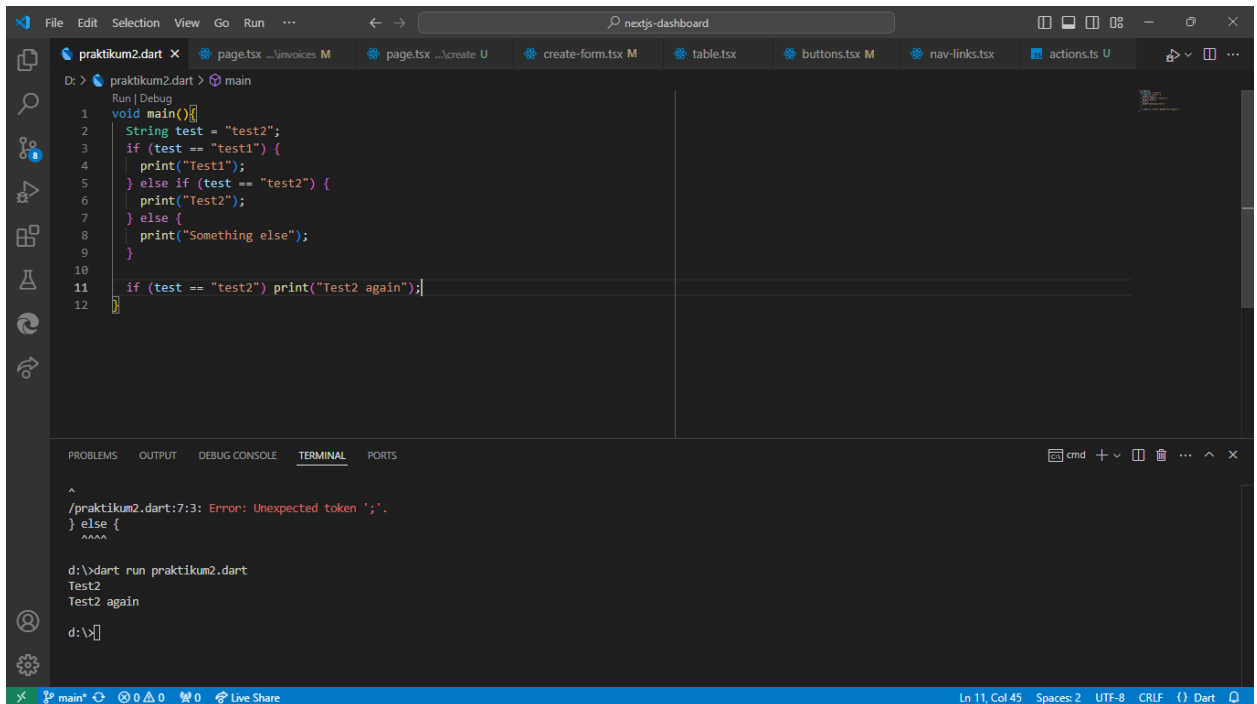


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Pengantar Bahasa Pemrograman Dart - Bagian 2

Praktikum 1

1. Langkah 1



The screenshot shows an IDE window with a file explorer on the left and a code editor. The code editor displays a Dart file named `praktikum2.dart` with the following content:

