

LAPORAN JOBSHEET PEMROGRAMAN MOBILE
PERTEMUAN – 5



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Praktikum 1: Membangun Layout di Flutter

The screenshot shows the Android Studio interface with the project 'layout_flutter' open. The main.dart file is selected in the left sidebar. The code editor displays the following Dart code:

```
Widget titleSection = Container(
  padding: const EdgeInsets.all(32), // padding di seluruh sisi
  child: Row(
    children: [
      Expanded(
        // seal 1: Column dalam Expanded
        child: Column(
          crossAxisAlignment: CrossAxisAlignment.start, // teks ke kiri
          children: [
            // seal 2: teks pertama dengan padding bawah
            Container(
              padding: const EdgeInsets.only(...),
              child: const Text(
                'Wisata Gunung di Batu',
                style: TextStyle(
                  fontWeight: FontWeight.bold,
                ),
              ),
            ),
            Container(
              const Text(
                'Batu, Malang, Indonesia',
                style: TextStyle(
                  color: Colors.grey, // teks abu-abu
                ),
              ),
            ),
          ],
        ),
      ),
    ],
  ),
);
```

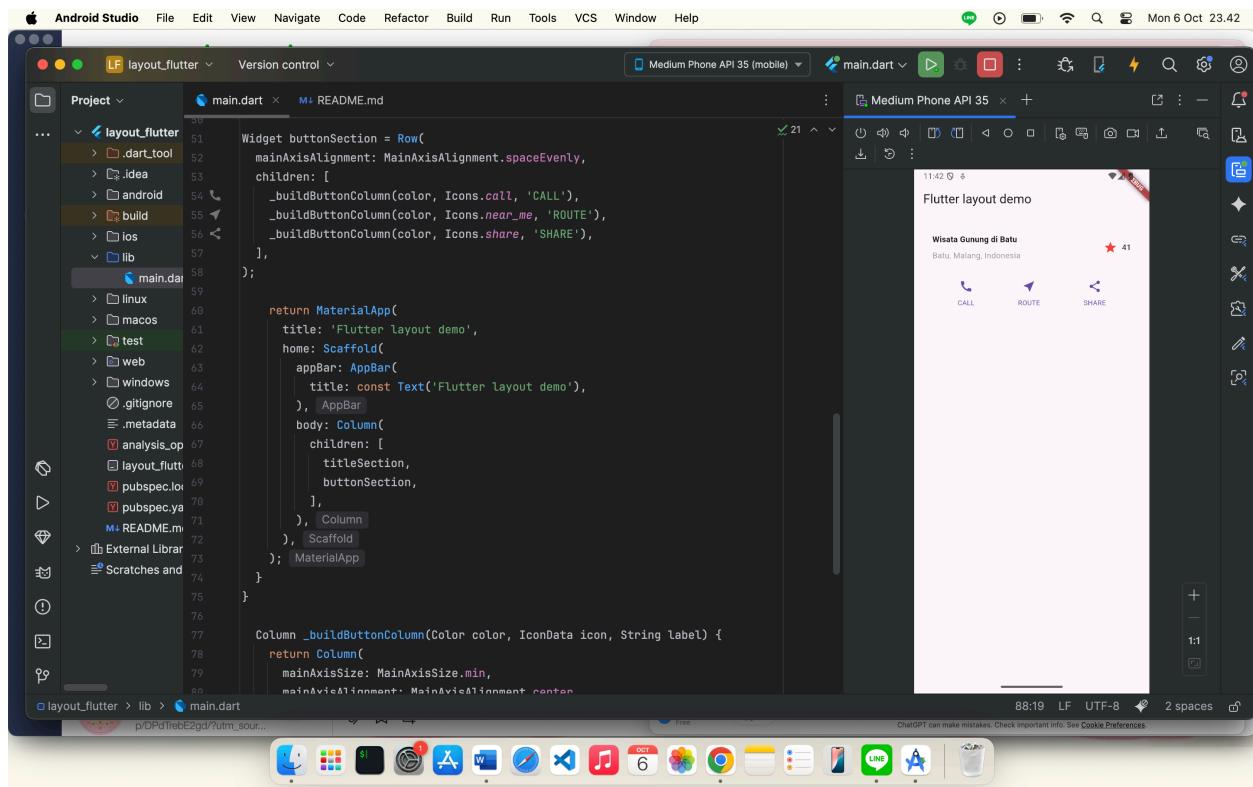
The preview window on the right shows a white screen with the text "Flutter layout demo" at the top and "Hello World" below it.

