

PEMROGRAMAN MOBILE  
JOBSHEET 4 – FLUTTER 1



Oleh :

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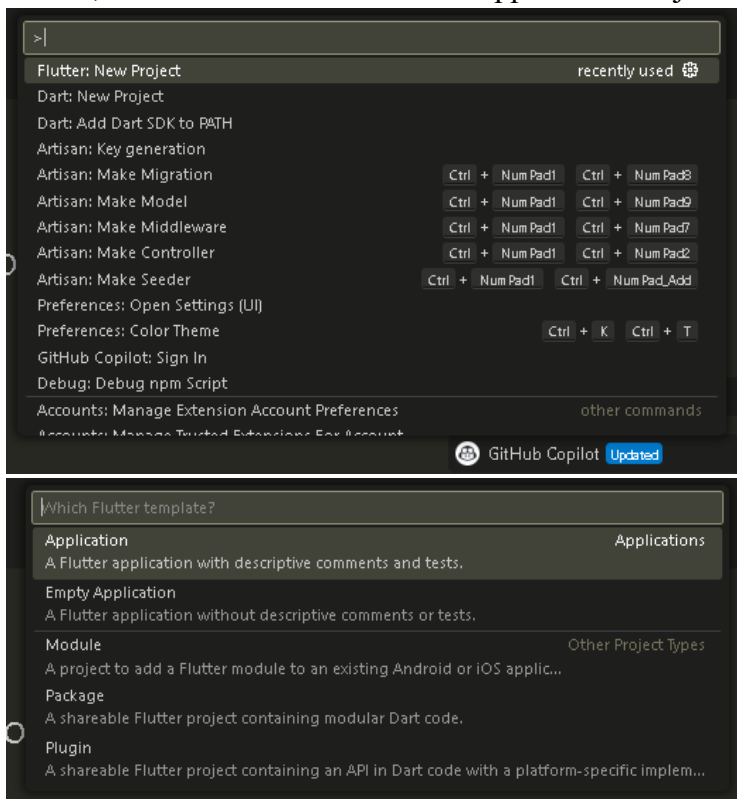
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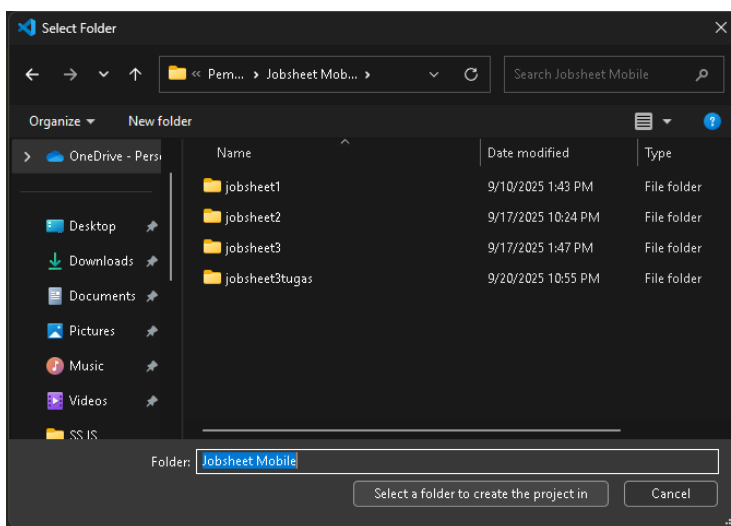
POLITEKNIK NEGERI MALANG  
PROGRAM STUDI D-IV SISTEM INFORMASI BISNIS  
JURUSAN TEKNOLOGI INFORMASI

## Praktikum 1 : Membuat Project Flutter Baru

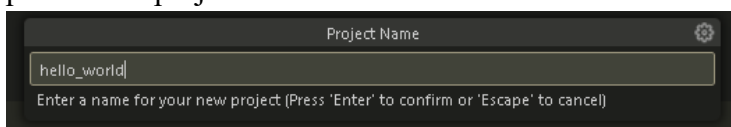
1. Buka VS Code, lalu tekan tombol Ctrl + Shift + P maka akan tampil Command Palette, lalu ketik Flutter. Pilih New Application Project.



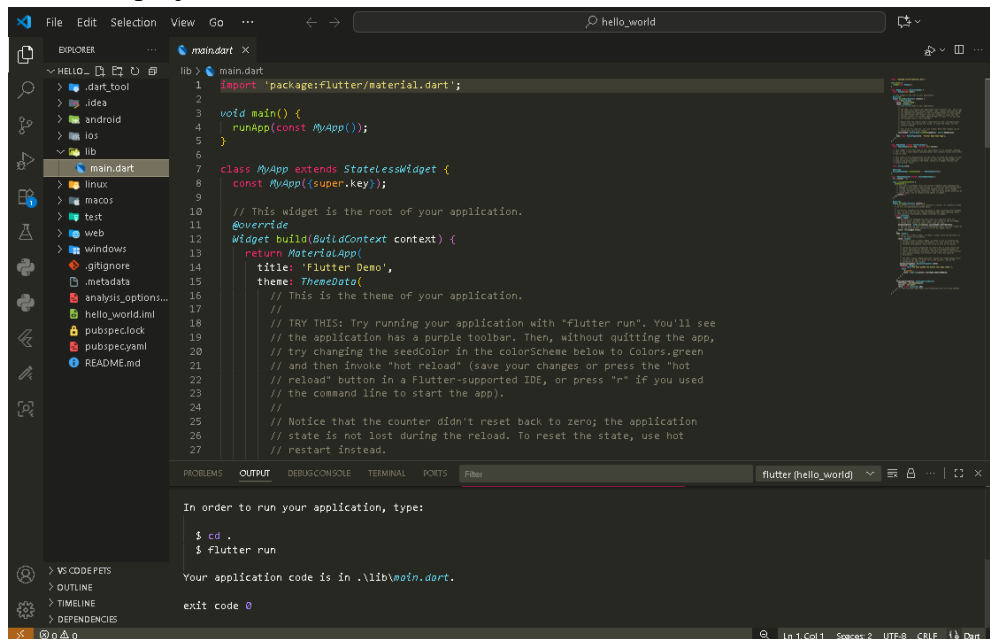
2. Kemudian buat folder. Disarankan pada folder dokumen atau desktop atau alamat folder lain yang tidak terlalu panjang. Lalu pilih Select a folder to create the project in.



