Dokumentasi Uas Mobile Programming



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- Aplikasi yang saya buat adalah aplikasi pengadaan barang pada suatu perusahaan Dan untuk membaungun aplikasi ini kita membutuhkan 2 table yaitu:

Table **barang**



Dan Table user



Selanjutnya kita buat beberapa API untuk menghubungkan ke table yang kita telah buat yang disimpan pada folder hosting **public_html/api_rafid/**

Di aplikasi saya ada halaman login jadi kita buat dulu API untuk halaman Login dan registrasinya yang disimpan pada folder hosting **public_html/api_rafid/login**

login.php

```
<?php

$db = mysqli_connect('localhost', 'mibh7264_rafid', 'Wadadbwdwa%wada&', 'mibh7264_db
rafid');

$username = $_POST['username'];

$password = $_POST['password'];

$sql = "SELECT * FROM user WHERE username = '".$username."' AND password = '".$pa
ssword."'";

$result = mysqli_query($db,$sql);

$count = mysqli_num_rows($result);

if($count == 1){
    echo json_encode("Success");</pre>
```

```
}
else{
  echo json_encode("Error");
}
```

Register.php

```
<?php
$db = mysqli_connect('localhost','mibh7264_rafid','Wadadbwdwa%wada&','mibh7264_dbr
afid');
if(!$db)
{
    echo "Database connection failed";
}
$username = $_POST['username'];
$password = $_POST['password'];
$email = $_POST['email'];
$$q1 = "SELECT username FROM user WHERE username = '".$username."'";
$result = mysqli_query($db,$sql);
$count = mysqli_num_rows($result);
if(scount == 1){
    echo json_encode("Error");
}else{
$insert = "INSERT INTO user(username,password,email) VALUES ('".$username."','
".$password."','".$email."')";
        $query = mysqli_query($db,$insert);
        if($query){
            echo json_encode("Success");
        }
}
?>
```

- Selanjutnya kita akan buat API CRUD untuk terhubung pada data barang dan simpan pada folder **public_html/api_rafid/barang**

list.php

```
$connection = new mysqli("localhost","mibh7264_rafid","Wadadbwdwa%wada&","mibh7264
_dbrafid");
$data = mysqli_query($connection, "select * from barang");
$data = mysqli_fetch_all($data, MYSQLI_ASSOC);
echo json_encode($data);
```

detail.php

```
$connection = new mysqli("localhost","mibh7264_rafid","Wadadbwdwa%wada&","mibh7264
_dbrafid");
$data = mysqli_query($connection, "select * from barang");
$data = mysqli_fetch_all($data, MYSQLI_ASSOC);
echo json_encode($data);
```

create.php

```
<?php

$connection = new mysqli("localhost","mibh7264_rafid","Wadadbwdwa%wada&","mibh7264
   _dbrafid");

$nama = $_POST['nama_barang'];

$jumlah = $_POST['jumlah'];

$harga = $_POST['harga'];</pre>
```

```
$result = mysqli_query($connection, "insert into barang set nama_barang='$nama',ju
mlah='$jumlah',harga='$harga'");
if ($result){
    echo json_encode(['message'=>'data input successfully']);
}else{
    echo json_encode(['message'=>'data failed to input']);
}
```

update.php

```
$connection = new mysqli("localhost","mibh7264_rafid","Wadadbwdwa%wada&","mibh7264
    _dbrafid");
$nama = $_POST['nama_barang'];
$jumlah = $_POST['jumlah'];
$harga = $_POST['harga'];
$id = $_POST['id'];

$result = mysqli_query($connection,"update barang set nama_barang='$nama',jumlah='
$jumlah',harga='$harga' where id='$id'");
if ($result){
    echo json_encode(['message'=>'data edit successfully']);
}else{
    echo json_encode(['message'=>'data failed to update']);
}
?>
```

delete.php

```
<?php

$connection = new mysqli("localhost","mibh7264_rafid","Wadadbwdwa%wada&","mibh7264
   _dbrafid");

$id = $_POST['id'];</pre>
```

```
$result = mysqli_query($connection, "delete from barang where id=".$id);
if ($result){
   echo json_encode(['message'=>'data delete successfully']);
}else{
   echo json_encode(['message'=>'data failed to delete']);
}
?>
```

