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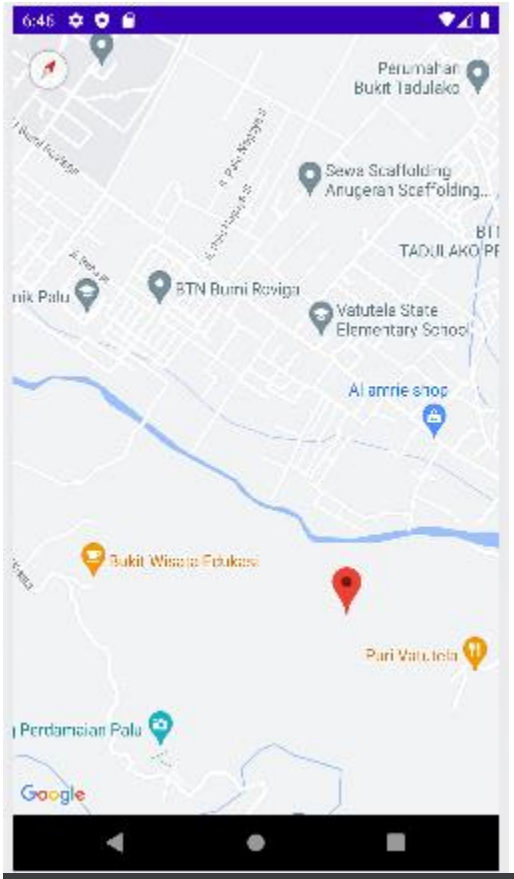
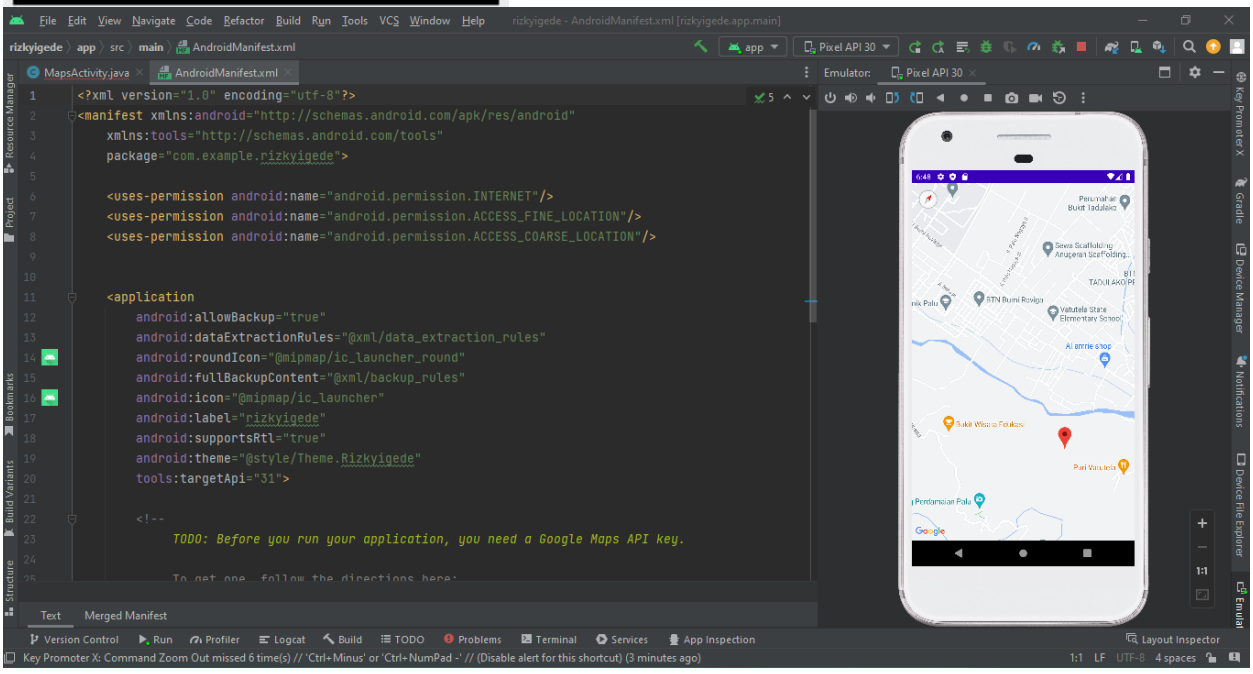
NIM : 20200302016





