



Jurusan Teknologi Informasi Politeknik Negeri Malang
Jobsheet-4: Widget Dasar Flutter-6
Mata Kuliah Pemograman Mobile

Ketentuan;

Simpanlah file lembar jawaban ini dengan format; **Kelas_Nama Lengkap**

Contoh; **TI 3C_Rifki Fakhruudin**

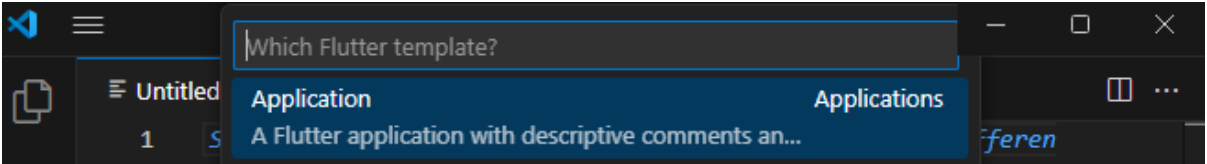
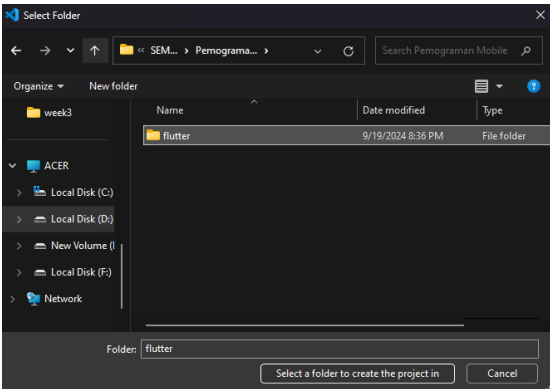
Upload tugas jobsheet ini dengan batas maksimum sesuai jadwal perkuliahan masing masing kelas

Upload file tugas jobsheet di website **lms.polinema**

Nama	:	Rifki Fakhruudin
Nim	:	2241720218
Kelas	:	3C

Tulislah Jawaban Pada Kolom Yang tersedia di bawah ini;

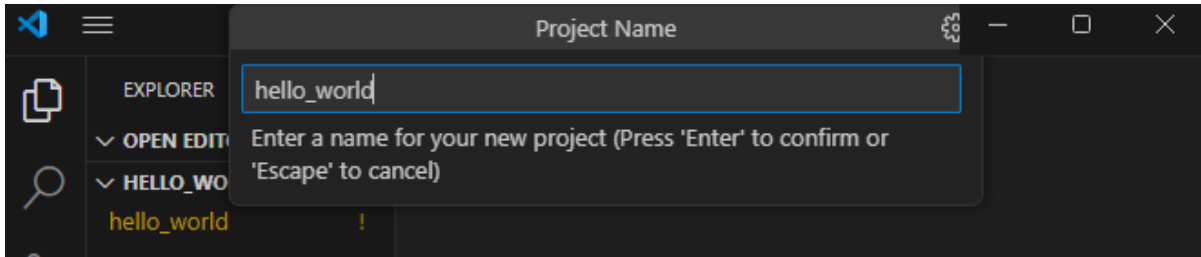
LEMBAR JAWABAN JOBSHEET-6

Soal No	Jawaban
1	<p>Praktikum 1 Membuat Project Flutter Baru.</p> <p>Langkah 1</p> 
2	<p>Langkah 2</p> 

