Database Concept

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```dart
import 'package:flutter/material.dart';
import 'mobil.dart' as mobil;
import 'truck.dart' as truck;
import 'motor.dart' as motor;
import 'bus.dart' as bus;

void main(){
  runApp(new MaterialApp(
    title: "Bengkel Online",
    home: new HalamanSatu(),
  ));
}

class HalamanSatu extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return new Scaffold(
      backgroundColor: Colors.white,
      appBar: new AppBar(
        backgroundColor: Colors.red[800],
        leading: new Icon(Icons.home),
        title: new Center(child: new Text("JENIS KENDARAAN"),
        ),
        actions: <Widget>[new Icon(Icons.search) ],
      ),
      body: ListView(children: <Widget>[
        Padding(
          padding: const EdgeInsets.all(20.0),
          child: RaisedButton(
            child: Text('MOBIL', style: TextStyle(color: Colors.white)),
            color: Colors.blue,
            splashColor: Colors.lightGreen,
            shape: RoundedRectangleBorder(
              borderRadius: BorderRadius.circular(20.0)
            ),
            onPressed: (){
              Navigator.push(context, MaterialPageRoute(builder: (context) =>
mobil.Mobil()));
            },
          ),
        ),
        Padding(
          padding: const EdgeInsets.all(20.0),
          child: RaisedButton(
            child: Text('TRUCK', style: TextStyle(color: Colors.white)),
            color: Colors.blue,
            splashColor: Colors.lightGreen,
            shape: RoundedRectangleBorder(
```

```
                    borderRadius: BorderRadius.circular(20.0)
                  ),
                  onPressed: (){
                    Navigator.push(context, MaterialPageRoute(builder: (context) =>
truck.Truck()));
                  },
                ),
              ),
              Padding(
                padding: const EdgeInsets.all(20.0),
                child: RaisedButton(
                  child: Text('MOTOR', style: TextStyle(color: Colors.white)),
                  color: Colors.blue,
                  splashColor: Colors.lightGreen,
                  shape: RoundedRectangleBorder(
                    borderRadius: BorderRadius.circular(20.0)
                  ),
                  onPressed: (){
                    Navigator.push(context, MaterialPageRoute(builder: (context) =>
motor.Motor()));
                  },
                ),
              ),
              Padding(
                padding: const EdgeInsets.all(20.0),
                child: RaisedButton(
                  child: Text('BUS', style: TextStyle(color: Colors.white)),
                  color: Colors.blue,
                  splashColor: Colors.lightGreen,
                  shape: RoundedRectangleBorder(
                    borderRadius: BorderRadius.circular(20.0)
                  ),
                  onPressed: (){
                    Navigator.push(context, MaterialPageRoute(builder: (context) =>
bus.Bus()));
                  },
                ),
              )
            ],)


      );
    }
}
```

Pada Coding diatas merupakan coding untuk menampilkan background, logo Home, upbar yang warna merah. Coding diatas juga coding untuk membuat button Mobil, Truck, Motor, dan Bus, jika diklick akan masuk ke memmasukan permasalahan kendaraannya.

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

void main(){
  runApp(Motor());
}
class Motor extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return new Scaffold(
      backgroundColor: Colors.white,
      appBar: new AppBar(
        backgroundColor: Colors.red[800],
        //leading: new Icon(Icons.home),
        title: new Center(child: new Text("MOTOR"),
        ),
        actions: <Widget>[new Icon(Icons.search) ],
      ),
      body: new Container(

        padding: EdgeInsets.all(20.0),
        child: Column(
         //child: new _MyStatefulWidgetState(
           // teks: "komputer mati"
         //),
          children: [
            TextField(
              decoration: InputDecoration(
                border: InputBorder.none,
                hintText: 'Merek Motor'
              ),
            ),
            TextField(
              decoration: InputDecoration(
                border: InputBorder.none,
                hintText: 'Nama Motor'
              ),
            ),
            TextField(
              decoration: InputDecoration(
                border: InputBorder.none,
                hintText: 'Tahun Motor'
              ),
            ),
            TextField(
              decoration: InputDecoration(
                border: InputBorder.none,
```

```
                    hintText: 'Permasalahan'
                ),
            ),
            RaisedButton(
                child: Text(
                    "Kirim",
                    style: TextStyle(color: Colors.white),
                ),
                color: Colors.blue,
                onPressed: () {
                    Navigator.push(context, MaterialPageRoute(builder: (context)
=>carimontir.Carimontir()));
                },
            ),
        ],
      ),
    ),
  );
  }
}
```

Coding diatas adalah proses penginputan masalah, merek kendaraan, nama kendaraan, dan tahun kendaraan pada motor.