ANDROIDMANIFES.XML

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    package="com.example.rizkyigede">

    <uses-permission android:name="android.permission.INTERNET"/>
    <uses-permission android:name="android.permission.ACCESS_FINE_LOCATION"/>
    <uses-permission
android:name="android.permission.ACCESS_COARSE_LOCATION"/>


    <application
        android:allowBackup="true"
        android:dataExtractionRules="@xml/data_extraction_rules"
        android:roundIcon="@mipmap/ic_launcher_round"
        android:fullBackupContent="@xml/backup_rules"
        android:icon="@mipmap/ic_launcher"
        android:label="rizkyigede"
        android:supportsRtl="true"
        android:theme="@style/Theme.Rizkyigede"
        tools:targetApi="31">

        <!--
             TODO: Before you run your application, you need a Google Maps
API key.

             To get one, follow the directions here:

                https://developers.google.com/maps/documentation/android-
sdk/get-api-key

             Once you have your API key (it starts with "AIza"), define a new
property in your
             project's local.properties file (e.g. MAPS_API_KEY=Aiza...), and
replace the
             "YOUR_API_KEY" string in this file with "${MAPS_API_KEY}".
        -->
        <meta-data
            android:name="com.google.android.geo.API_KEY"
            android:value="AIzaSyCVdzs6LygJAwYpXKKgrCSMvGcOcxKdeRA" />

        <activity
            android:name=".MapsActivity"
            android:exported="true"
            android:label="@string/title_activity_maps">
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />

                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
    </application>
```

```
</manifest>
```

Mapactivity.java

```
package com.example.rizkyigede;

import androidx.fragment.app.FragmentActivity;

import android.graphics.Bitmap;
import android.graphics.drawable.BitmapDrawable;
import android.os.Bundle;

import com.google.android.gms.maps.CameraUpdateFactory;
import com.google.android.gms.maps.GoogleMap;
import com.google.android.gms.maps.OnMapReadyCallback;
import com.google.android.gms.maps.SupportMapFragment;
import com.google.android.gms.maps.internal.ICameraUpdateFactoryDelegate;
import com.google.android.gms.maps.model.BitmapDescriptorFactory;
import com.google.android.gms.maps.model.LatLng;
import com.google.android.gms.maps.model.MarkerOptions;
import com.example.rizkyigede.databinding.ActivityMapsBinding;

public class MapsActivity extends FragmentActivity implements
OnMapReadyCallback {

    private GoogleMap mMap;
    private ActivityMapsBinding binding;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);

        binding = ActivityMapsBinding.inflate(getLayoutInflater());
        setContentView(binding.getRoot());

        // Obtain the SupportMapFragment and get notified when the map is
ready to be used.
        SupportMapFragment mapFragment = (SupportMapFragment)
getSupportFragmentManager()
                .findFragmentById(R.id.map);
        mapFragment.getMapAsync(this);
    }

    /**
     * Manipulates the map once available.
     * This callback is triggered when the map is ready to be used.
     * This is where we can add markers or lines, add listeners or move the
camera. In this case,
     * we just add a marker near Sydney, Australia.
     * If Google Play services is not installed on the device, the user will
be prompted to install
     * it inside the SupportMapFragment. This method will only be triggered
once the user has
     * installed Google Play services and returned to the app.
```

```
     */
    @Override
    public void onMapReady(GoogleMap googleMap) {
        mMap = googleMap;

        // Add a marker in Sydney and move the camera
        LatLng vatutela = new LatLng(-0.8492563, 119.9140907);
        //add marker
        mMap.addMarker(new MarkerOptions().position(vatutela).title("Marker
in Vatutela"));
        mMap.moveCamera(CameraUpdateFactory.newLatLng(vatutela));

    }
}
```