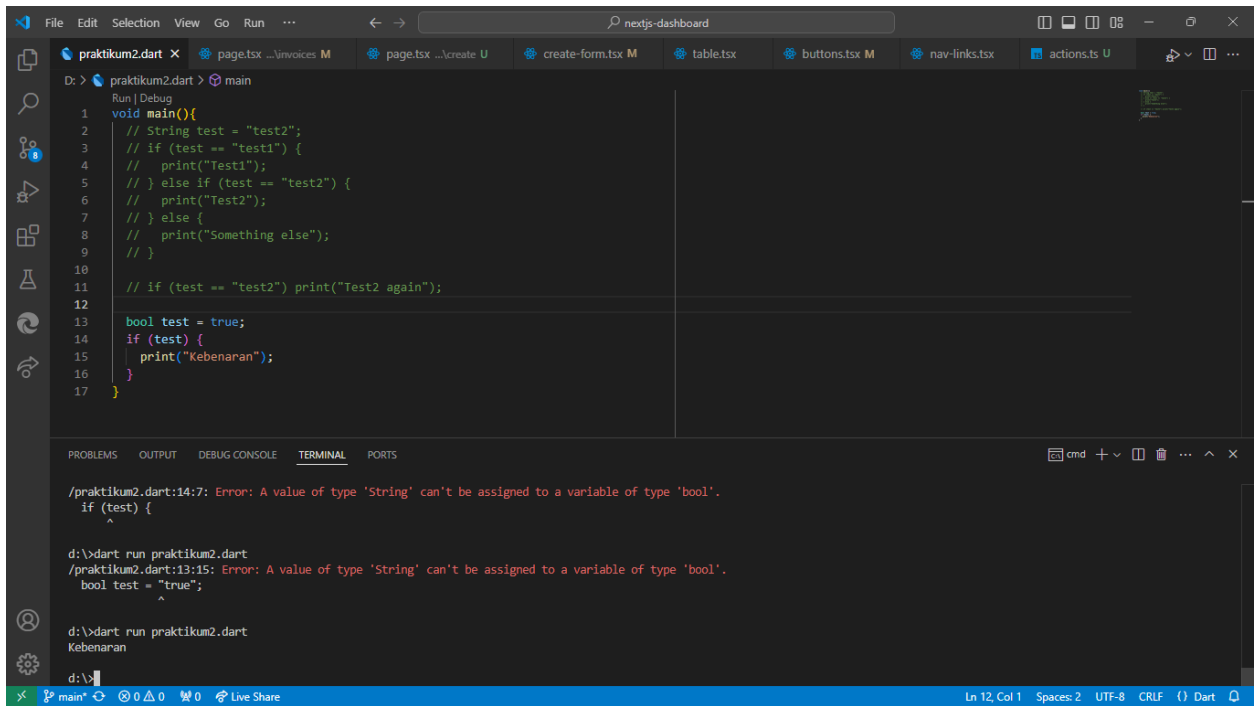
```
1 void main() {  
2   String test = "test2";  
3   if (test == "test1") {  
4     print("Test1");  
5   } else if (test == "test2") {  
6     print("Test2");  
7   } else {  
8     print("Something else");  
9   }  
10  
11   if (test == "test2") print("Test2 again");  
12 }
```

The terminal at the bottom shows the command `dart run praktikum2.dart` being executed, resulting in the output:

```
Test2  
Test2 again
```

The status bar at the bottom indicates the file is `main*`, has 0 errors and 0 warnings, and is using UTF-8 encoding with CRLF line endings.

2. Langkah 3



```
File Edit Selection View Go Run ... nextjs-dashboard
praktikum2.dart x page.tsx ...invoices M page.tsx ...create U create-form.tsx M table.tsx buttons.tsx M nav-links.tsx actions.ts U
D:\> praktikum2.dart > main
Run | Debug
1 void main(){
2   // String test = "test2";
3   // if (test == "test1") {
4   //   print("Test1");
5   // } else if (test == "test2") {
6   //   print("Test2");
7   // } else {
8   //   print("Something else");
9   // }
10
11 // if (test == "test2") print("Test2 again");
12
13 bool test = true;
14 if (test) {
15   print("Kebenaran");
16 }
17 }
```

