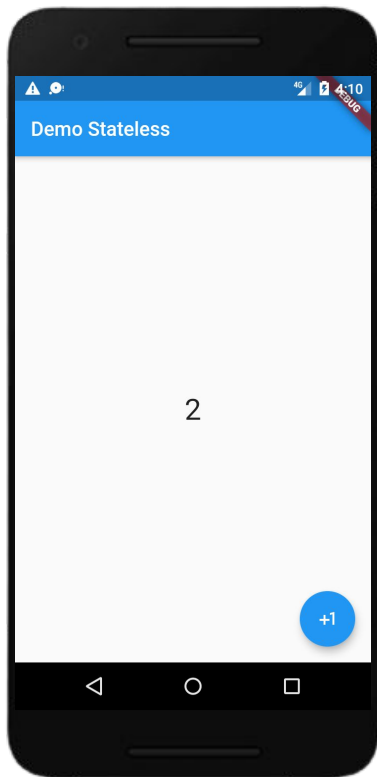
```
class DemoStateful extends StatefulWidget {
  @override
  _DemoStatefulState createState() => _DemoStatefulState();
}

class _DemoStatefulState extends State<DemoStateful> {
  int number = 2;

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text('Demo Stateful'),
      ),
      body: Center(
        child: Text(
          this.number.toString(),
          style: TextStyle(fontSize: 30),
        ),
      ),
      floatingActionButton: FloatingActionButton(
        child: Icon(Icons.plus_one),
        onPressed: () {
          setState(() {
            this.number += 1;
          });
        },
      ),
    );
  }
}
```



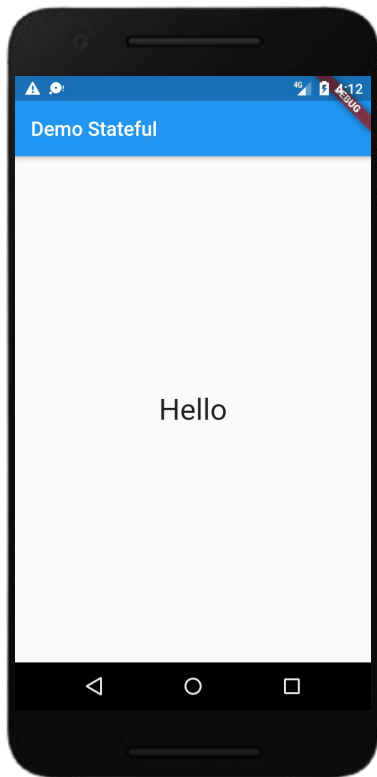
# Code Stateless to Stateful



```
class DemoStateless extends StatelessWidget {  
  int number = 2;  
  
  @override  
  Widget build(BuildContext context) {  
    return Scaffold(  
      appBar: AppBar(  
        title: Text('Demo Stateless'),  
      ),  
      body: Center(  
        child: Text(  
          this.number.toString(),  
          style: TextStyle(fontSize: 30),  
        ),  
      ),  
      floatingActionButton: FloatingActionButton(  
        child: Icon(Icons.plus_one),  
        onPressed: () {  
          setState(() {  
            this.number += 1;  
          });  
        },  
      ),  
    );  
  }  
}
```



# Code Stateful to Stateless



```
class DemoStateful extends StatefulWidget {  
  @override  
  _DemoStatefulState createState() => _DemoStatefulState();  
}  
  
class _DemoStatefulState extends State<DemoStateful> {  
  @override  
  Widget build(BuildContext context) {  
    return Scaffold(  
      appBar: AppBar(  
        title: Text('Demo Stateful'),  
      ),  
      body: Center(  
        child: Text(  
          'Hello',  
          style: TextStyle(fontSize: 30),  
        ),  
      ),  
    );  
  }  
}
```

# Referensi



- <https://www.youtube.com/watch?v=dNIWzMI6CgY>
- <https://arbiyanto.medium.com/memahami-perbedaan-stateless-vs-stateful-widget-flutter-e8ea12e46ac>

The image features a green background with a white circuit board pattern. The pattern consists of various lines, dots, and circles, resembling a complex electronic circuit. In the center, the word "Udacoding" is written in a large, white, stylized font. Below it, the text "IT Training Center - IoT Solution - Software Development" is written in a smaller, white, sans-serif font.

# Udacoding

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A blue diagonal bar is located in the bottom-left corner of the image.

**Ada Pertanyaan?**



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**Terima Kasih**