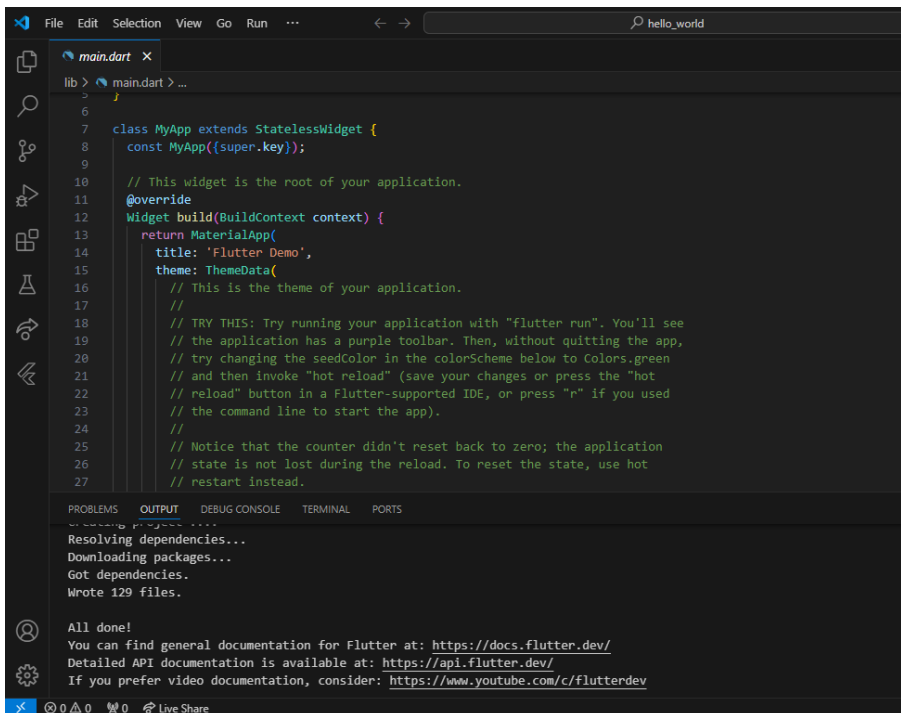


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3 **Langkah 3**

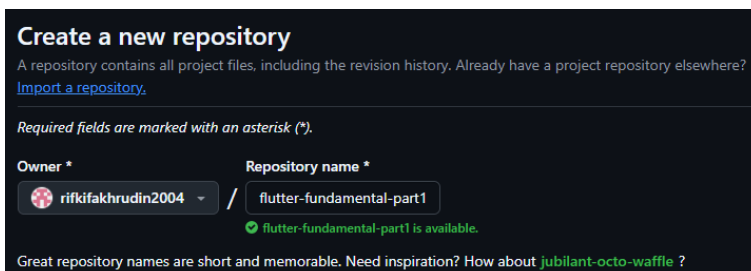


5 **Langkah 4**



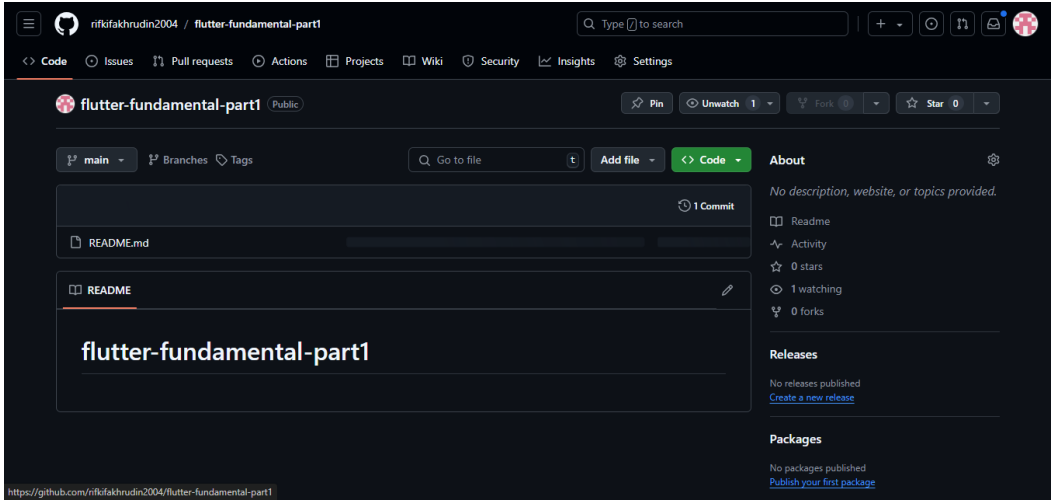
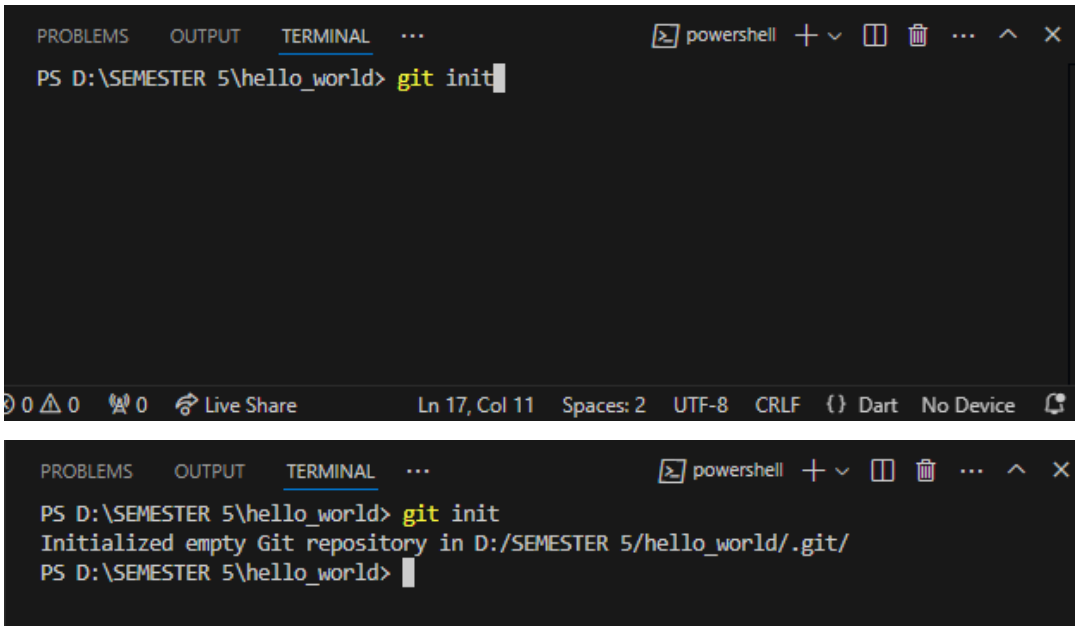
7 **Praktikum 2**