Selanjutanya kita buat API CRUD untuk menghubungkan ke table user yang disimpan pada folder hosting public_html/api_rafid/user

list_user.php

```
<?php

$connection = new mysqli('localhost', 'mibh7264_rafid', 'Wadadbwdwa%wada&', 'mibh7264
_dbrafid');

$data = mysqli_query($connection, "select * from user");

$data = mysqli_fetch_all($data, MYSQLI_ASSOC);

echo json_encode($data);</pre>
```

detail_user

```
<?php
$connection = new mysqli('localhost','mibh7264_rafid','Wadadbwdwa%wada&','mibh7264
_dbrafid');
$data = mysqli_query($connection, "SELECT * from user where id_user=".$_GET['id_user']);
$data = mysqli_fetch_array($data, MYSQLI_ASSOC);
echo json_encode($data);</pre>
```

create_user.php

```
<?php

$connection = new mysqli('localhost','mibh7264_rafid','Wadadbwdwa%wada&','mibh7264
_dbrafid');

$username =$_POST['username'];

$password = $_POST['password'];</pre>
```

```
$email = $_POST['email'];

$result = mysqli_query($connection, "insert into user set username='$username',pas
sword='$password',email='$email'");

if ($result){
    echo json_encode(['message'=>'data input successfully']);
}else{
    echo json_encode(['message'=>'data failed to input']);
}
```

update_user.php

```
$connection = new mysqli('localhost','mibh7264_rafid','Wadadbwdwa%wada&','mibh7264
_dbrafid');
$username =$_POST['username'];
$password = $_POST['password'];
$email = $_POST['email'];
$id_user = $_POST['id_user'];

$result = mysqli_query($connection, "update user set username='$username',password
='$password',email='$email' where id_user='$id_user'");
if ($result){
    echo json_encode(['message'=>'data edit successfully']);
}else{
    echo json_encode(['message'=>'data failed to update']);
}
}
```

delete.php

```
<?php

$connection = new mysqli('localhost','mibh7264_rafid','Wadadbwdwa%wada&','mibh7264
   _dbrafid');

$id = $_POST['id_user'];</pre>
```

```
$result = mysqli_query($connection, "delete from user where id_user=".$id);
if ($result){
   echo json_encode(['message'=>'data delete successfully']);
}else{
   echo json_encode(['message'=>'data failed to delete']);
}
?>
```

- 1. Buatlah project fultter dengan nama bebas
- 2. Buka folder **pubspec.yaml** lalu tambahkan liblary di bawah ini untuk mendownload liblary yang dibutuhkan kemudian **pub get :**

flutter_staggered_grid_view: ^0.6.1

http: ^0.13.4 fluttertoast: ^8.0.9 letakkan seperti ini:

```
# The following adds the Cupertino Icons font to your application.
# Use with the CupertinoIcons class for iOS style icons.
cupertino_icons: ^1.0.2
flutter_staggered_grid_view: ^0.6.1
http: ^0.13.4 #to interact with api

fluttertoast: ^8.0.9 #to display toast message
```

