

**PRAKTIKUM PEMROGRAMAN MOBILE**

**(Lembar Kerja Praktikum 7)**

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**D3 MANAJEMEN INFORMATIKA**

**JURUSAN ILMU KOMPUTER**

**FAKULTAS MATEMATIKA DAN ILMU PENGETAHUAN ALAM**

**UNIVERSITAS LAMPUNG**

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- The screenshot shows the Android Studio IDE with the following components:
- Top Bar:** File, Edit, View, Navigate, Code, Analyze, Refactor, Build, Run, Tools, Help. The active window is 'RecycleView - MainActivity.java (RecycleView.app)'.
  - Project View:** Shows the file structure with 'RecycleView' as the root. The 'src/main/java/com/example/recycleview' package is expanded, showing 'MainActivity.java' as the active file.
  - Main Editor:** Contains the Java code for MainActivity. The code defines a RecyclerView, an ArrayList of Contact objects, and a CardView adapter. The RecyclerView is initialized with the adapter and set to have a fixed size of 10 items.
  - Emulator:** A virtual Android phone is running the application. The app's UI is titled 'Altezza Food' and displays a list of food items. Each item has a small image, a name, and two buttons: 'ORDER' and 'CART'.
  - Bottom Bar:** Contains icons for Run, TODO, Problem, Terminal, Logcat, Build, Profiler, and App Inspection. The status bar at the very bottom shows 'Launch succeeded (6 minutes ago)' and system information like '33:3 LF UTF-8 4 spaces'.