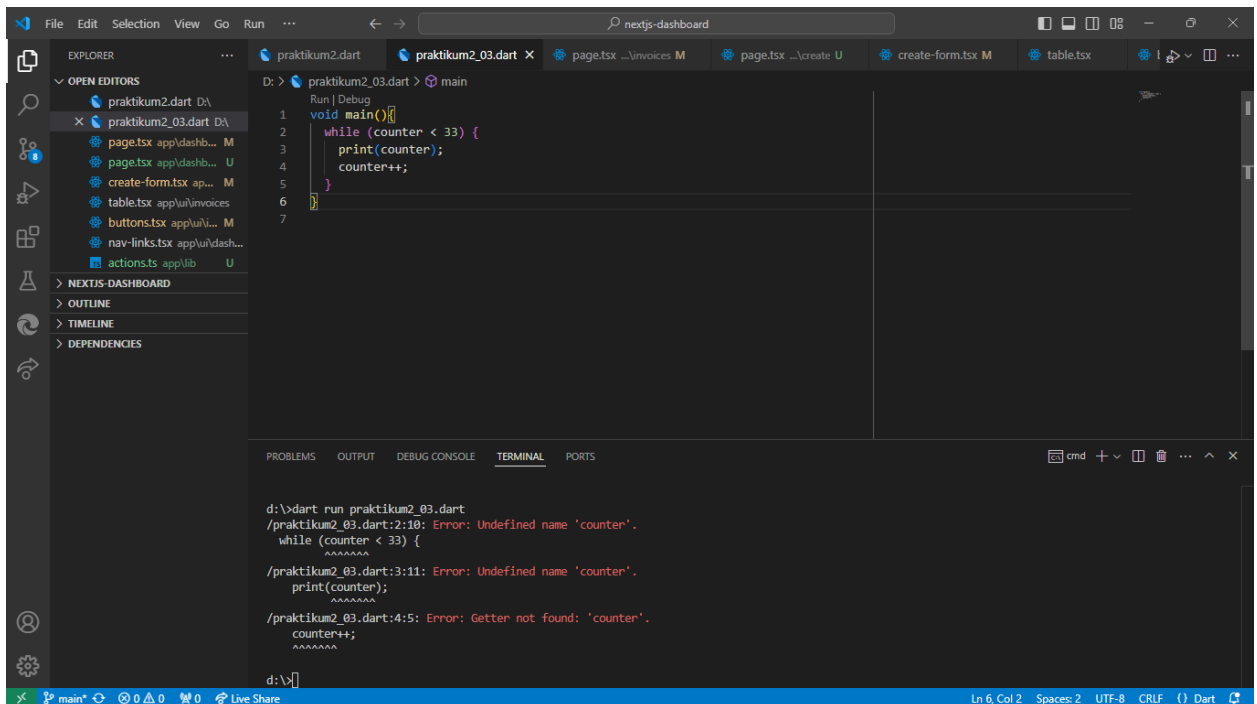
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

```
/praktikum2.dart:14:7: Error: A value of type 'String' can't be assigned to a variable of type 'bool'.
if (test) {
  ^
/praktikum2.dart:13:15: Error: A value of type 'String' can't be assigned to a variable of type 'bool'.
bool test = "true";
               ^
d:\>dart run praktikum2.dart
/praktikum2.dart:13:15: Error: A value of type 'String' can't be assigned to a variable of type 'bool'.
bool test = "true";
               ^
d:\>dart run praktikum2.dart
Kebenaran
d:\>
```

Ln 12, Col 1 Spaces: 2 UTF-8 CRLF () Dart

Praktikum 2

1. Langkah 1



```
File Edit Selection View Go Run ... nextjs-dashboard
praktikum2.dart praktikum2_03.dart x page.tsx ...invoices M page.tsx ...create U create-form.tsx M table.tsx buttons.tsx M nav-links.tsx actions.ts U
D:\> praktikum2_03.dart > main
Run | Debug
1 void main(){
2   while (counter < 33) {
3     print(counter);
4     counter++;
5   }
6 }
7 }
```

