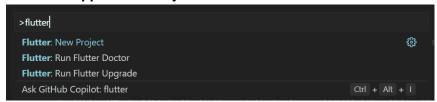
JOBSHEET 4 – FLUTTER 1

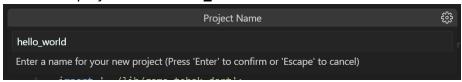
PEMROGRAMAN MOBILE

Praktikum 1: Membuat Project Flutter Baru

Tekan tombol Ctrl + Shift + P maka akan tampil Command Palette, lalu ketik Flutter.
 Pilih New Application Project.



- 2. Buat folder sesuai style laporan praktikum
- 3. Buat nama project flutter hello world



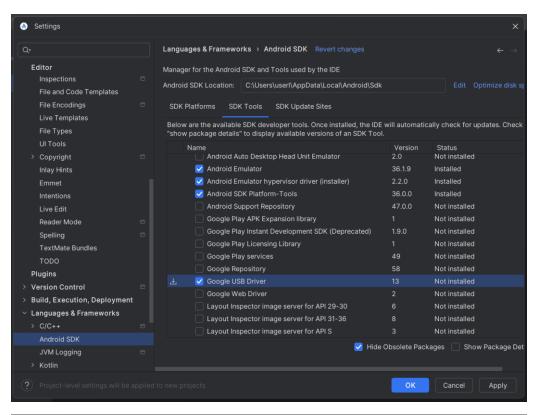
4. Jika sudah selesai proses pembuatan project baru, pastikan tampilan seperti berikut.

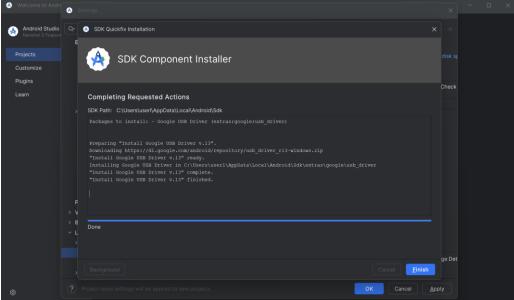
```
Recreating project .... windows\runner\resource.h (created)
 windows\runner\resources\app_icon.ico (created)
 windows\runner\runner.exe.manifest (created)
 windows\runner\Runner.rc (created)
 windows\runner\utils.cpp (created)
 windows\runner\utils.h (created)
 windows\runner\win32_window.cpp (created)
 windows\runner\win32_window.h (created)
  test\widget_test.dart (created)
Resolving dependencies...
Downloading packages...
Got dependencies.
Wrote 130 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 .
  $ flutter run
Your application code is in .\lib\main.dart.
exit code 0
```

Praktikum 2: Menghubungkan Perangkat Android atau Emulator

Menjalankan aplikasi ke perangkat fisik (device Android atau iOS). Ikuti Langkah-langkah pada codelab tautan berikut ini.

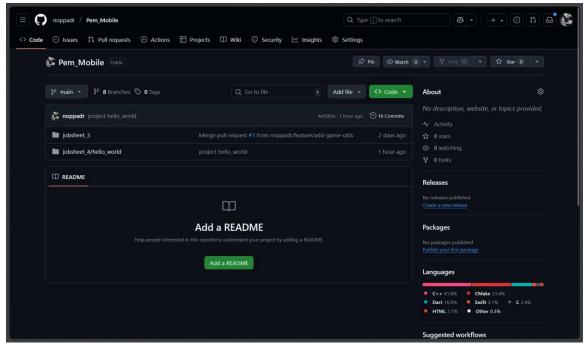
 $\underline{https://developer.android.com/codelabs/basic-android-kotlin-compose-connect-device?hl=id\#0}$



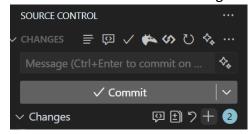


Praktikum 3: Membuat Repository GitHub dan Laporan Praktikum

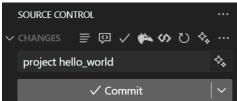
- 1. Login ke akun GitHub, lalu buat repository baru dengan nama "flutter-fundamental1".
- 2. Lalu klik tombol "Create repository". Saya menggunakan repository yang sudah ada.



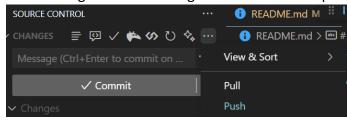
3. Pilih menu Source Control di bagian kiri, lalu lakukan stages (+) pada file.



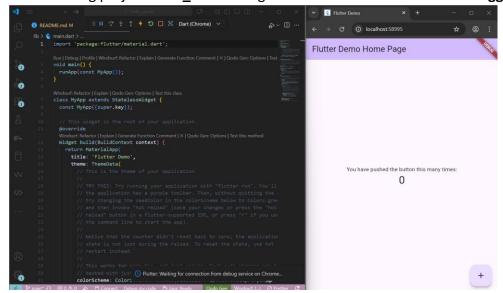
4. Beri pesan commit project hello_world lalu klik Commit



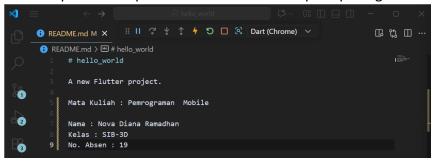
5. Lalu klik bagian menu titik tiga untuk melakukan push



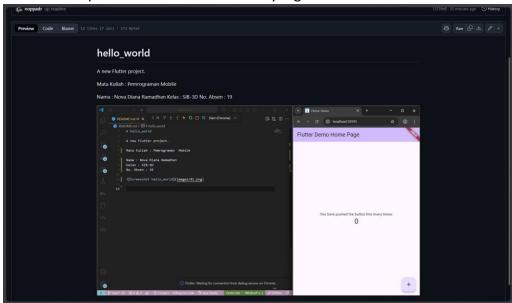
6. Coba running project **hello_world** dengan tekan **F5** atau **Run > Start Debugging**.



7. Lakukan perubahan pada isi file readme.md seperti pada gambar dibawah ini



- 8. Lakukan push ke github
- 9. Berikut merupakan hasil dari file readme yang telah diubah



LINK GITHUB

https://github.com/noppadr/Pem Mobile/tree/main/jobsheet 4/hello world