Langkah 1



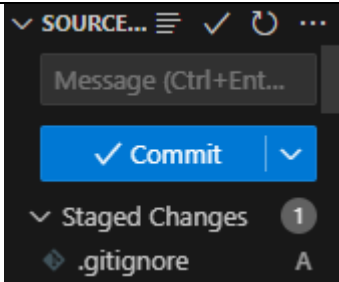
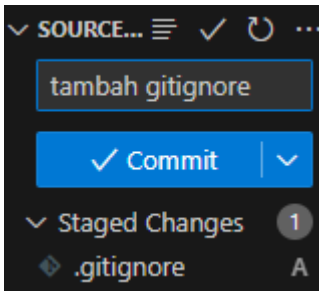
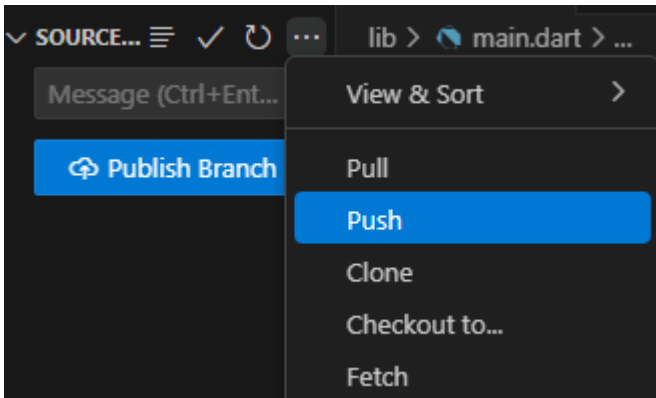


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8	Langkah 2 
9	Langkah 3 
10	Langkah 4

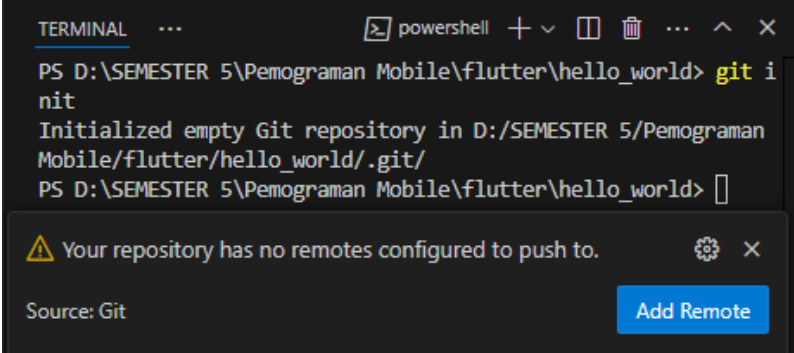

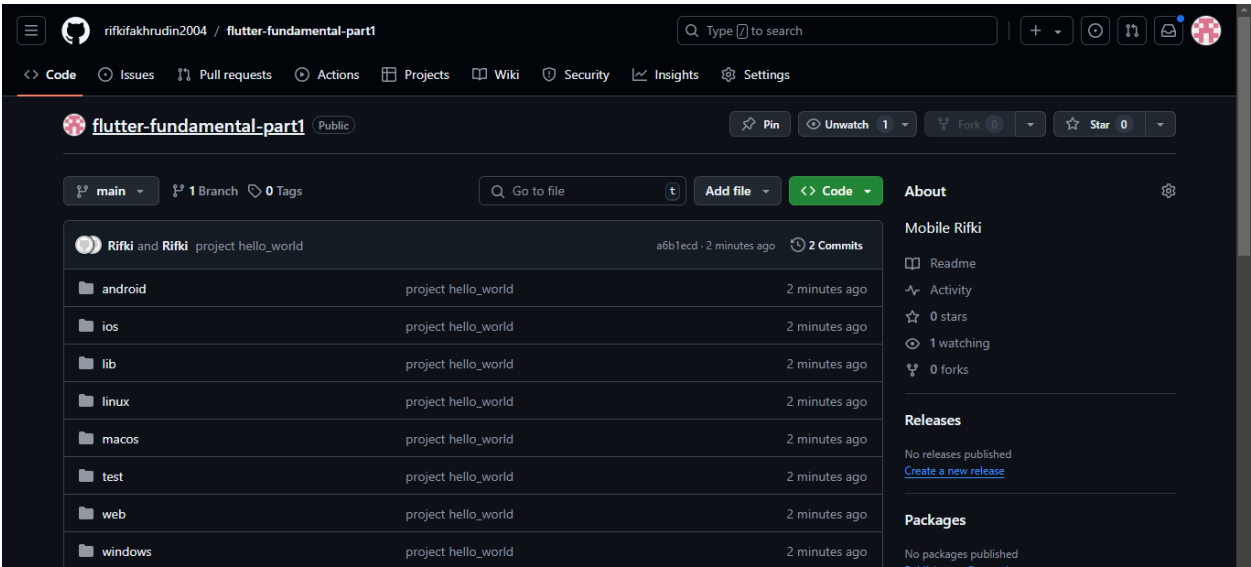


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11	Langkah 5 
12	Langkah 6 
13	Langkah 7