Lanjut kita menuju folder lib pada project dan ganti main.dart kalian jadi seperti ini untuk halaman login, pada halaman login kita menggunakan username dan password yang ada pada **table data user**

main.dart

apada main.dart ini kita akan membuat untuk halaman login pada aplikasi

```
import 'dart:convert';
import 'package:flutter/material.dart';
import 'package:fluttertoast/fluttertoast.dart';
/*fluttertoast ke dalam proyek Flutter. Paket
fluttertoast menyediakan fungsionalitas untuk
menampilkan pesan toast (balon informasi singkat) di aplikasi Flutter.
```

```
runApp(const MyApp());
const MyApp({Key? key}) : super(key: key);
  return MaterialApp(
    home: const MyHomePage(),
    '/MyHomePage':(BuildContext context) => new MyHomePage(),
      '/Dashboard': (BuildContext context) => new Dashboard(),
      '/userhome': (BuildContext context) => new userhome(),
MyHomePageState createState() => MyHomePageState();
```

```
Future login() async {
  if (data.toString() == "Success") {
     MaterialPageRoute(
       builder: (context) => Dashboard(),
```

```
colors: [Colors.teal.shade200, Colors.purple.shade900])),
        borderRadius: BorderRadius.only(
      padding: const EdgeInsets.only(bottom: 35, left:
                      offset: Offset(1, 1),
Padding (
  padding: const EdgeInsets.symmetric(horizontal: 30)
  child: TextField(
    decoration: InputDecoration(
```

```
const BoxConstraints(minWidth: 45),
                        enabledBorder: OutlineInputBorder(
BorderRadius.circular(100).copyWith(
                        focusedBorder: OutlineInputBorder(
BorderRadius.circular(100).copyWith(
                Padding(
                  padding: const EdgeInsets.symmetric(horizontal: 30)
                    decoration: InputDecoration(
                        const BoxConstraints(minWidth: 45),
                        suffixIconConstraints:
                        const BoxConstraints(minWidth: 45, maxWidth: 46),
                        suffixIcon: GestureDetector(
```

```
enabledBorder: OutlineInputBorder(
BorderRadius.circular(100).copyWith(
                        focusedBorder: OutlineInputBorder(
BorderRadius.circular(100).copyWith(
                GestureDetector(
                    margin: const EdgeInsets.symmetric(horizontal: 30),
                              offset: const Offset(2, 2))
Radius.circular(0)),
                        gradient: LinearGradient(colors: [
                    child: Text('Login',
                        style: TextStyle(
                            fontSize: 15,
```

ini ouput login



lanjut kalian buat file register yang berfungsi untuk membuat form registrasi jika belum punya akun

register.dart

```
import 'dart:convert';
import 'package:flutter/material.dart';
import 'package:fluttertoast/fluttertoast.dart';
import 'package:http/http.dart' as http;
import 'dashboard.dart';
import 'main.dart';

class Register extends StatefulWidget {
   const Register({Key? key}) : super(key: key);

   @override
   _RegisterState createState() => _RegisterState();
}

class _RegisterState extends State<Register> {
   TextEditingController user = TextEditingController();
   TextEditingController pass = TextEditingController();
   TextEditingController email = TextEditingController();
```

```
Future register() async {
   Navigator.push (context,
     MaterialPageRoute(
   child: Scaffold(
        child: SingleChildScrollView(
            children: [
              Align(
```

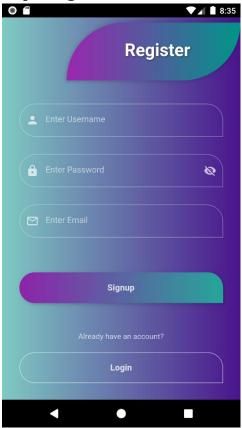
```
child: Padding(
                      padding: const EdgeInsets.only(bottom: 35, left:
                      child: Row(
                                  Shadow (
                                      offset: Offset(1, 1),
                Padding(
                  padding: const EdgeInsets.symmetric(horizontal: 30)
                    decoration: InputDecoration(
                        prefixIconConstraints:
                        const BoxConstraints(minWidth: 45),
                        prefixIcon: const Icon(
                        enabledBorder: OutlineInputBorder(
BorderRadius.circular(100).copyWith(
                            const BorderSide(color: Colors.white38)),
                        focusedBorder: OutlineInputBorder(
BorderRadius.circular(100).copyWith(
                            const BorderSide(color: Colors.white70))),
```

```
Padding (
                    decoration: InputDecoration(
                        suffixIconConstraints:
                        enabledBorder: OutlineInputBorder(
BorderRadius.circular(100).copyWith(
                            const BorderSide(color: Colors.white38)),
                        focusedBorder: OutlineInputBorder(
BorderRadius.circular(100).copyWith(
                            const BorderSide(color: Colors.white70))),
                Padding (
```

```
decoration: InputDecoration(
                        enabledBorder: OutlineInputBorder(
BorderRadius.circular(100).copyWith(
                        focusedBorder: OutlineInputBorder(
BorderRadius.circular(100).copyWith(
                            const BorderSide(color: Colors.white70))),
                const SizedBox(
                          BoxShadow (
                              offset: const Offset(2, 2))
                        borderRadius: BorderRadius.circular(100)
                             .copyWith(bottomRight: const
```

```
Navigator.push(
                    MaterialPageRoute(builder: (context) => const
MyHomePage()),
                        .copyWith(bottomRight: const Radius.circular(0)),
1,
```

