Jobsheet 12
Mata Kuliah Pemrograman Mobile

Oleh:

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Weather APP

- File Main

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


Run | Debug | Profile
void main() {
  runApp(
    MaterialApp(
      debugShowCheckedModeBanner: false,
      home: HomeScreen(),
      theme: ThemeData(
        primaryColor: Colors.blue, // Tambahkan warna untuk primaryColor
        hintColor: Colors.white,   // Tambahkan warna untuk hintColor
      ), // ThemeData // ThemeData
    ), // MaterialApp // MaterialApp
  );
}
```

- File Homescreen

- File Build.gradle

```
android {
    namespace = "com.example.weather_app"
    compileSdk = 34
    ndkVersion = flutter.ndkVersion
```

- File COnstants

```
1   const String apiKey = '0c87c921301898560a7e482b9720cad8';
2   const String domain = 'https://api.openweathermap.org/data/2.5/weather?';
```

- Permission (android.xml)

```
<!-- Permissions -->
<uses-permission android:name="android.permission.ACCESS_FINE_LOCATION" />
<uses-permission android:name="android.permission.ACCESS_COARSE_LOCATION" />
```

- Pubspec.yaml

```
30   dependencies:
31     flutter:
32       sdk: flutter
33
34
35     # The following adds the Cup
36     # Use with the CupertinoIcon
37     cupertino_icons: ^1.0.8
38     http: ^1.2.2
39     geolocator: ^13.0.2
```

- Output

Link Github: https://github.com/rafifrw/PEM-MOBILE