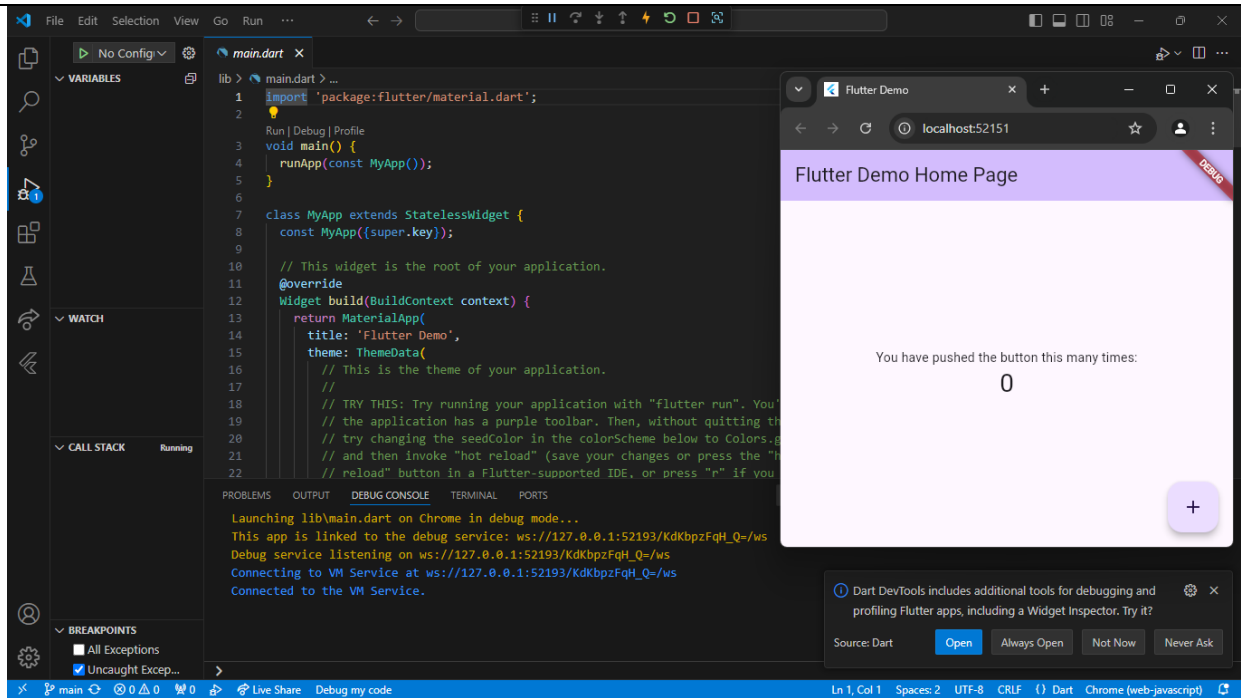


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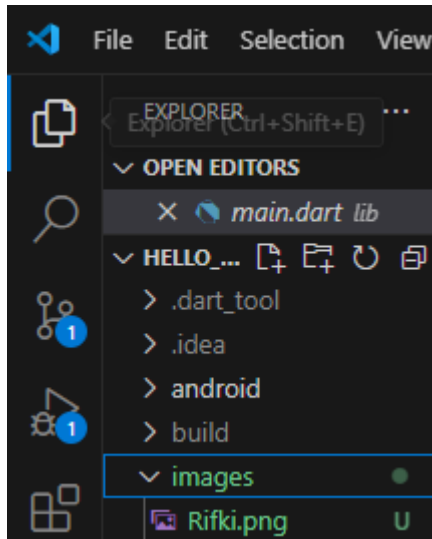
	
14	Langkah 8 
15	Langkah 9 dan 10 
16	Langkah 11



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17 **Langkah 12**



18 **Praktikum 3**
Langkah 1



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```
lib
├── basic_widgets
│   ├── image_widget.dart
│   └── text_widget.dart
└── main.dart

import 'package:flutter/material.dart';

class MyTextWidget extends StatelessWidget {
  const MyTextWidget({Key? key}) : super(key: key);

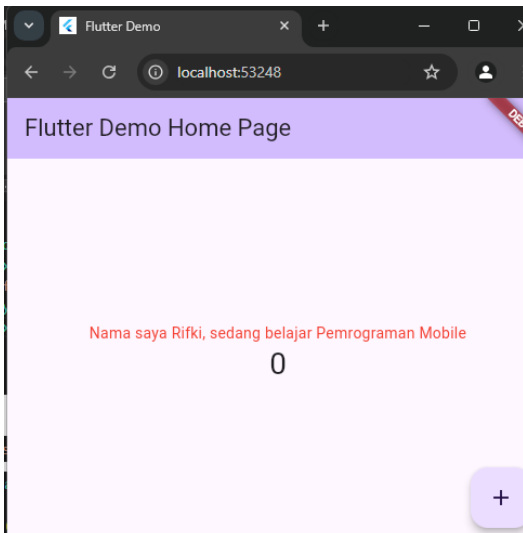
  @override
  Widget build(BuildContext context) {
    return const Text(
      "Nama saya Rifki, sedang belajar Pemrograman Mobile",
      style: TextStyle(color: Colors.red, fontSize: 14),
      textAlign: TextAlign.center); // Text
  }
}
```

Import ke main.dart