Ouput register



Lanjut kita buat file dashboard.dart pada folder lib untuk menjadikannya halaman utama pada aplikasi ini

Dashboard.dart

```
import 'package:flutter/material.dart';
import '/barang/baranglist.dart';
import '/user/userlist.dart';

void main() {
   runApp(MaterialApp(
        title: "Home",
        //menghilangkan debug banner
        debugShowCheckedModeBanner: false,
        home: Dashboard(),
   ));
}

class Dashboard extends StatefulWidget {
   const Dashboard({Key? key}) : super(key: key);

   @override
        HomePageState createState() => _HomePageState();
}

class HomePageState extends State
```

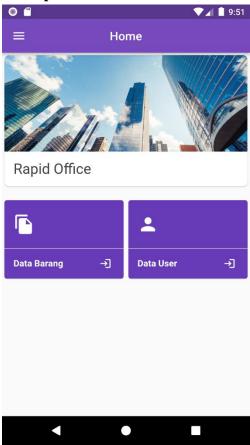
```
final GlobalKey<ScaffoldState> key = GlobalKey();
      appBar: AppBar(
            DrawerHeader(
NetworkImage('https://st2.depositphotos.com/12678588/42606/v/450/depositpho
                children: [
            ListTile(
              title: const Text('Home'),
               Navigator.pop(context);
            ListTile(
               Navigator.push(
                  MaterialPageRoute(builder: (context) => Baranghome()),
```

```
ListTile(
      MaterialPageRoute(builder: (context) => userhome()),
ListTile(
   Navigator.pushReplacementNamed(context, '/MyHomePage');
shape: RoundedRectangleBorder(
 borderRadius: BorderRadius.circular(8),
    Image.network(
    Container (
            style: TextStyle(
```

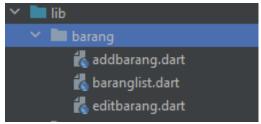
```
fontSize: 24,
     Container(height: 5),
SizedBox(
          Navigator.push(
            MaterialPageRoute(
        shape: RoundedRectangleBorder(
          borderRadius: BorderRadius.circular(4),
          child: Column (
```

```
SizedBox(
   Navigator.push(
     MaterialPageRoute(
       builder: (context) => userhome(),
child: Card(
  shape: RoundedRectangleBorder(
    child: Column (
```

ini ouput dashboard



3. Kemudian kalian buat folder **barang** pada lib untuk menyimpan file data barang



Pertama kita buat file baranglist.dart yang berfungsi untuk menampilkan list barang yang ada