The screenshot shows the Android Studio interface with the project 'layout_flutter' open. The main.dart file is selected in the left sidebar. The code editor displays the following Dart code, which includes modifications from the previous screenshot:

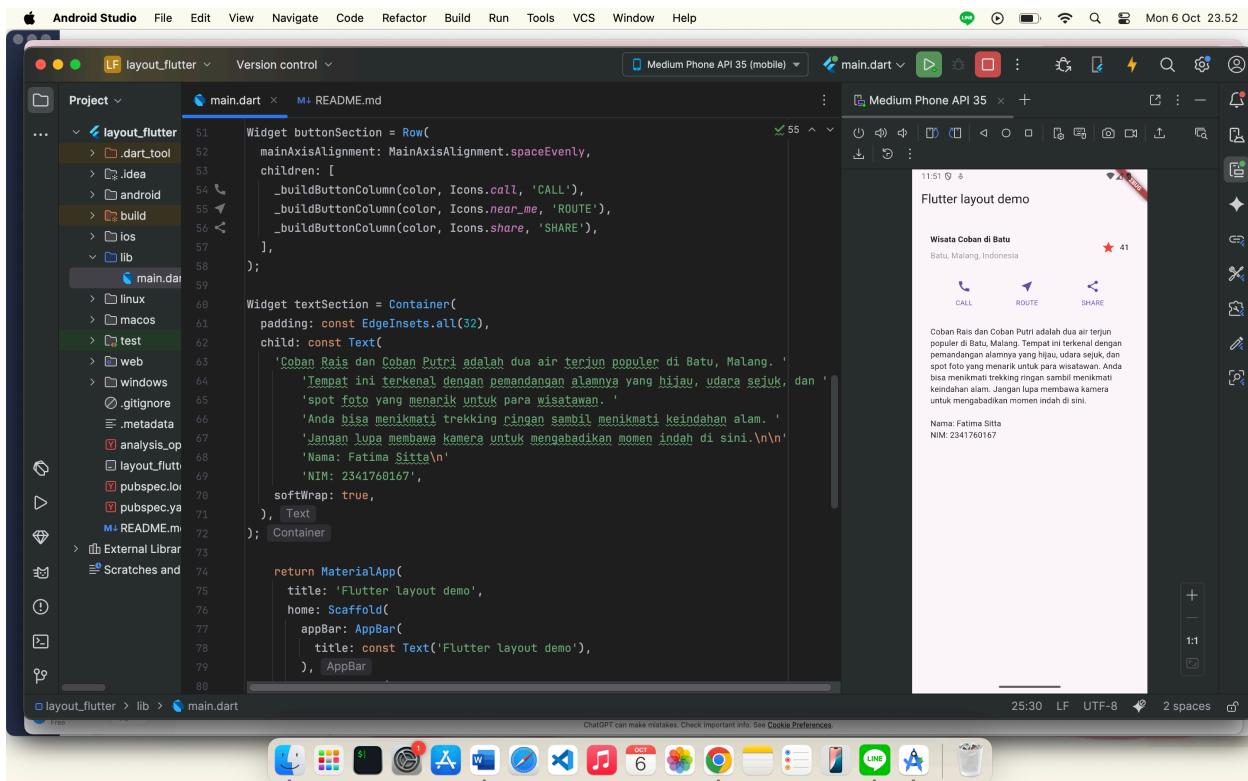
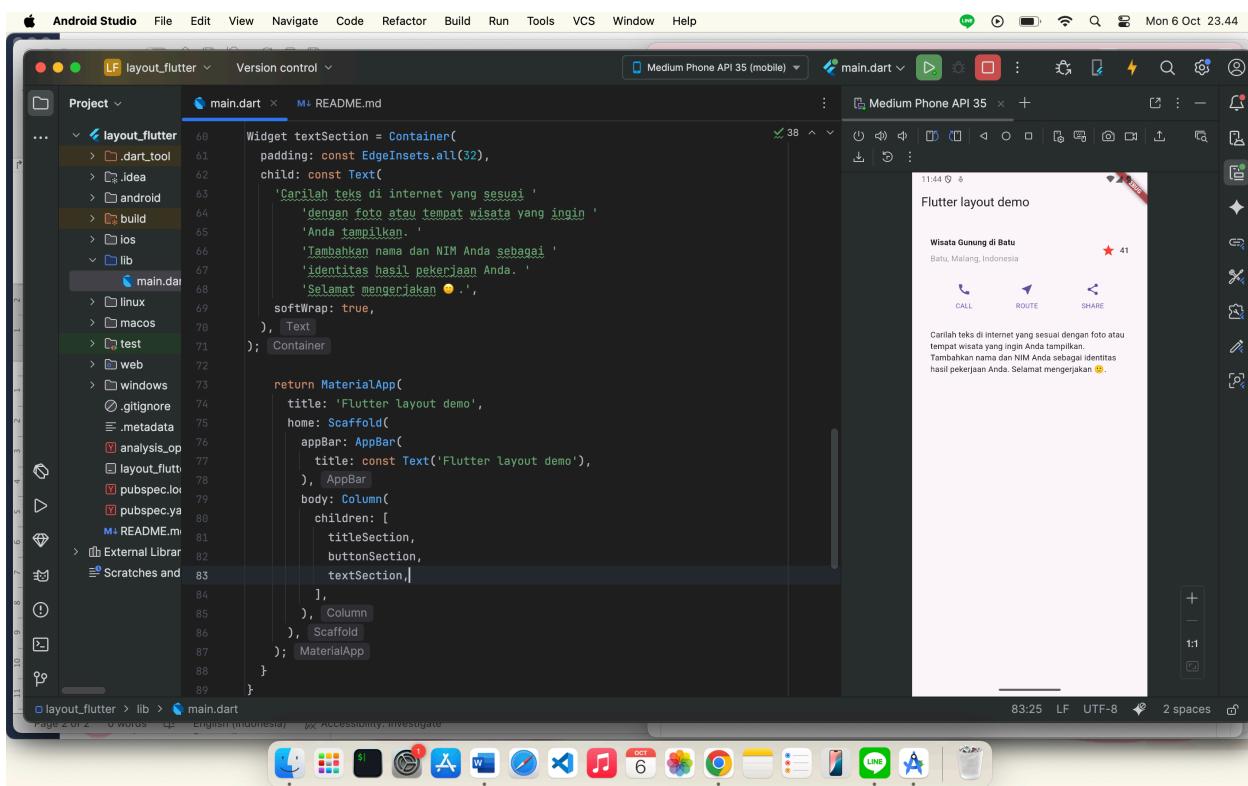
```
Widget titleSection = Container(
  padding: const EdgeInsets.all(32), // padding di seluruh sisi
  child: Row(
    children: [
      Expanded(
        // seal 1: Column dalam Expanded
        child: Column(
          crossAxisAlignment: CrossAxisAlignment.start, // teks ke kiri
          children: [
            // seal 2: teks pertama dengan padding bawah
            Container(
              padding: const EdgeInsets.only(...),
              child: const Text(
                'Wisata Gunung di Batu',
                style: TextStyle(
                  fontWeight: FontWeight.bold,
                ),
              ),
            ),
            Container(
              const Text(
                'Batu, Malang, Indonesia',
                style: TextStyle(
                  color: Colors.grey, // teks abu-abu
                ),
              ),
            ),
          ],
        ),
      ),
    ],
  ),
);
```

The preview window on the right shows a white screen with the text "Flutter layout demo" at the top, "Wisata Gunung di Batu" in bold, and "Batu, Malang, Indonesia" below it. There is also a red star icon with the number "41" next to the location text.