```
import 'basic_widgets/text_widget.dart';

mainAxisAlignment: MainAxisAlignment.center,
children: <Widget>[
  const MyTextWidget(),
```

Output





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19 **Langkah 2 Image Widget**

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

class MyImageWidget extends StatelessWidget {
  const MyImageWidget({Key? key}) : super(key: key);

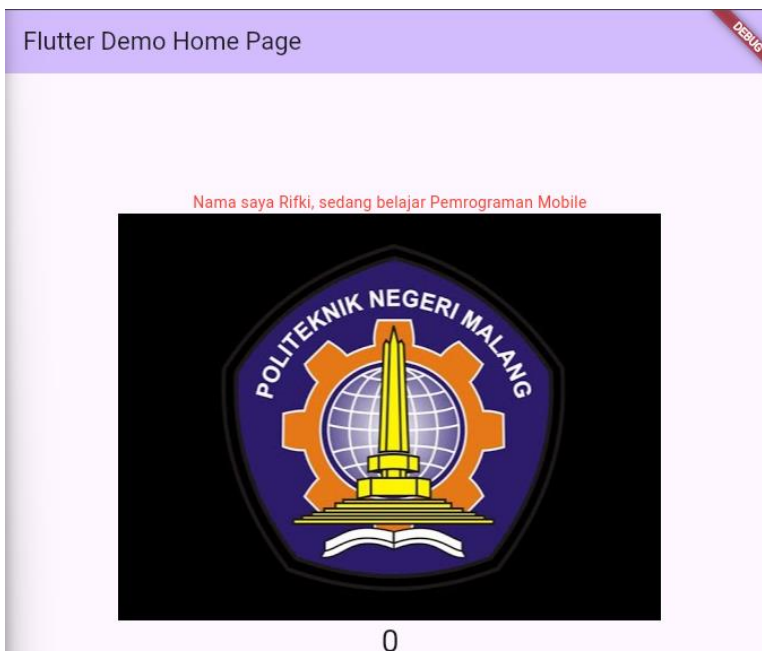
  @override
  Widget build(BuildContext context) {
    return const Image(
      image: AssetImage("logo_polinema.png")
    ); // Image
  }
}
```

penyesuaian asset pada file pubspec.yaml

```
flutter:

# The following line ensures that the Material Icons font is
# included with your application, so that you can use the icons in
# the material Icons class.
uses-material-design: true
assets:
  - logo_polinema.png
```

Output





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20

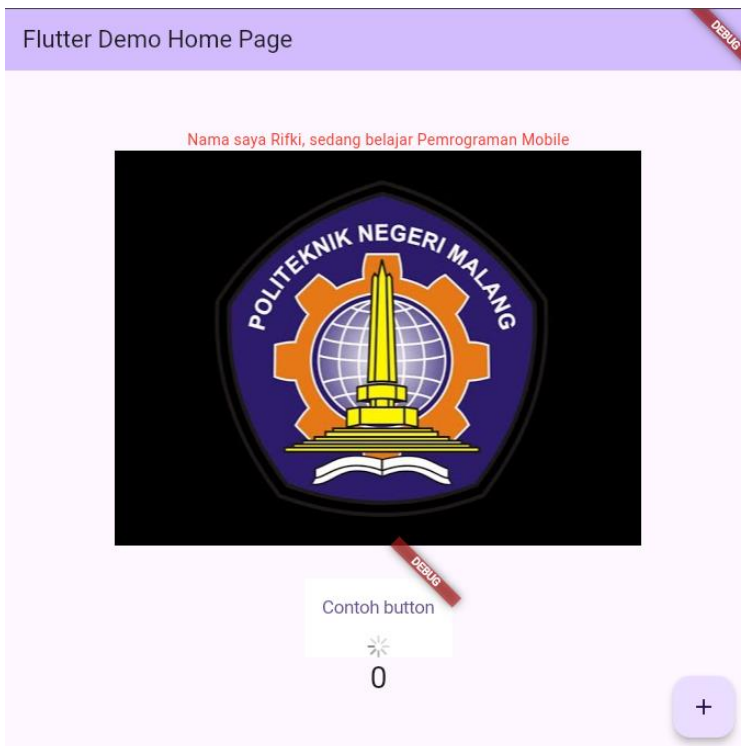
Praktikum 4

Langkah 1: Cupertino Button dan Loading Bar

Kode

```
1 import 'package:flutter/material.dart';
2 import 'package:flutter/cupertino.dart';
3
4 class MyLoadingcupertino extends StatelessWidget {
5   const MyLoadingcupertino({Key? key}) : super(key: key);
6
7   @override
8   Widget build(BuildContext context) {
9     return MaterialApp(
10      home: Container(
11        margin: const EdgeInsets.only(top: 30),
12        color: Colors.white,
13        child: Column(
14          children: <Widget>[
15            CupertinoButton(
16              child: const Text("Contoh button"),
17              onPressed: () {},
18            ), // CupertinoButton
19            const CupertinoActivityIndicator(),
20          ], // <Widget>[]
21        ), // Column
22      ), // Container
23    ); // MaterialApp
24  }
25 }
```