3. Buat nama project flutter hello\_world, lalu tekan Enter. Tunggu hingga proses pembuatan project baru selesai.

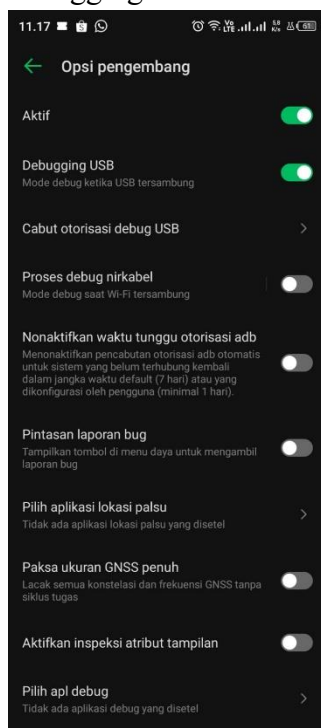


4. Jika sudah selesai proses pembuatan project baru, pastikan tampilan seperti berikut. Pesan akan tampil berupa **"Your Flutter Project is ready!"** artinya telah berhasil membuat project Flutter baru.



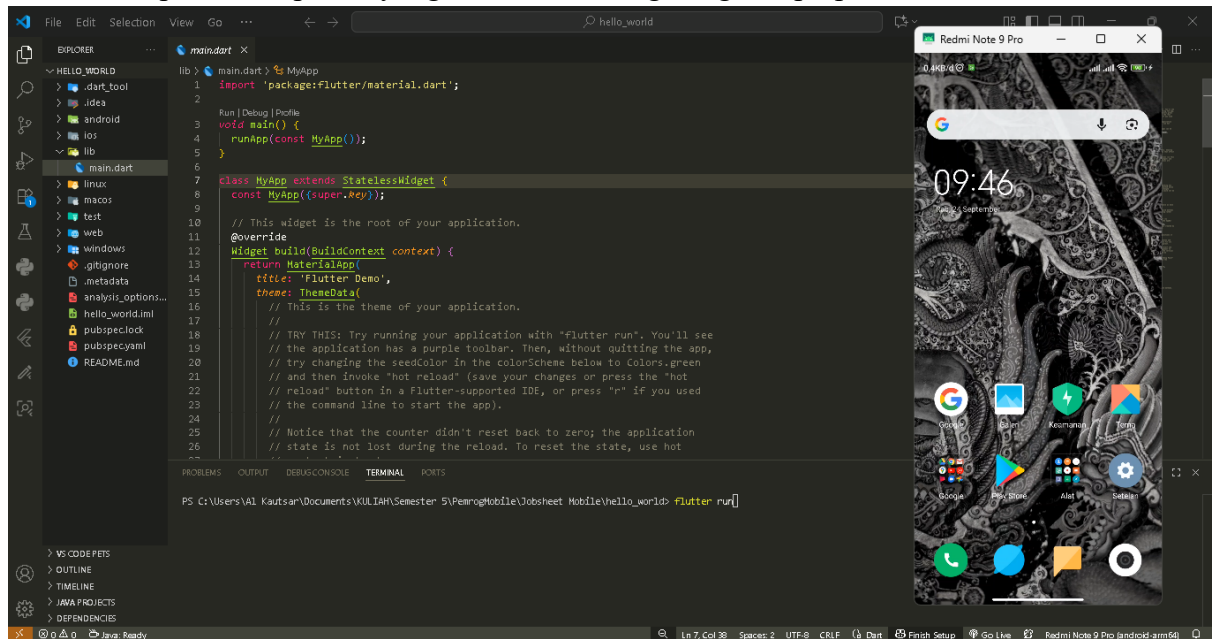
## Praktikum 2: Menghubungkan Perangkat Android atau Emulator

1. Masuk ke pengaturan di handphone, buka bagian opsi pengembang dan aktifkan debugging USB



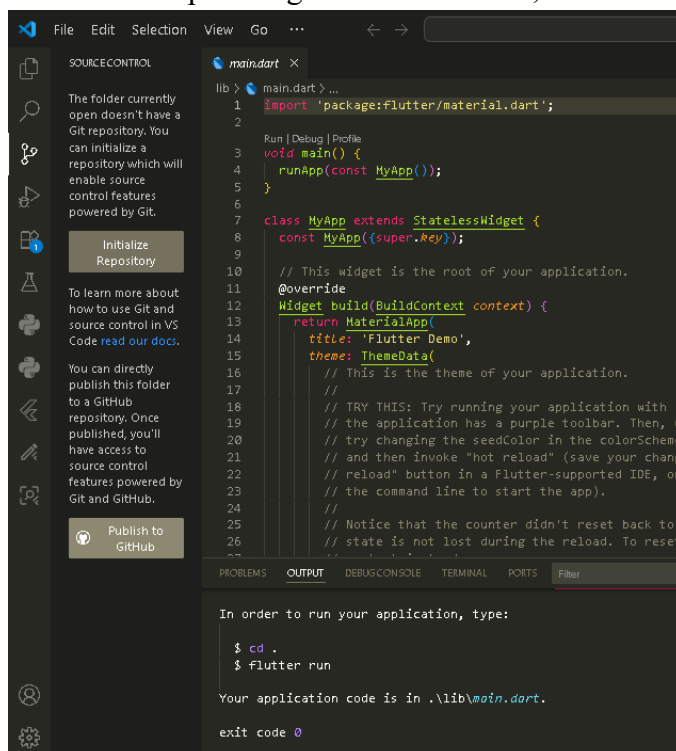
2. Hubungan perangkat hp dengan laptop menggunakan kabel USB, jika ada notif untuk pair device, setuju maka handphone sudah tersambung dengan laptop dan bisa digunakan untuk project flutter