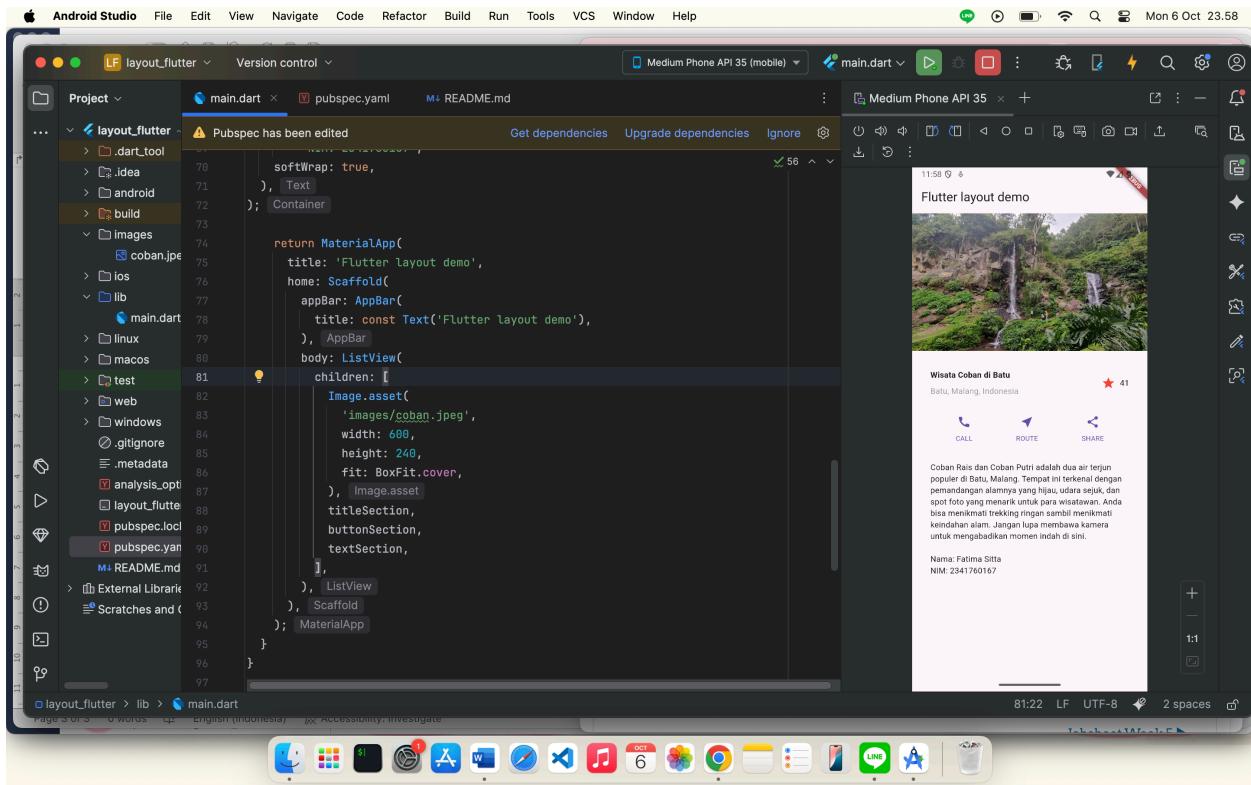
Praktikum 2: Implementasi button row



Praktikum 3: Implementasi text section