Output





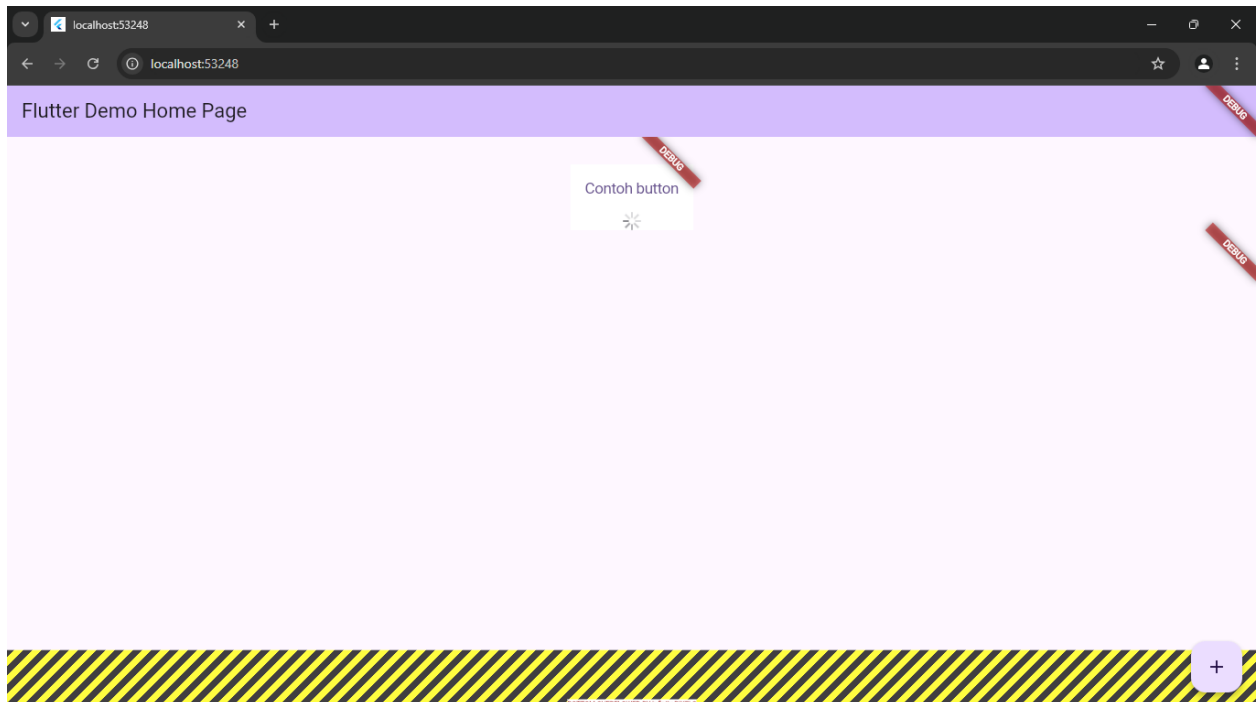
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21 **Langkah 2: Floating Action Button (FAB)**

Kode

```
lib > basic_widgets > fab_widget.dart > Myfab
1 import 'package:flutter/material.dart';
2
3 class Myfab extends StatelessWidget {
4   const Myfab({Key? key}) : super(key: key);
5
6   @override
7   Widget build(BuildContext context) {
8     return MaterialApp(
9       home: Scaffold(
10        floatingActionButton: FloatingActionButton(
11          onPressed: () {
12            // Add your onPressed code here!
13          },
14          child: const Icon(Icons.thumb_up),
15          backgroundColor: Colors.pink,
16        ), // FloatingActionButton
17      ), // Scaffold
18    ); // MaterialApp
19  }
20 }
```