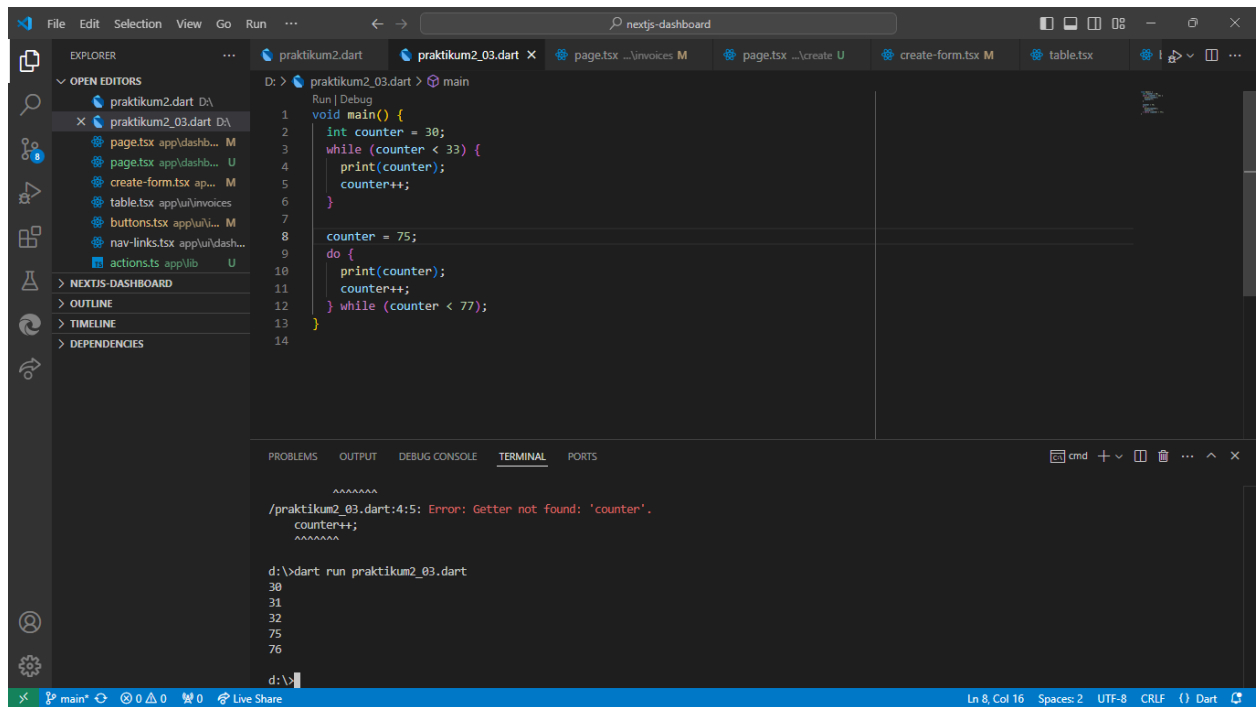
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

```
d:\>dart run praktikum2_03.dart
/praktikum2_03.dart:2:10: Error: Undefined name 'counter'.
while (counter < 33) {
      ^^^^^^^
/praktikum2_03.dart:3:11: Error: Undefined name 'counter'.
  print(counter);
    ^^^^^^^
/praktikum2_03.dart:4:5: Error: Getter not found: 'counter'.
    counter++;
    ^^^^^^^
d:\>
```

Ln 6, Col 2 Spaces: 2 UTF-8 CRLF () Dart

Tentu saja error, karena variabel counter belum dideklarasikan.

2. Langkah 3



The screenshot shows the Visual Studio Code editor with a Dart file named `praktikum2_03.dart`. The code defines a `main` function that initializes a `counter` variable to 30, enters a `while` loop that prints the counter and increments it until it reaches 33, then sets the counter to 75 and enters a `do-while` loop that prints the counter and increments it until it reaches 77. The terminal at the bottom shows the command `d:\>dart run praktikum2_03.dart` and its output, which lists the values 30, 31, 32, 75, and 76, indicating that the loops executed successfully.

```
1 void main() {
2   int counter = 30;
3   while (counter < 33) {
4     print(counter);
5     counter++;
6   }
7
8   counter = 75;
9   do {
10    print(counter);
11    counter++;
12  } while (counter < 77);
13 }
14
```