### 3. Berikut tampilan handphone yang sudah terhubung dengan laptop

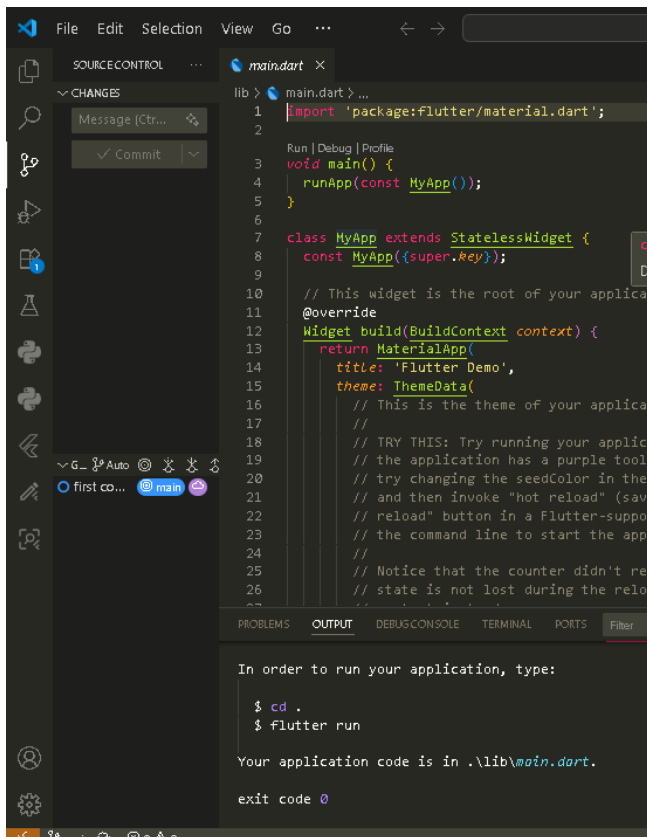


## Praktikum 3: Membuat Repository GitHub dan Laporan Praktikum

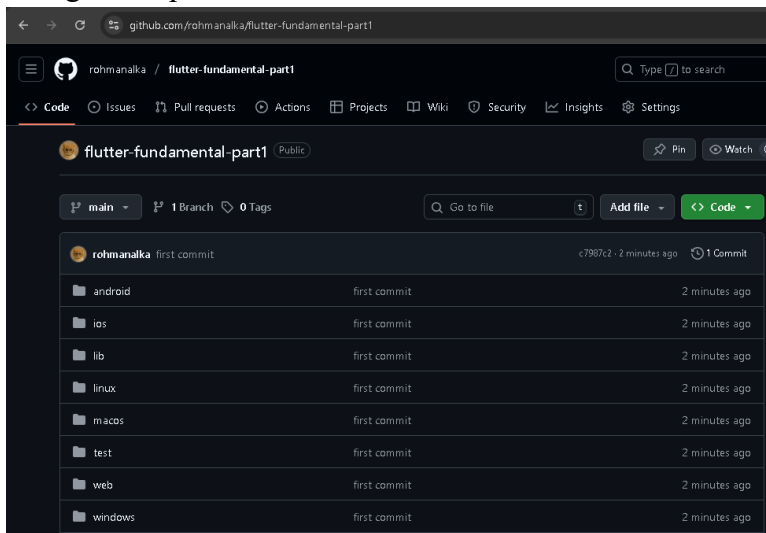
### 1. Buka vs code pada bagian source control, kemudian klik publish ke github