baranglist.dart

```
class _HomePageState extends State<Baranghome> {
   final GlobalKey<ScaffoldState> _key = GlobalKey();
  Future<void> getData() async {
       final response = await http.get(Uri.parse(
    return Scaffold(
      appBar: AppBar(
```

```
centerTitle: true,
                       fit: BoxFit.fill,
NetworkImage('https://st2.depositphotos.com/12678588/42606/v/450/depositphotos_426065770-stock-illustration-messy-home-office-business-man.jpg'),
                    children: [
                    Navigator.push(context,
                       MaterialPageRoute(builder: (context) => Dashboard()),);
               ListTile(
                    Navigator.pop(context);
               ListTile(
```

```
MaterialPageRoute(builder: (context) => userhome()),);
      ListTile(
body: RefreshIndicator(
      ? MasonryGridView.count(
            MaterialPageRoute(
                end: Alignment.bottomRight,
                  tileMode: TileMode.clamp,
            const Padding(padding: EdgeInsets.only(left: 10.0, right:
        Expanded(child: Column(
```

```
style: TextStyle(
Navigator.push(
 MaterialPageRoute(builder: (context) => Add()),
```

ini ouput baranglist.dart



- lanjut buat file addbarang.dart pada folder barang yang berfungi untuk menambahkan barang pada list

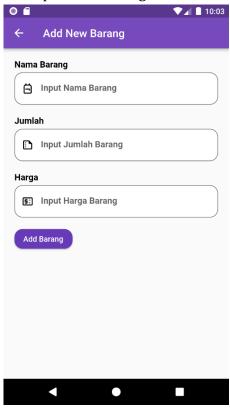
addbarang.dart

```
Navigator.of(context)
return Scaffold(
 appBar: AppBar(
        padding: EdgeInsets.all(20.0),
                fontSize: 16,
                fontWeight: FontWeight.bold,
              decoration: InputDecoration(
                  border: OutlineInputBorder(
```

```
SizedBox(height: 5),
 decoration: InputDecoration(
     border: OutlineInputBorder(
TextFormField(
     border: OutlineInputBorder(
```

```
fillColor: Colors.white,
              style: ElevatedButton.styleFrom(
               shape: RoundedRectangleBorder(
```

ini ouput add barang



- lanjut kalian buat file editbarang.dart pada folder barang ,pada file ini kita bisa mengedit data barang dan juga menghapus data barang

editbarang.dart

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

class Edit extends StatefulWidget {
    Edit((required this.id});
    String id;

    @override
    State<Edit> createState() => _EditState();
}
class _EditState extends State<Edit> {
    final _formKey = GlobalKey<FormState>();
    //inisialize field
    var nama = TextEditingController();
    var jumlah = TextEditingController();
    var harga = TextEditingController();
    @override
    void initState() {
        super.initState();
        //in first time, this method will be executed
        _getData();
    }
    //Http to get detail data
```

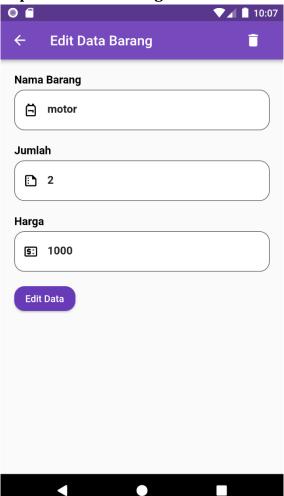
```
var data = jsonDecode(value.body);
  SnackBar(
Navigator.of(context)
```

```
appBar: AppBar(
      padding: EdgeInsets.only(right: 20),
                return AlertDialog(
                    ElevatedButton(
                      style: ElevatedButton.styleFrom(
                    ElevatedButton(
                      style: ElevatedButton.styleFrom(
```

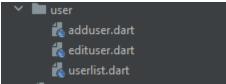
```
padding: EdgeInsets.all(20.0),
Text(
TextFormField(
decoration: InputDecoration(
style: const TextStyle(
Text(
```