Praktikum 4: Implementasi image section

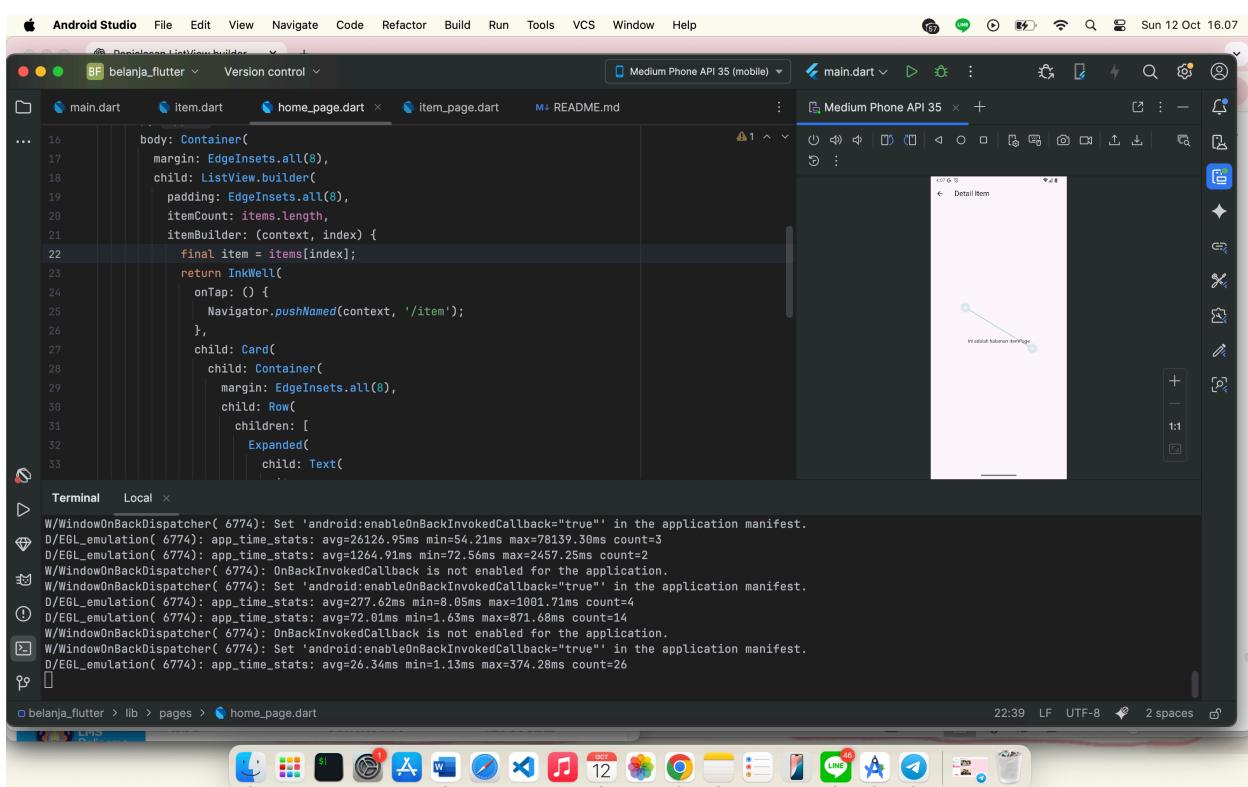
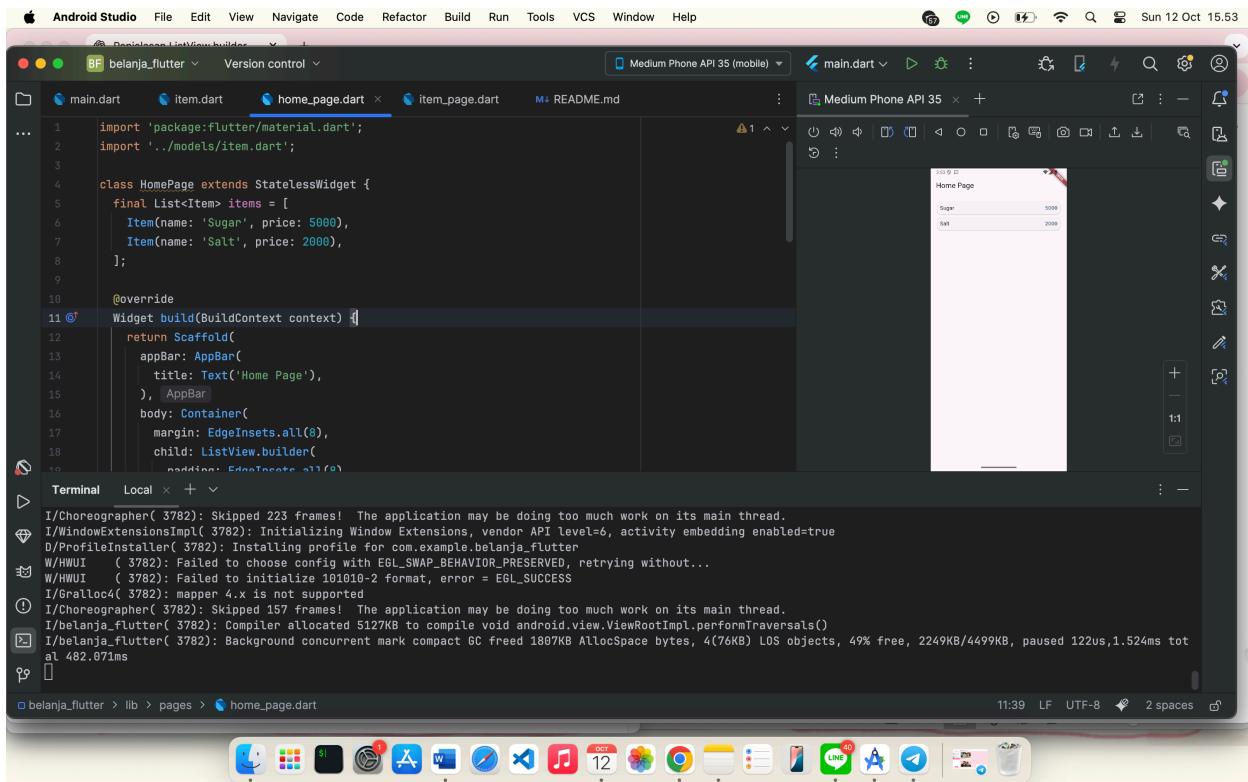