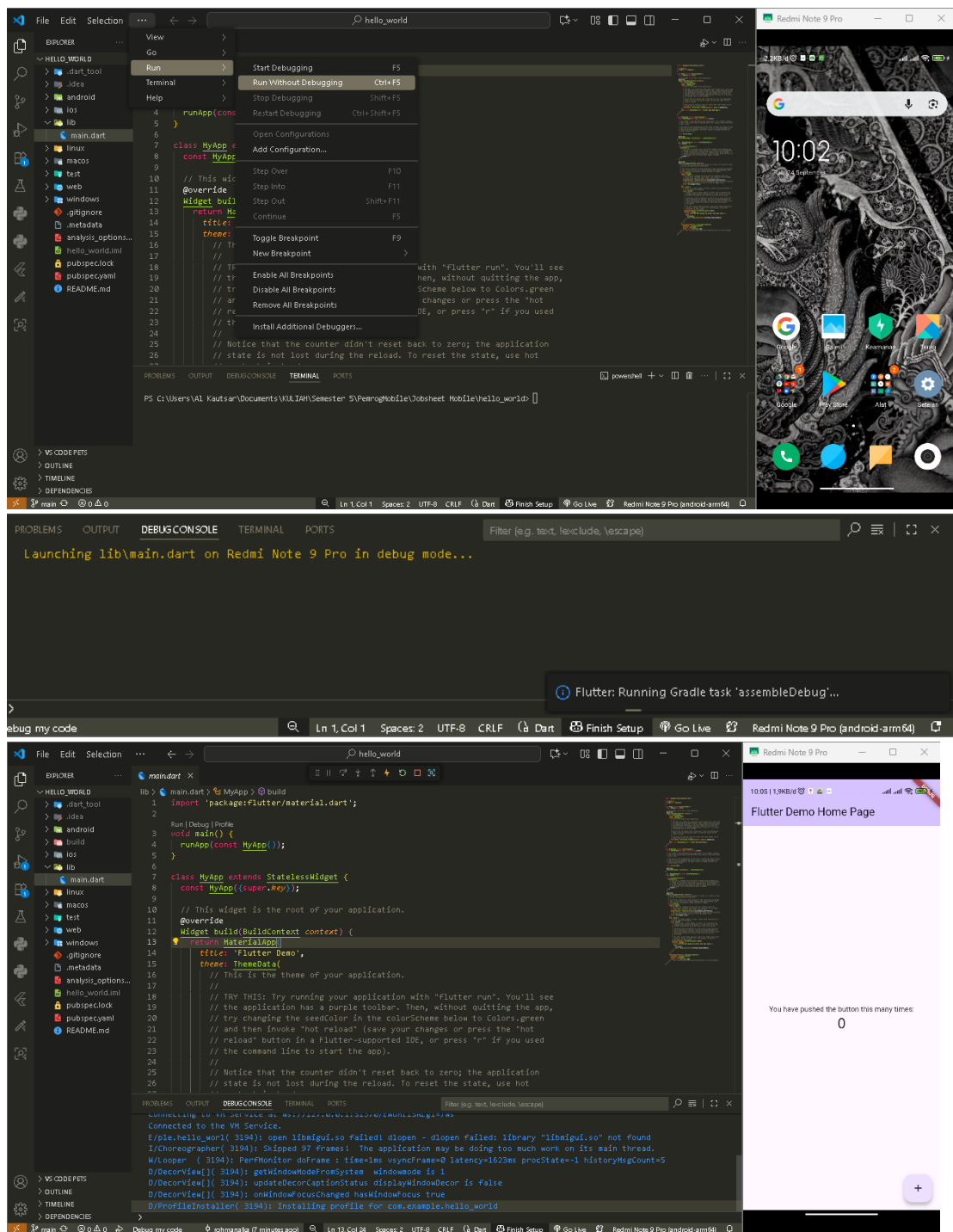
### 2. Pilih bagian public repository dan beri nama repo yang diinginkan, klik enter maka repo sudah terbuat



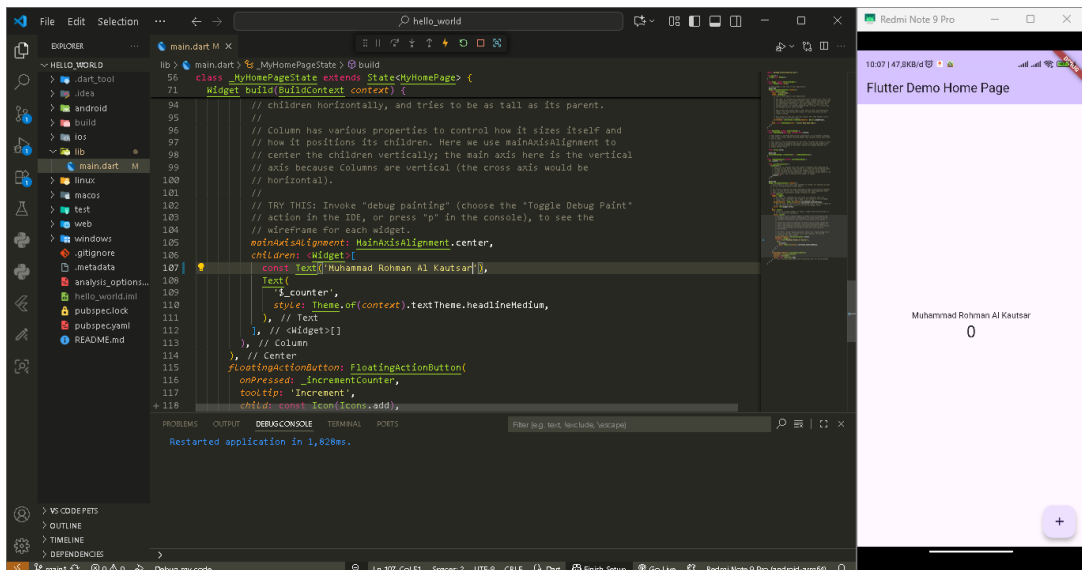
### 3. Cek github apakah benar sudah terbuat



- Kembali ke VS Code, ubah platform di pojok kanan bawah ke device. Lalu coba running project hello\_world dengan tekan F5 atau Run > Start Debugging. Tunggu proses kompilasi hingga selesai, maka aplikasi flutter pertama Anda akan tampil seperti berikut.

