

Platform/Android/BluetoothPrinterService.cs

```
using System;
using System.Collections.Generic;
using System.Diagnostics;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using Android.Bluetooth;
using Java.Util;

namespace RestoSamsu.Platforms.Android
{
    public class BluetoothPrinterService
    {
        private static readonly UUID SPP_UUID =
        UUID.FromString("00001101-0000-1000-8000-00805f9b34fb");
        private BluetoothSocket _socket;
        private BluetoothDevice _device;

        public async Task<bool> ConnectToPrinterAsync(string deviceName)
        {
            try
            {
                BluetoothAdapter bluetoothAdapter = BluetoothAdapter.DefaultAdapter;
                if (bluetoothAdapter == null)
                {
                    Debug.WriteLine("Bluetooth tidak tersedia.");
                    return false;
                }

                if (!bluetoothAdapter.IsEnabled)
                {
                    Debug.WriteLine("Bluetooth belum diaktifkan.");
                    return false;
                }

                _device = bluetoothAdapter.BondedDevices.FirstOrDefault(d => d.Name ==
deviceName);
                if (_device == null)
                {
                    Debug.WriteLine($"Perangkat {deviceName} tidak ditemukan.");
                    return false;
                }

                // **Tutup koneksi lama sebelum membuat koneksi baru**
                if (_socket != null && _socket.IsConnected)
                {
                    _socket.Close();
                    _socket = null;
                }
            }
        }
    }
}
```

```

        Debug.WriteLine("Koneksi lama ditutup.");
    }

    // Buat koneksi baru
    _socket = _device.CreateRfcommSocketToServiceRecord(SPP_UUID);
    await _socket.ConnectAsync();

    Debug.WriteLine("Terhubung ke printer!");
    return true;
}
catch (Exception ex)
{
    Debug.WriteLine($"Gagal terhubung ke printer: {ex.Message}");
    return false;
}
}

public async Task PrintAsync(string text)
{
    if (_socket == null || !_socket.IsConnected)
    {
        Debug.WriteLine("Printer belum terhubung.");
        return;
    }

    try
    {
        byte[] buffer = Encoding.GetEncoding(437).GetBytes(text + "\n\n\n");

        // Kirim data dalam potongan kecil (512 byte per kirim)
        for (int i = 0; i < buffer.Length; i += 512)
        {
            int size = Math.Min(512, buffer.Length - i);
            _socket.OutputStream.Write(buffer, i, size);
            await Task.Delay(50); // Delay untuk mencegah buffer overflow pada printer
        }

        _socket.OutputStream.Flush();
        Debug.WriteLine("Struk berhasil dikirim ke printer.");
    }
    catch (Exception ex)
    {
        Debug.WriteLine($"Gagal mencetak: {ex.Message}");
    }
}

public void Disconnect()
{
    if (_socket != null)
    {

```

```

        _socket.Close();
        _socket = null;
        Debug.WriteLine("Koneksi ke printer ditutup.");
    }
}
}
}

```

Platform/Android/[AndroidBlueToothService.cs](#)

```

using System;
using System.Collections.Generic;
using System.Diagnostics;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using Android.Bluetooth;
using Java.Util;
using RestoSamsu.Platforms.Android;
using RestoSamsu;

[assembly: Dependency(typeof(AndroidBlueToothService))]

namespace RestoSamsu.Platforms.Android
{
    public class AndroidBlueToothService : IBluetoothService
    {
        BluetoothAdapter bluetoothAdapter = BluetoothAdapter.DefaultAdapter;

        public IList<string> GetDeviceList()
        {
            var btdevice = bluetoothAdapter?.BondedDevices
                .Select(i => i.Name).ToList();
            return btdevice;
        }

        public async Task Print(string deviceName, string text)
        {
            BluetoothDevice device = (from bd in bluetoothAdapter?.BondedDevices where
bd?.Name == deviceName select bd).FirstOrDefault();

            try
            {
                await Task.Delay(3000);
                BluetoothSocket bluetoothSocket =
device?.CreateRfcommSocketToServiceRecord(UUID.FromString("00001101-0000-1000-8000-
00805f9b34fb"));

                bluetoothSocket?.Connect();
                byte[] buffer = Encoding.UTF8.GetBytes(text);
                bluetoothSocket?.OutputStream.Write(buffer, 0, buffer.Length);
            }
            catch { }
        }
    }
}

```

```

        bluetoothSocket.Close();
    }
    catch (Exception ex)
    {
        Debug.WriteLine(ex.Message);
        throw ex;
    }
}
}
}

```

Platform/Android/MainActivity.cs

```

using Android;
using Android.App;
using Android.Content.PM;
using Android.OS;
using AndroidX.Core.App;
using AndroidX.Core.Content;

namespace RestoSamsu;

[Activity(Theme = "@style/Maui.SplashTheme", MainLauncher = true, ScreenOrientation =
ScreenOrientation.Landscape, LaunchMode = LaunchMode.SingleTop, ConfigurationChanges =
ConfigChanges.ScreenSize | ConfigChanges.Orientation | ConfigChanges.UiMode |
ConfigChanges.ScreenLayout | ConfigChanges.SmallestScreenSize | ConfigChanges.Density)]
public class MainActivity : MauiAppCompatActivity
{
    const int RequestBluetoothPermission = 1;

    protected override void OnCreate(Bundle savedInstanceState)
    {
        base.OnCreate(savedInstanceState);

        RequestBluetoothPermissions();
    }

    void RequestBluetoothPermissions()
    {
        if (Build.VERSION.SdkInt >= BuildVersionCodes.S)
        {
            if (ContextCompat.CheckSelfPermission(this, Manifest.Permission.BluetoothConnect) !=
Permission.Granted ||
ContextCompat.CheckSelfPermission(this, Manifest.Permission.BluetoothScan) !=
Permission.Granted)
            {
                ActivityCompat.RequestPermissions(this, new string[]
                {
                    Manifest.Permission.BluetoothConnect,

```

```

        Manifest.Permission.BluetoothScan
    }, RequestBluetoothPermission);
}
}
}
}
}

```

MauiProgram.cs

```

using CommunityToolkit.Maui;
using Microsoft.Extensions.Logging;
using Plugin.LocalNotification;
using The49.Maui.BottomSheet;
using Microsoft.Extensions.DependencyInjection;
using RestoSamsu;
namespace RestoSamsu;

public static class MauiProgram
{
    public static MauiApp CreateMauiApp()
    {
        var builder = MauiApp.CreateBuilder();
        builder
            .UseMauiApp<App>()

            .UseMauiCommunityToolkit()
            .UseBottomSheet()
            .UseLocalNotification()

            .ConfigureFonts(fonts =>
            {
                fonts.AddFont("OpenSans-Regular.ttf", "OpenSansRegular");
                fonts.AddFont("OpenSans-Semibold.ttf", "OpenSansSemibold");
            });

#if DEBUG
        builder.Logging.AddDebug();
#endif
#if ANDROID
        // Registrasi khusus untuk Android
        builder.Services.AddSingleton<IBluetoothService,
RestoSamsu.Platforms.Android.AndroidBlueToothService>();
#endif
        //builder.Services.AddSingleton<PrintPageViewModel>();
        builder.Services.AddSingleton<Struk.Print1>();
#if DEBUG
        builder.Logging.AddDebug();
#endif

```

```
    }  
    return builder.Build();  
}
```