Commit repository GitHub

The screenshot shows a GitHub repository page for 'layout_flutter' owned by 'sittafatim4'. The 'Code' tab is selected. A commit titled 'initial layout flutter' is shown, made by 'sittafatim4' at 'e40cede' two minutes ago. The commit message is 'initial layout flutter'. Below the commit, a list of files is shown, each with a blue folder icon and the text 'initial layout flutter' followed by a timestamp of '2 minutes ago'. The files listed are android, images, ios, lib, linux, macos, test, web, and windows.

File	Message	Time
android	initial layout flutter	2 minutes ago
images	initial layout flutter	2 minutes ago
ios	initial layout flutter	2 minutes ago
lib	initial layout flutter	2 minutes ago
linux	initial layout flutter	2 minutes ago
macos	initial layout flutter	2 minutes ago
test	initial layout flutter	2 minutes ago
web	initial layout flutter	2 minutes ago
windows	initial layout flutter	2 minutes ago

Praktikum 5: Membangun Navigasi di Flutter



Tugas Praktikum 2

The screenshot shows the Android Studio interface with the project 'belanja_flutter' open. The code editor displays the `item_page.dart` file, which contains the implementation for the `ItemPage` widget. The preview pane shows a dark-themed mobile application screen with a title bar and a central text area. The terminal below shows standard log output for an Android emulator.