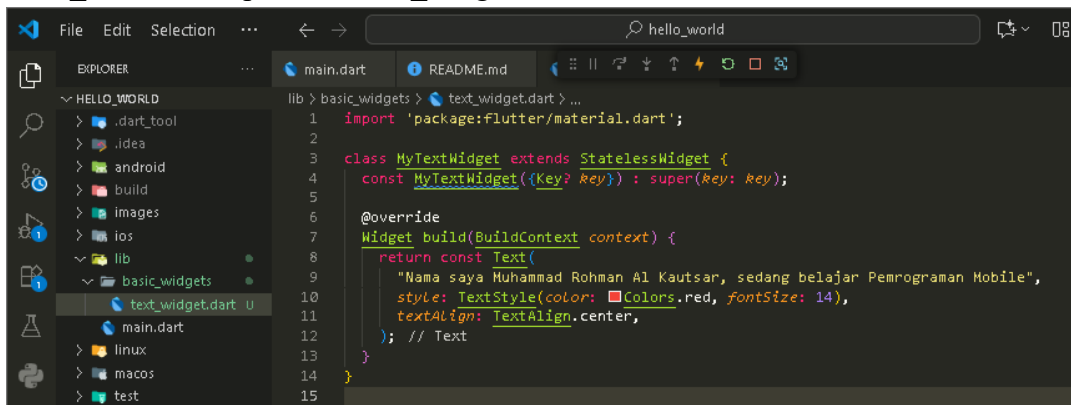


5. Coba ubah text pada aplikasi menjadi nama lengkap pada bagian const Text

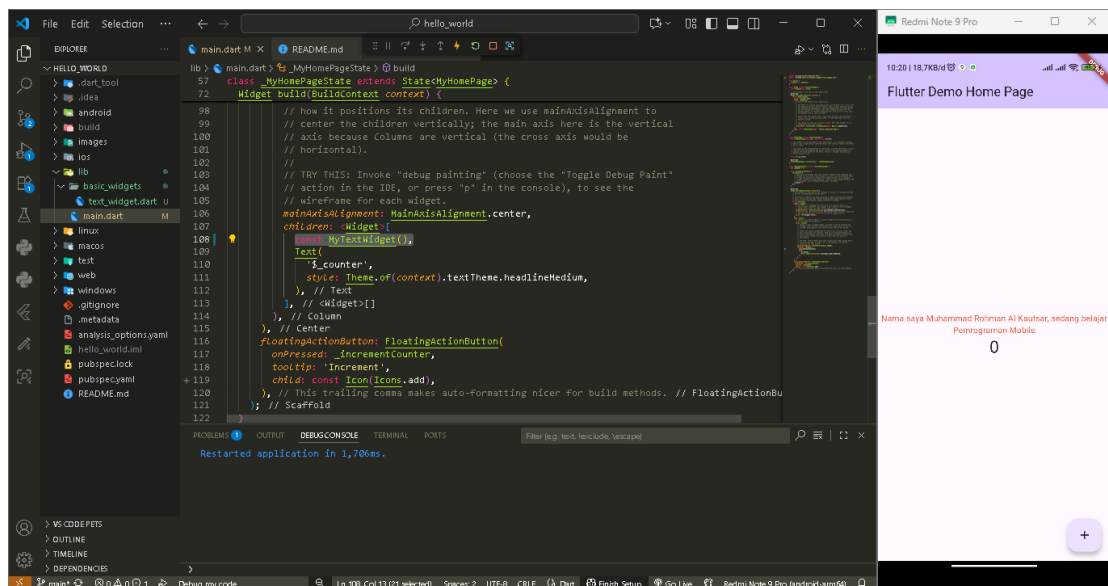


## Praktikum 4: Menerapkan Widget Dasar

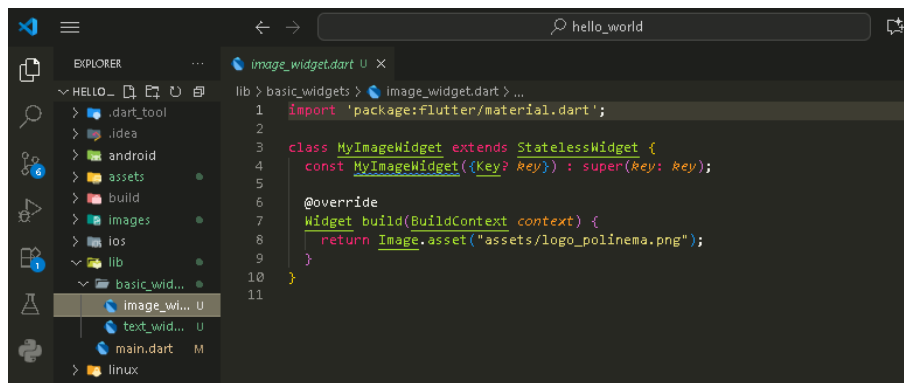
1. Buat folder baru `basic_widgets` di dalam folder `lib`. Kemudian buat file baru di dalam `basic_widgets` dengan nama `text_widget.dart`. Ketik kode program berikut ke project `hello_world` Anda pada file `text_widget.dart`.



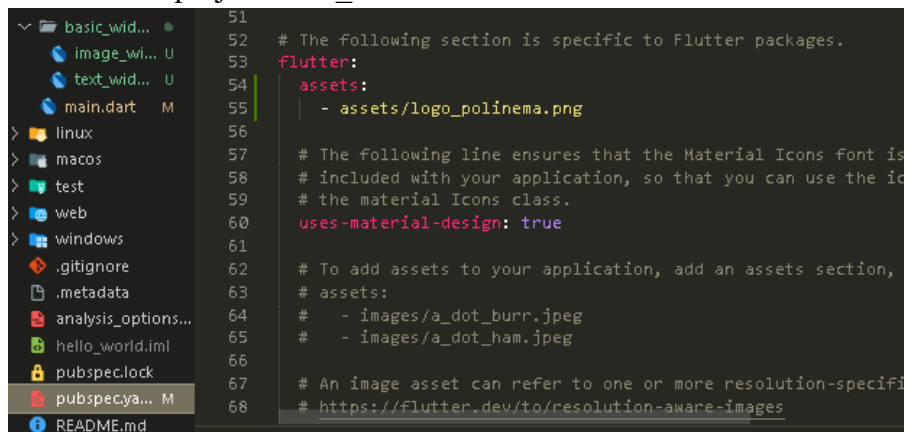
2. Lakukan import file `text_widget.dart` ke `main.dart`. Maka hasilnya seperti gambar berikut.