```
border: OutlineInputBorder(
  TextFormField(
    decoration: InputDecoration (
        border: OutlineInputBorder(
    style: const TextStyle(
      fontWeight: FontWeight.bold,
      fontSize: 16,
  ElevatedButton(
    style: ElevatedButton.styleFrom(
```

ouput dari editbarang.dart



4. Kemudian kalian buat folder baru pada lib yaitu buat folder **user** untuk menyimpan file data user



Pertama kita buat file userlist.dart pada folder user yag berfungsi untuk menampilkan list data user pada aplikasi

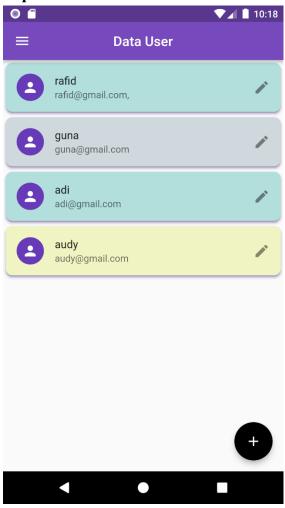
userlist.dart

```
class _HomePageState extends State<userhome> {
   final GlobalKey<ScaffoldState> key = Global
         GlobalKey<ScaffoldState> key = GlobalKey();
```

```
appBar: AppBar(
                image: DecorationImage(
NetworkImage('https://st2.depositphotos.com/12678588/42606/v/450/depositpho
            ListTile(
                  MaterialPageRoute(builder: (context) => Dashboard()),);
            ListTile(
```

```
Navigator.push(
          MaterialPageRoute(builder: (context) => Baranghome()),
        Navigator.pop(context);
    ListTile(
onRefresh: _refreshData,
    ? MasonryGridView.count(
    return GestureDetector(
          MaterialPageRoute(
        shape: RoundedRectangleBorder(
```

ouput userlist



- lanjut kita buat file adduser.dart pada folder user, file ini berfungsi untuk menambahkan user baru pada data user yang bisa di gunakan saat login

adduser.dart

```
import 'dart:convert';
import 'package:flutter/material.dart';
import 'package:http/http.dart' as http;
class Add extends StatefulWidget {
   const Add({Key? key}) : super(key: key);
   @override
   State<Add> createState() => _AddState();
}
class _AddState extends State<Add> {
   final _formKey = GlobalKey<FormState>();
   //inisialize field
   var username = TextEditingController();
   var password = TextEditingController();
   var email = TextEditingController();

Future _onSubmit() async {
   try {
      return await http.post()
```

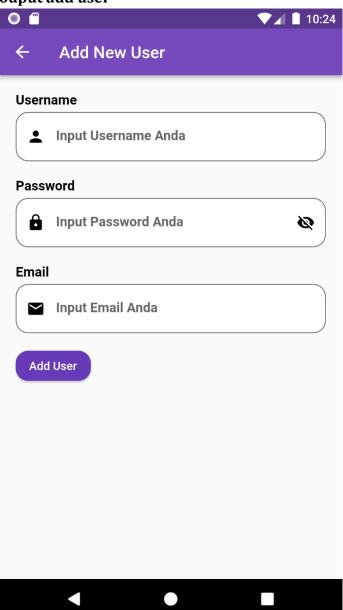
```
Navigator.of(context)
return Scaffold(
 appBar: AppBar(
       padding: EdgeInsets.all(20.0),
            Text(
              style: TextStyle(
                fontSize: 16,
            TextFormField(
              decoration: InputDecoration(
                  border: OutlineInputBorder(
```

```
SizedBox (height: 20),
Text(
TextFormField(
      border: OutlineInputBorder(
  suffixIcon: GestureDetector(
    child: Icon(
```

```
decoration: InputDecoration(
      border: OutlineInputBorder(
ElevatedButton(
  style: ElevatedButton.styleFrom(
  child: Text(
```

```
),
),
);
}
```

ouput add user



- kemudian kita buat edituser.dart pada folder user, di dalam file ini kita bisa mengedit data user dan juga bisa menghapus data user

edituser.dart

```
State<Edituser> createState() => EditState();
void initState() {
  super.initState();
  getData();
Future _onUpdate(context) async {
```