Output





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22 | Langkah 3: Scaffold Widget

```
import 'package:flutter/material.dart';
import 'basic_widgets/text_widget.dart';
import 'basic_widgets/image_widget.dart';
import 'basic_widgets/loading_cupertino.dart';
import 'basic_widgets/fab_widget.dart';

import 'package:flutter/material.dart';

Run | Debug | Profile
void main() {
  runApp(const MyApp());
}

class MyApp extends StatelessWidget {
  const MyApp({Key? key}) : super(key: key);

  // This widget is the root of your application.
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      title: 'Flutter Demo',
      theme: ThemeData(
        primarySwatch: Colors.red,
      ), // ThemeData
      home: const MyHomePage(title: 'My Increment App'),
    ); // MaterialApp
  }
}

class MyHomePage extends StatefulWidget {
  const MyHomePage({Key? key, required this.title}) : super(key: key);

  final String title;

  @override
  State<MyHomePage> createState() => _MyHomePageState();
}

class _MyHomePageState extends State<MyHomePage> {
  int _counter = 0;

  void _incrementCounter() {
    setState(() {
      _counter++;
    });
  }

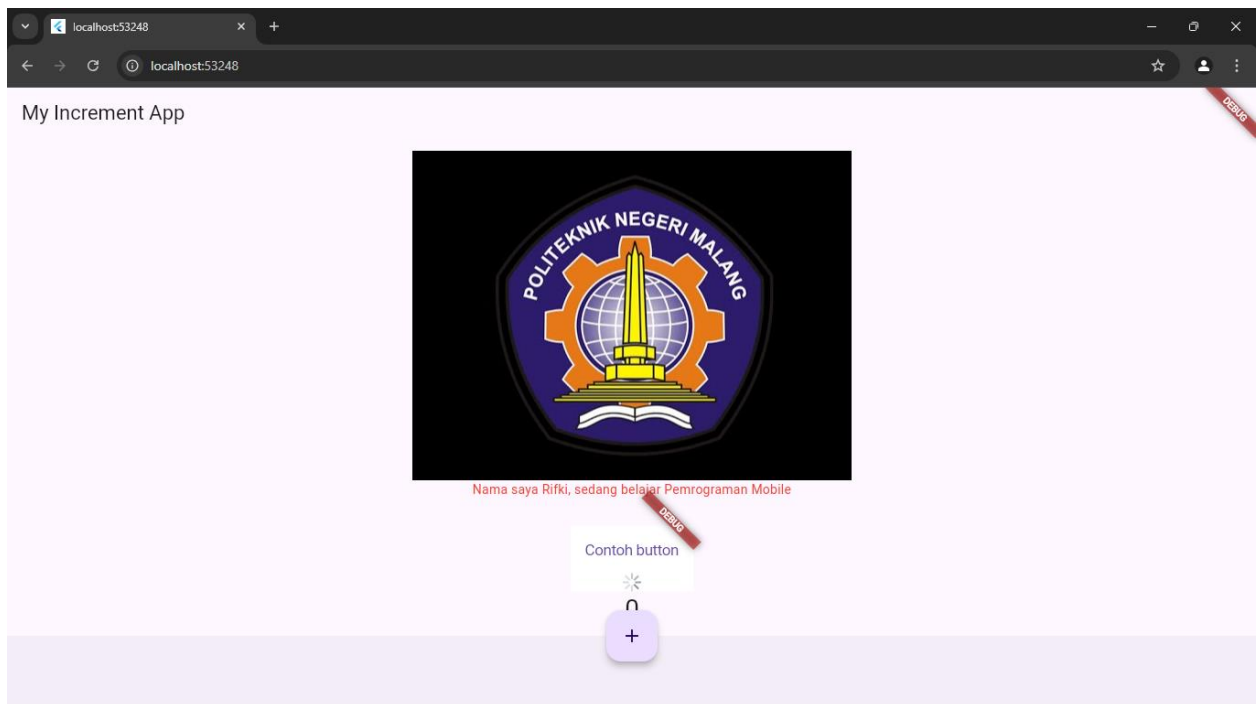
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text(widget.title),
      ), // AppBar
      body: Center(
        child: Column(
          mainAxisAlignment: MainAxisAlignment.center,
          children: <Widget>[
            const MyImageWidget(),
            // const Myfab(),
            const MyTextWidget(),
            const MyLoadingcupertino(),
            Text(
              '$_counter',
              style: Theme.of(context).textTheme.headlineMedium,
            ), // Text
          ], // <Widget>[]
        ),
      ),
    );
  }
}
```



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```
    ), // Column
  ), // Center
  bottomNavigationBar: BottomAppBar(
    child: Container(
      height: 50.0,
    ), // Container
  ), // BottomAppBar
  floatingActionButton: FloatingActionButton(
    onPressed: _incrementCounter,
    tooltip: 'Increment Counter',
    child: const Icon(Icons.add),
  ), // FloatingActionButton
  floatingActionButtonLocation: FloatingActionButtonLocation.centerDocked,
); // Scaffold
}
```

Output



23 **Langkah 4: Dialog Widget**
Kode



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```
class MyApp extends StatelessWidget {  
  const MyApp({Key? key}) : super(key: key);  
  
  @override  
  Widget build(BuildContext context) {  
    return const MaterialApp(  
      home: Scaffold(  
        body: MyLayout(),  
      ), // Scaffold  
    ); // MaterialApp  
  }  
}
```

```
class MyLayout extends StatelessWidget {  
  const MyLayout({Key? key}) : super(key: key);  
  
  @override  
  Widget build(BuildContext context) {  
    return Padding(  
      padding: const EdgeInsets.all(8.0),  
      child: ElevatedButton(  
        child: const Text('Show alert'),  
        onPressed: () {  
          showDialog(context);  
        },  
      ), // ElevatedButton  
    ); // Padding  
  }  
}
```



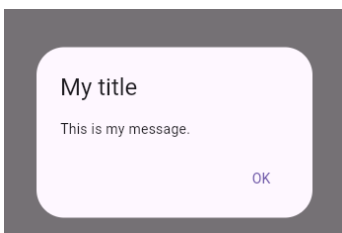
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```
showAlertDialog(BuildContext context) {  
  // set up the button  
  Widget okButton = TextButton(  
    child: const Text("OK"),  
    onPressed: () {  
      Navigator.pop(context);  
    },  
  ); // TextButton  
  
  // set up the AlertDialog  
  AlertDialog alert = AlertDialog(  
    title: const Text("My title"),  
    content: const Text("This is my message."),  
    actions: [  
      okButton,  
    ],  
  ); // AlertDialog  
  
  // show the dialog  
  showDialog(  
    context: context,  
    builder: (BuildContext context) {  
      return alert;  
    },  
  );  
}
```

Output



Ketika button di tekan





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24 **Langkah 5: Input dan Selection Widget**

Kode

```
class MyApp extends StatelessWidget {  
  const MyApp({Key? key}) : super(key: key);  
  