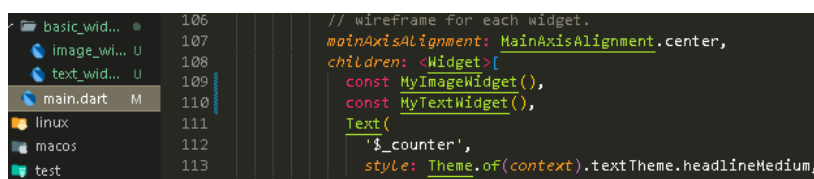
3. Buat sebuah file image\_widget.dart di dalam folder basic\_widgets dengan isi kode berikut.



4. Lakukan penyesuaian asset pada file pubspec.yaml dan tambahkan file logo Anda di folder assets project hello\_world.

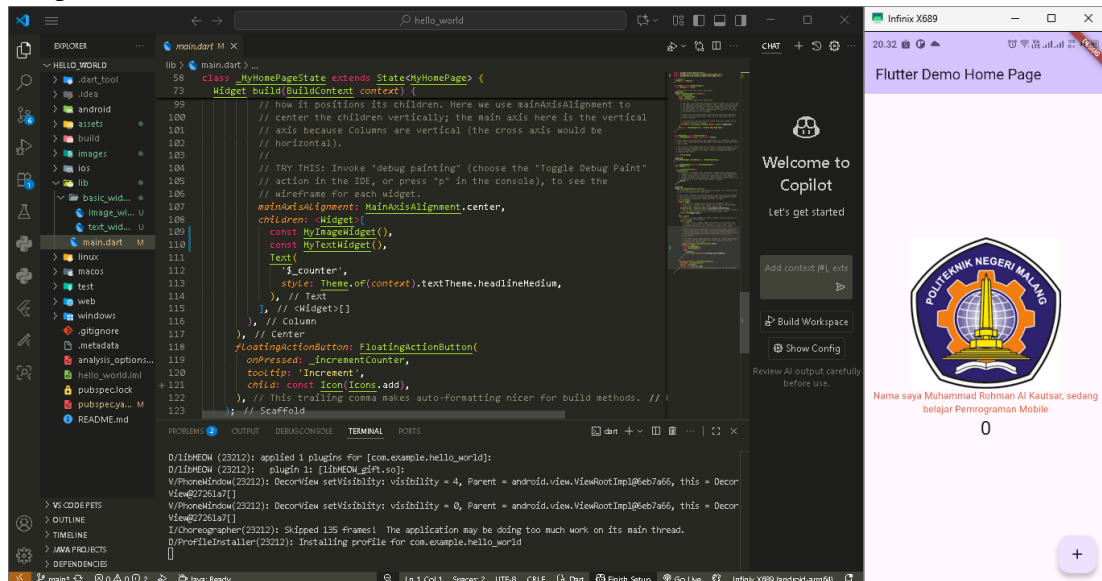


5. Sesuaikan kode dan import di file main.dart kemudian akan tampil gambar seperti berikut.





## 6. tampilan



## Praktikum 5 : Menerapkan Widget Material Design dan iOS Cupertino

1. Tambahkan scaffold widget, ubah isi kode main.dart seperti berikut.

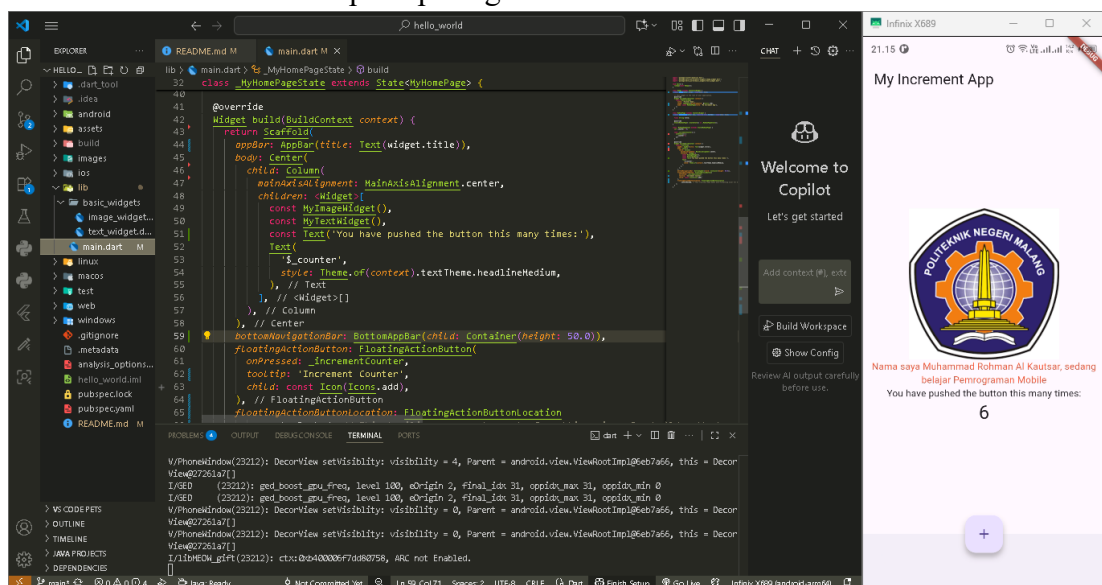
```
1 import 'package:flutter/material.dart';
2 import 'package:hello_world/basic_widgets/image_widget.dart';
3 import 'package:hello_world/basic_widgets/text_widget.dart';
4
5 void main() {
6   runApp(const MyApp());
7 }
8
9 class MyApp extends StatelessWidget {
10   const MyApp({Key? key}) : super(key: key);
11
12   // This widget is the root of your application.
13   @override
14   Widget build(BuildContext context) {
15     return MaterialApp(
16       title: 'Flutter Demo',
17       theme: ThemeData(primarySwatch: Colors.red),
18       home: const MyHomePage(title: 'My Increment App'),
19     );
20   }
21 }
22
23 class MyHomePage extends StatefulWidget {
24   const MyHomePage({Key? key, required this.title}) : super(key: key);
25
26   final String title;
27
28   @override
29   State<MyHomePage> createState() => _MyHomePageState();
30 }
31
```

```

32 class MyHomePageState extends State<MyHomePage> {
33   int _counter = 0;
34
35   void _incrementCounter() {
36     setState(() {
37       _counter++;
38     });
39   }
40
41   @override
42   Widget build(BuildContext context) {
43     return Scaffold(
44       appBar: AppBar(title: Text(widget.title)),
45       body: Center(
46         child: Column(
47           mainAxisAlignment: MainAxisAlignment.center,
48           children: <Widget>[
49             const MyImageWidget(),
50             const MyTextWidget(),
51             const Text('You have pushed the button this many times:'),
52             Text(
53               '$_counter',
54               style: Theme.of(context).textTheme.headlineMedium,
55             ),
56           ],