```
Navigator.of(context)
Navigator.of(context)
   padding: EdgeInsets.only(right: 20),
```

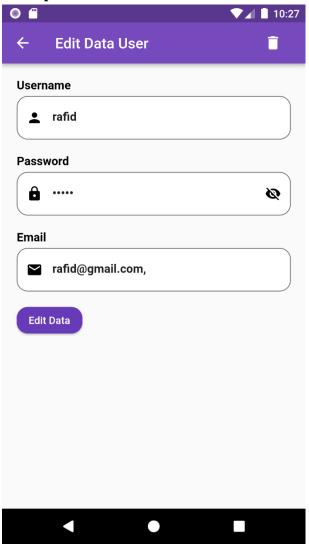
```
return AlertDialog(
             content: Text('Yakin ini mau hapus...?'),
actions: <Widget>[
           style: ElevatedButton.styleFrom(
               ElevatedButton(
padding: EdgeInsets.all(20.0),
        fontSize: 16,
      decoration: InputDecoration(
           border: OutlineInputBorder(
```

```
style: const TextStyle(
decoration: InputDecoration(
    border: OutlineInputBorder(
```

```
decoration: InputDecoration(
     border: OutlineInputBorder(
ElevatedButton(
  style: ElevatedButton.styleFrom(
    shape: RoundedRectangleBorder(
  child: Text(
```

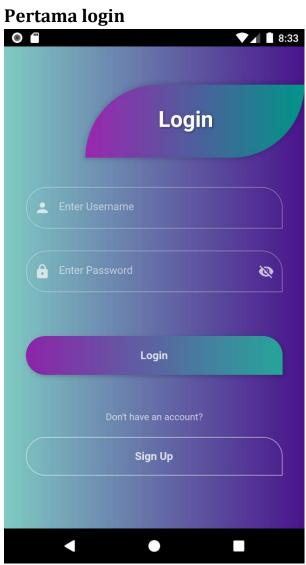
); } }

ini ouput edit user

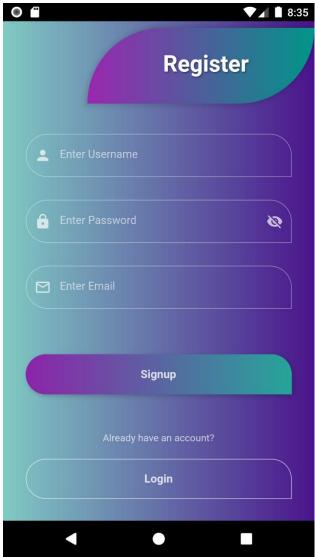


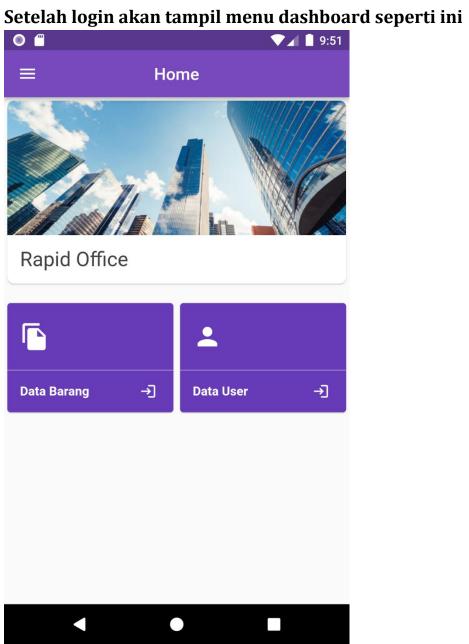
Itu adalah penjelasan dari aplikasi yang saya buat yang berupa kodingan dan ouputnya.

Saya akan memberitahu alur dari aplikasi saya



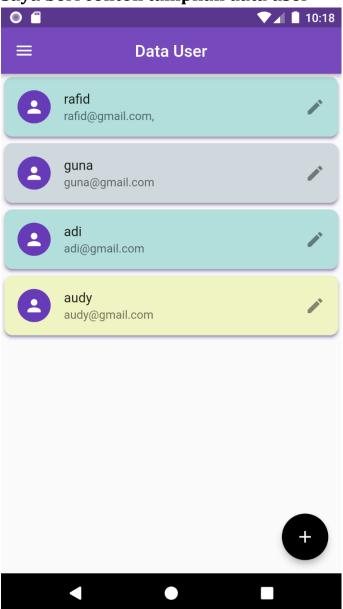
Jika ingin belum punya akun klik tombol sign up pada halaman login, akan tampil tampilan regis seperti ini