  @override  
  Widget build(BuildContext context) {  
    return MaterialApp(  
      home: Scaffold(  
        appBar: AppBar(title: const Text("Contoh TextField")),  
        body: const TextField(  
          obscureText: false,  
          decoration: InputDecoration(  
            border: OutlineInputBorder(),  
            labelText: 'Nama',  
          ), // InputDecoration  
        ), // TextField  
      ), // Scaffold  
    ); // MaterialApp  
  }  
}
```

Output





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25 **Langkah 6: Date and Time Pickers**

Kode

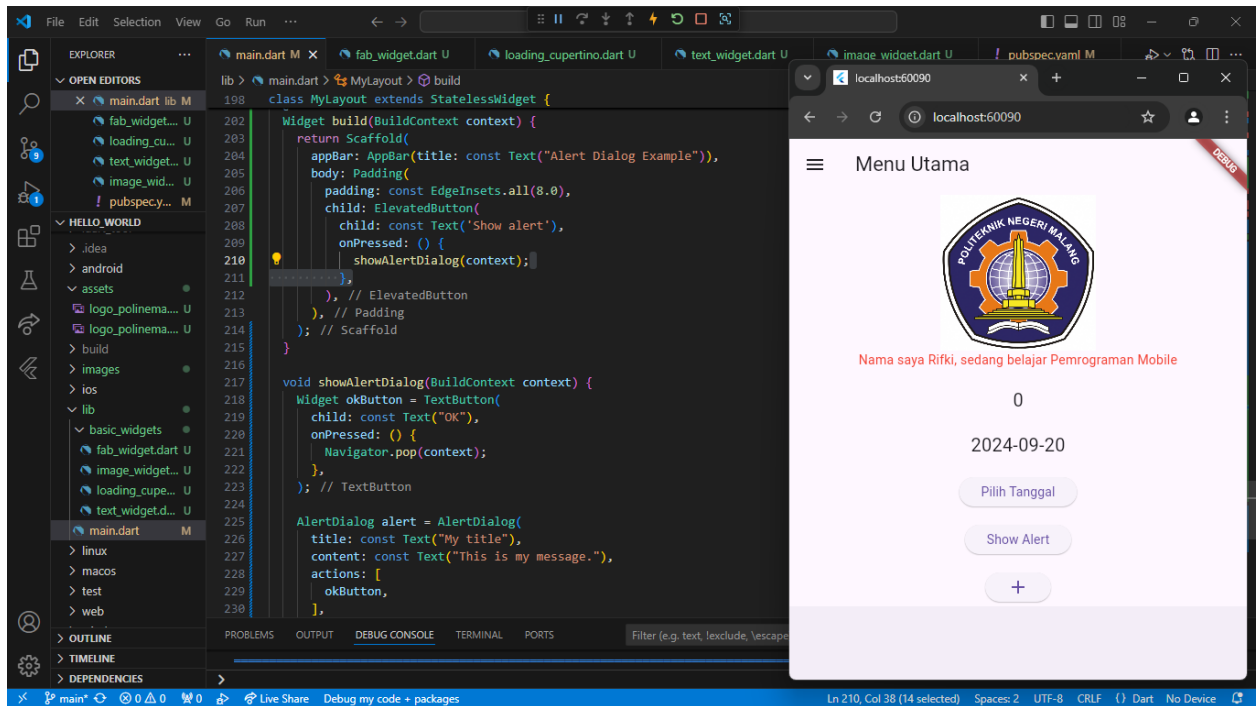
```
void main() {  
  runApp(const MyApp());  
}  
  
class MyApp extends StatelessWidget {  
  const MyApp({super.key});  
  
  @override  
  Widget build(BuildContext context) {  
    return const MaterialApp(  
      home: MyHomePage(title: 'Menu Utama'),  
    ); // MaterialApp  
  }  
}  
  
class MyHomePage extends StatefulWidget {  
  const MyHomePage({super.key, required this.title});  
  
  final String title;  
  
  @override  
  State<MyHomePage> createState() => _MyHomePageState();  
}  
  
class _MyHomePageState extends State<MyHomePage> {  
  // Variable/State untuk mengambil tanggal  
  DateTime selectedDate = DateTime.now();  
  int _counter = 0; // Variabel untuk counter  
  
  // Initial SelectDate Flutter  
  Future<void> _selectDate(BuildContext context) async {  
    final DateTime? picked = await showDatePicker(  
      context: context,  
      initialDate: selectedDate,  
      firstDate: DateTime(2015, 8),  
      lastDate: DateTime(2101),  
    );  
    if (picked != null && picked != selectedDate) {  
      setState(() {  
        selectedDate = picked;  
      });  
    }  
  }  
}
```




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```
@override
Widget build(BuildContext context) {
  return Scaffold(
    appBar: AppBar(
      title: Text(widget.title),
    ), // AppBar
    body: Center(
      child: Column(
        mainAxisAlignment: MainAxisAlignment.center,
        children: <Widget>[
          const MyImageWidget(),
          const MyTextWidget(),
          const SizedBox(height: 20),
          // Menampilkan tanggal yang dipilih
          Text(
            "${selectedDate.toLocal()}".split(' ')[0],
            style: const TextStyle(fontSize: 20),
          ), // Text
          const SizedBox(height: 20),
          ElevatedButton(
            onPressed: () => _selectDate(context),
            child: const Text('Pilih Tanggal'),
          ), // ElevatedButton
          const SizedBox(height: 20),
        ],
      ),
    ),
  );
}
```

Output





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