57         ),
58       ),
59       bottomNavigationBar: BottomAppBar(child: Container(height: 50.0)),
60       floatingActionButton: FloatingActionButton(
61         onPressed: _incrementCounter,
62         tooltip: 'Increment Counter',
63         child: const Icon(Icons.add),
64       ),
65       floatingActionButtonLocation: FloatingActionButtonLocation
66         .centerDocked, // This trailing comma makes auto-formatting nicer for build methods.
67     );
68   }
69 }
70

```

## 2. Run flutter maka akan tampil seperti gambar berikut



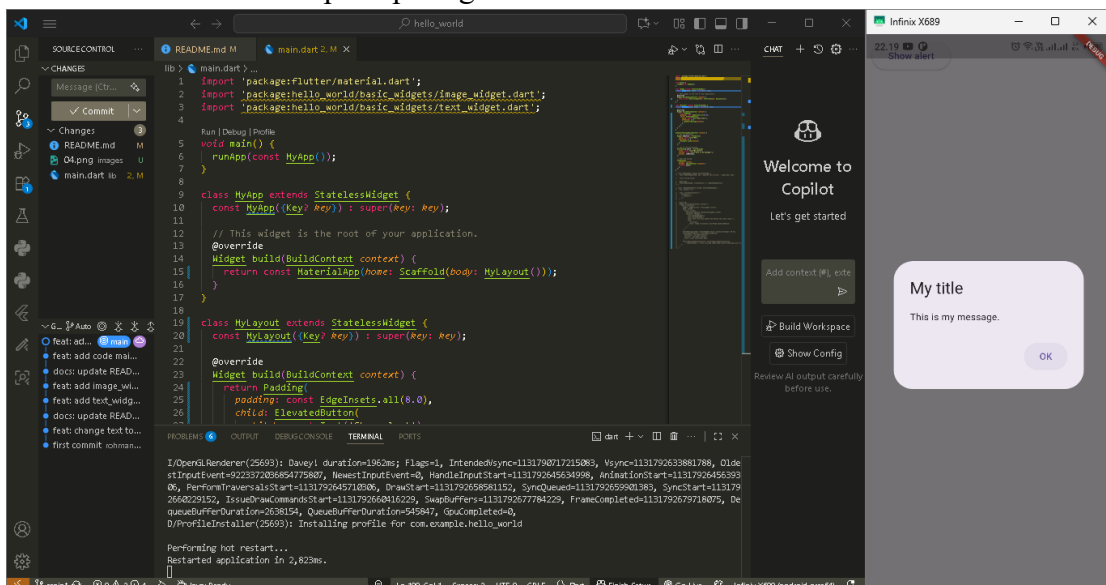
## 3. Tambahkan Dialog widget pada flutter, memiliki dua jenis dialog yaitu AlertDialog dan SimpleDialog. Ubah kode main seperti berikut

```

1 import 'package:flutter/material.dart';
2 // import 'package:hello_world/basic_widgets/image_widget.dart';
3 // import 'package:hello_world/basic_widgets/text_widget.dart';
4
5 void main() {
6   runApp(const MyApp());
7 }
8
9 class MyApp extends StatelessWidget {
10   const MyApp({Key? key}) : super(key: key);
11
12   // This widget is the root of your application.
13   @override
14   Widget build(BuildContext context) {
15     return const MaterialApp(home: Scaffold(body: MyLayout()));
16   }
17 }
18
19 class MyLayout extends StatelessWidget {
20   const MyLayout({Key? key}) : super(key: key);
21
22   @override
23   Widget build(BuildContext context) {
24     return Padding(
25       padding: const EdgeInsets.all(8.0),
26       child: ElevatedButton(
27         child: const Text('Show alert'),
28         onPressed: () {
29           showAlertDialog(context);
30         },
31       ),
32     );
33   }
34 }
35
36 showAlertDialog(BuildContext context) {
37   // set up the button
38   Widget okButton = TextButton(
39     child: const Text("OK"),
40     onPressed: () {
41       Navigator.pop(context);
42     },
43   );
44
45   // set up the AlertDialog
46   AlertDialog alert = AlertDialog(
47     title: const Text("My title"),
48     content: const Text("This is my message."),
49     actions: [okButton],
50   );
51
52   // show the dialog
53   showDialog(
54     context: context,
55     builder: (BuildContext context) {
56       return alert;
57     },
58   );
59 }