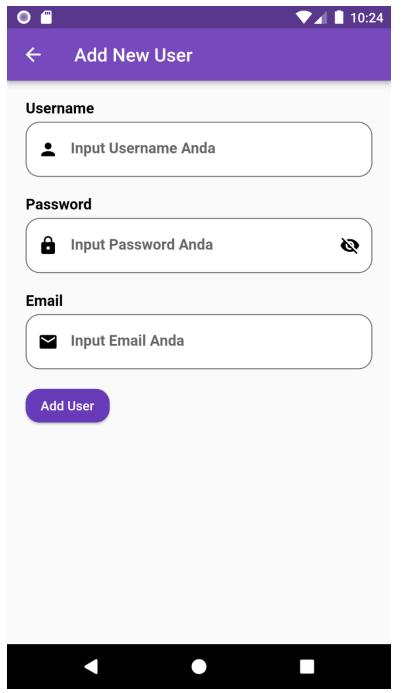


Kemudia klik data user untuk menuju ke halaman user dan klik data barang untuk menuju ke data barang

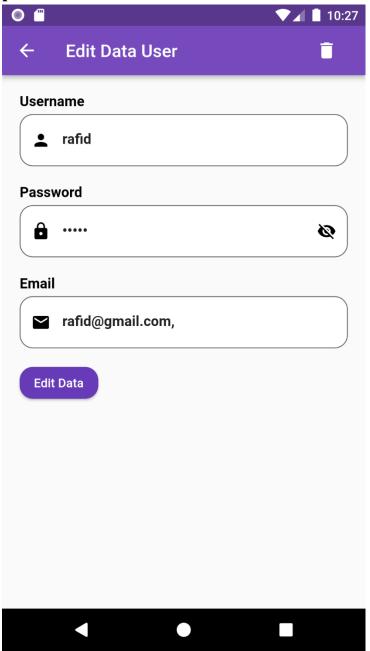
Saya beri contoh tampilan data user



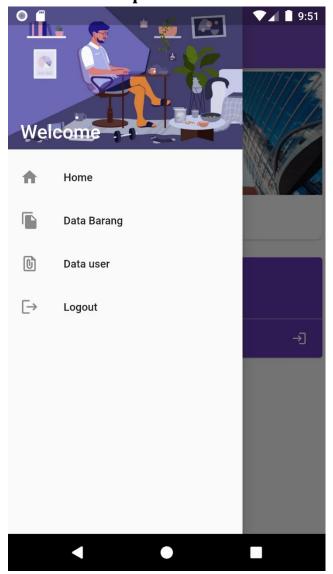
Jika ingin menambah data kalian klik tombol tambah pada pojok kanan bawah halaman data user dan akan tampil seperti ini



Input datanya lalu klik add user kemudian akan terinput dan kembali ke halaman user Jika ingin mengedit data kalian tinggal klik saja data yang mau di edit pada halaman data user lalu akan muncul tampilan seperti ini:



Jika telah diinput lalu klik edit user lalu data akan teredit dan kembali kehalaman user, jika ingin menghapus data kalian klik icon sampah pada pojok kanan atas pada halaman edit. Setelah selesai kalian tinggal logout pada menu yang ada di dashboard atau data user/barang, klik garis 3 pada pojok kiri atas lalu muncul seperti ini:



Disini juga ada beberapa menu, jika ingin logout klik saja menu logout lalu akan menuju ke halaman login.

Terima kasih