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

void main(){
  runApp(Bus());
}
class Bus extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return new Scaffold(
      backgroundColor: Colors.white,
      appBar: new AppBar(
        backgroundColor: Colors.red[800],
        //leading: new Icon(Icons.home),
        title: new Center(child: new Text("BUS"),
        ),
        actions: <Widget>[new Icon(Icons.search) ],
      ),
      body: new Container(

        padding: EdgeInsets.all(20.0),
        child: Column(
          //child: new _MyStatefulWidgetState(
```

```
        // teks: "komputer mati"
      //),
      children: [
        TextField(
          decoration: InputDecoration(
            border: InputBorder.none,
            hintText: 'Merek Bus'
          ),
        ),
        TextField(
          decoration: InputDecoration(
            border: InputBorder.none,
            hintText: 'Nama Bus'
          ),
        ),
        TextField(
          decoration: InputDecoration(
            border: InputBorder.none,
            hintText: 'Tahun Bus'
          ),
        ),
        TextField(
          decoration: InputDecoration(
            border: InputBorder.none,
            hintText: 'Permasalahan'
          ),
        ),
        RaisedButton(
          child: Text(
            "Kirim",
            style: TextStyle(color: Colors.white),
          ),
          color: Colors.blue,
          onPressed: () {
            Navigator.push(context, MaterialPageRoute(builder: (context)
=>carimontir.Carimontir()));
          },
        ),
      ],
    ),
  ),
);
  }
}
```

Coding diatas adalah proses penginputan masalah, merek kendaraan, nama kendaraan, dan tahun kendaraan pada Bus.

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

void main(){
  runApp(Truck());
}
class Truck extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return new Scaffold(
      backgroundColor: Colors.white,
      appBar: new AppBar(
        backgroundColor: Colors.red[800],
        //leading: new Icon(Icons.home),
        title: new Center(child: new Text("TRUCK"),
        ),
        actions: <Widget>[new Icon(Icons.search) ],
      ),
      body: new Container(

        padding: EdgeInsets.all(20.0),
        child: Column(
         //child: new _MyStatefulWidgetState(
           // teks: "komputer mati"
         //),
          children: [
            TextField(
              decoration: InputDecoration(
                border: InputBorder.none,
                hintText: 'Merek Truck'
              ),
            ),
            TextField(
              decoration: InputDecoration(
                border: InputBorder.none,
                hintText: 'Nama Truck'
              ),
            ),
            TextField(
              decoration: InputDecoration(
                border: InputBorder.none,
                hintText: 'Tahun Truck'
              ),
            ),
            TextField(
```

```dart
              decoration: InputDecoration(
                border: InputBorder.none,
                hintText: 'Permasalahan'
              ),
            ),
            RaisedButton(
              child: Text(
                "Kirim",
                style: TextStyle(color: Colors.white),
              ),
              color: Colors.blue,
              onPressed: () {
                  Navigator.push(context, MaterialPageRoute(builder: (context)
=>carimontir.Carimontir()));
              },
            ),
          ],
        ),
      ),
    );
  }
}
```

Coding diatas adalah proses penginputan masalah, merek kendaraan, nama kendaraan, dan tahun kendaraan pada Truck.

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

void main(){
  runApp(Mobil());
}
class Mobil extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return new Scaffold(
      backgroundColor: Colors.white,
      appBar: new AppBar(
        backgroundColor: Colors.red[800],
        //leading: new Icon(Icons.home),
        title: new Center(child: new Text("MOBIL"),
        ),
        actions: <Widget>[new Icon(Icons.search) ],
      ),
      body: new Container(

        padding: EdgeInsets.all(20.0),
        child: Column(
         //child: new _MyStatefulWidgetState(
          // teks: "komputer mati"
```

```dart
        //),
        children: [
          TextField(
            decoration: InputDecoration(
              border: InputBorder.none,
              hintText: 'Merek Mobil'
            ),
          ),
          TextField(
            decoration: InputDecoration(
              border: InputBorder.none,
              hintText: 'Nama Mobil'
            ),
          ),
          TextField(
            decoration: InputDecoration(
              border: InputBorder.none,
              hintText: 'Tahun Mobil'
            ),
          ),
          TextField(
            decoration: InputDecoration(
              border: InputBorder.none,
              hintText: 'Permasalahan'
            ),
          ),
          RaisedButton(
            child: Text(
              "Kirim",
              style: TextStyle(color: Colors.white),
            ),
            color: Colors.blue,
            onPressed: () {
              Navigator.push(context, MaterialPageRoute(builder: (context)
=>carimontir.Carimontir()));
            },
          ),
        ],
      ),
    ),
  );
  }
}
```

Coding diatas adalah proses penginputan masalah, merek kendaraan, nama kendaraan, dan tahun kendaraan pada Mobil.

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

void main(){
  runApp(Carimontir());
}
class Carimontir extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return new Scaffold(
      backgroundColor: Colors.white,
      appBar: new AppBar(
        backgroundColor: Colors.red[800],
        //leading: new Icon(Icons.home),
        title: new Center(child: new Text("MONTIR"),
        ),
        actions: <Widget>[new Icon(Icons.search) ],
      ),
      body: Center (child: Text('MENCARI MONTIR....', style:
TextStyle(fontSize: 18)))
    );
  }
}
```
Coding diatas adalah proses setelah pengiriman masalah yang di input oleh customer.