```

4. Run flutter dan akan tampil seperti gambar berikut



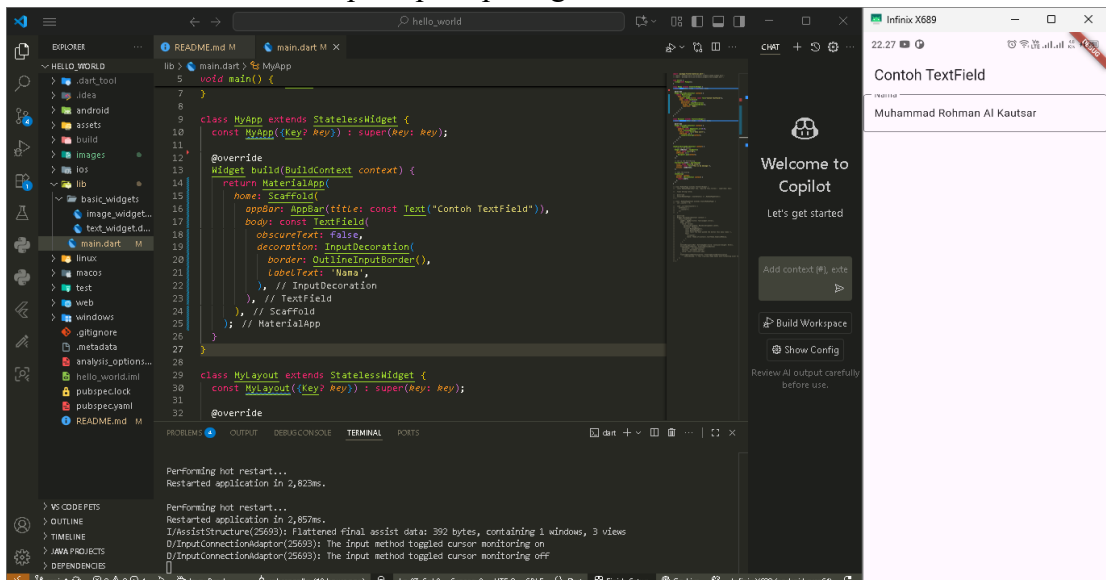
5. Tambahkan Input dan Selection Widget, ubah kode pada main.dart

```

1 void main() {
2   runApp(const MyApp());
3 }
4
5 class MyApp extends StatelessWidget {
6   const MyApp({Key? key}) : super(key: key);
7
8   @override
9   Widget build(BuildContext context) {
10    return MaterialApp(
11      home: Scaffold(
12        appBar: AppBar(title: const Text("Contoh TextField")),
13        body: const TextField(
14          obscureText: false,
15          decoration: InputDecoration(
16            border: OutlineInputBorder(),
17            labelText: 'Nama',
18          ),
19        ),
20      ),
21    );
22 }
23

```

6. Run flutter maka akan tampil seperti pada gambar berikut



7. Tambahkan Date and Time Pickers, ubah kode main.dart

```

1 import 'dart:async';
2 import 'package:flutter/material.dart';
3
4 void main() => runApp(const MyApp());
5
6 class MyApp extends StatelessWidget {
7   const MyApp({Key? key}) : super(key: key);
8
9   @override
10  Widget build(BuildContext context) {
11    return const MaterialApp(
12      title: 'Contoh Date Picker',
13      home: MyHomePage(title: 'Contoh Date Picker'),
14    );
15  }
16 }
17
18 class MyHomePage extends StatefulWidget {
19   const MyHomePage({Key? key, required this.title}) : super(key: key);
20
21   final String title;
22
23   @override
24   _MyHomePageState createState() => _MyHomePageState();
25 }
26

```

```

27 class _MyHomePageState extends State<MyHomePage> {
28   // Variable/State untuk mengambil tanggal
29   DateTime selectedDate = DateTime.now();
30
31   // Initial SelectDate Flutter
32   Future<void> _selectDate(BuildContext context) async {
33     // Initial DateTime Final Picked
34     final DateTime? picked = await showDatePicker(
35       context: context,
36       initialDate: selectedDate,
37       firstDate: DateTime(2015, 8),
38       lastDate: DateTime(2101),
39     );
40     if (picked != null && picked != selectedDate) {
41       setState(() {
42         selectedDate = picked;
43       });
44     }
45   }
46
47   @override
48   Widget build(BuildContext context) {
49     return Scaffold(
50       appBar: AppBar(title: Text(widget.title)),
51       body: Center(
52         child: Column(
53           mainAxisAlignment: MainAxisAlignment.min,
54           children: <Widget>[
55             Text("${selectedDate.toLocal()}".split(' ')[0]),
56             const SizedBox(height: 20.0),
57             ElevatedButton(
58               onPressed: () => {
59                 _selectDate(context),
60                 // ignore: avoid_print
61                 print(
62                   selectedDate.day + selectedDate.month + selectedDate.year,
63                 ),
64               ),
65             child: const Text('Pilih Tanggal'),
66           ],
67         ),
68       ),
69     );
70   }
71 }
72 }

```

8. Run flutter maka akan tampil seperti gambar berikut