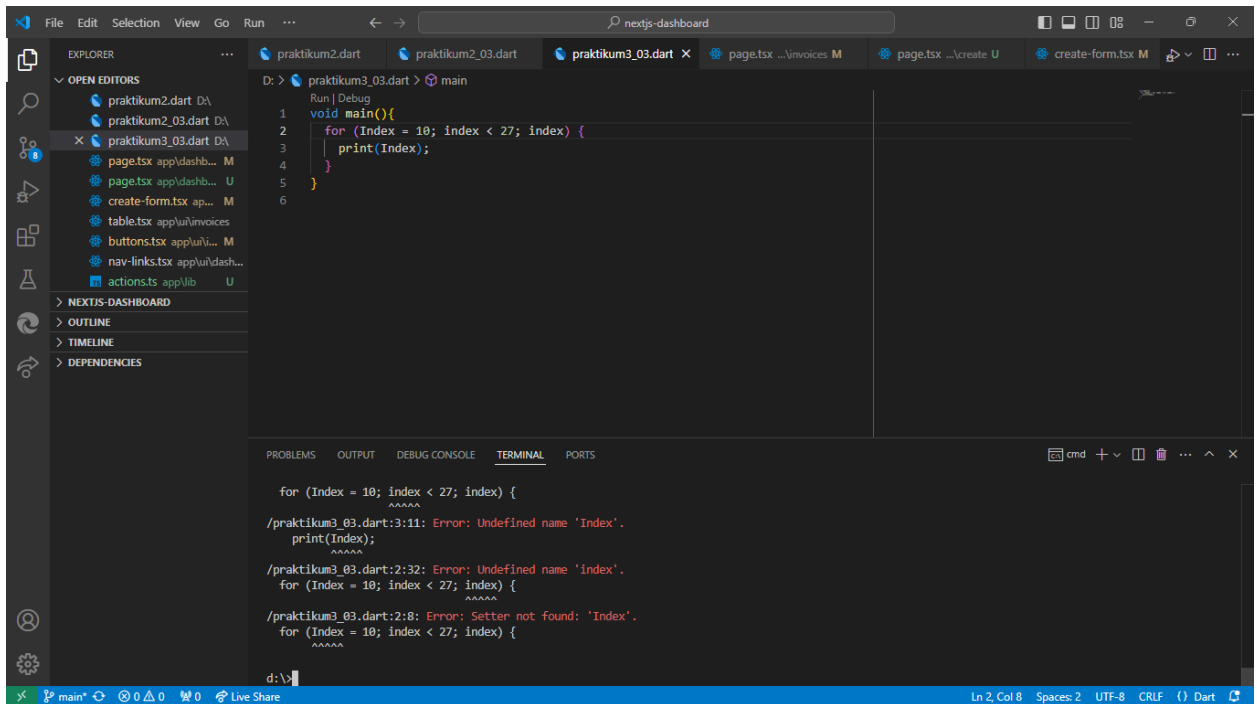
```
*****
/praktikum2_03.dart:4:5: Error: Getter not found: 'counter'.
counter++;
*****

d:\>dart run praktikum2_03.dart
30
31
32
75
76
d:\>
```

Of course lah no error, karena variabel counter sudah dideklarasikan, bahkan dimutasikan sebelum statement do while dijalankan.

Praktikum 3

1. Langkah 1



The screenshot shows an IDE with a file explorer on the left containing files like praktikum2.dart, praktikum3.dart, and various .tsx files. The main editor displays a Dart file named praktikum3_03.dart with the following code:

```
1 void main() {  
2   for (Index = 10; index < 27; index) {  
3     print(Index);  
4   }  
5 }  
6
```

The terminal at the bottom shows the following error messages:

```
/praktikum3_03.dart:3:11: Error: Undefined name 'Index'.  
  print(Index);  
/praktikum3_03.dart:2:32: Error: Undefined name 'index'.  
  for (Index = 10; index < 27; index) {  
/praktikum3_03.dart:2:8: Error: Setter not found: 'Index'.  
  for (Index = 10; index < 27; index) {
```

Error disebabkan 3 hal: tipe data indeks tidak ditentukan dan terdapat ketidak konsistenan kapitalisasi pada nama indeks. Untuk yang ketiga bukan error, tapi kesalahan logika di mana variabel Indeks tidak diincrement.

2. Langkah 3

Same mistakes as before. Here is the code after getting fixed, of course by myself.

The screenshot shows a VS Code editor with a Dart file named `praktikum3_03.dart`. The code is as follows:

```
D: > praktikum3_03.dart > ...
Run | Debug
1 void main(){
2   for (int Index = 10; Index < 27; Index++) {
3     print(Index);
4     if (Index == 21) break;
5     else if (Index > 1 || Index < 7) continue;
6     print(Index);
7   }
8 }
9
```

The terminal output shows the command `d:\>dart run praktikum3_03.dart` and the output of the program:

```
10
11
12
13
14
15
16
17
18
19
20
21
```