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

class ItemPage extends StatelessWidget {
  const ItemPage({super.key});

  @override
  Widget build(BuildContext context) {
    final itemArgs = ModalRoute.of(context)!.settings.arguments as Item;
    return Scaffold(
      appBar: AppBar(
        title: const Text('Detail Item'),
      ),
      body: const Center(
        child: Text('Ini adalah halaman ItemPage'),
      ),
    );
  }
}
```

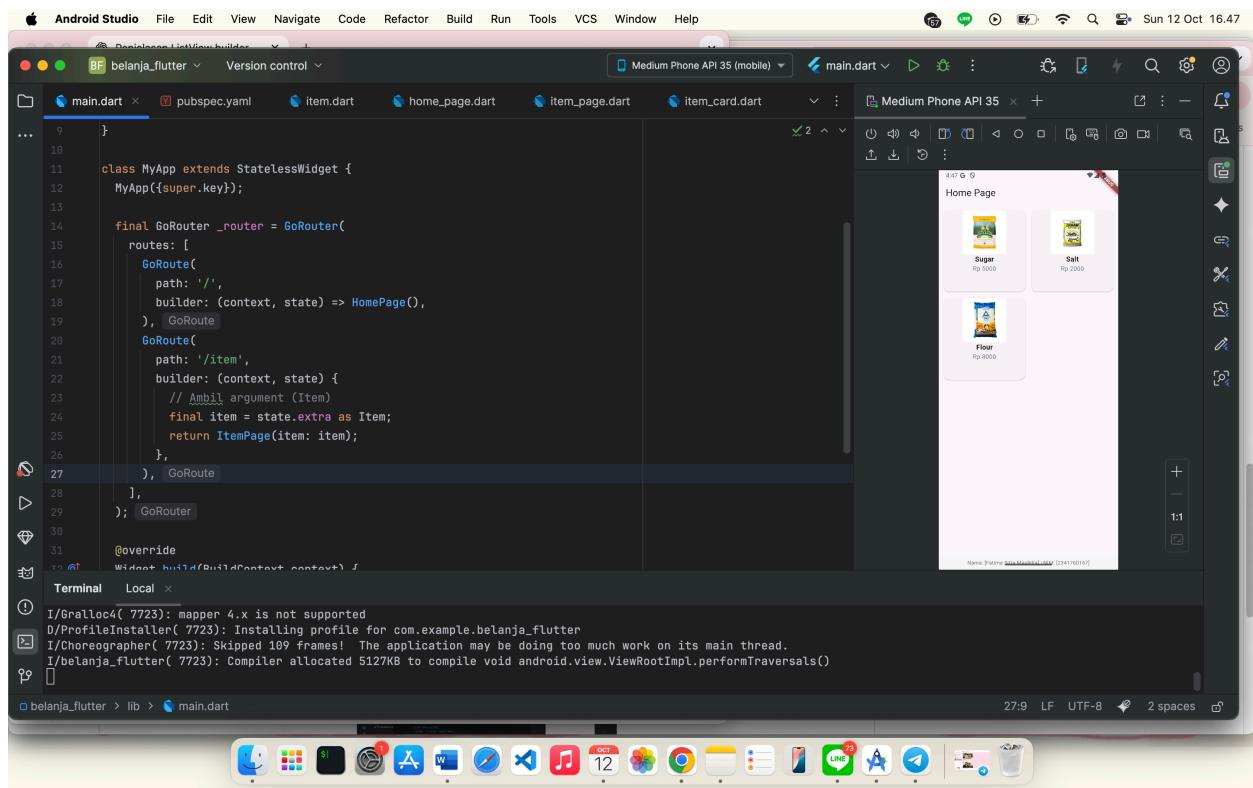
D/EGL_emulation(7068): app_time_stats: avg=43755.20ms min=28.40ms max=131185.78ms count=3
D/EGL_emulation(7068): app_time_stats: avg=1767.05ms min=194.08ms max=3340.02ms count=2
W/WindowOnBackDispatcher(7068): OnBackPressedCallback is not enabled for the application.
W/WindowOnBackDispatcher(7068): Set 'android:enableOnBackPressed="true"' in the application manifest.
D/EGL_emulation(7068): app_time_stats: avg=201.65ms min=4.74ms max=860.63ms count=5
D/EGL_emulation(7068): app_time_stats: avg=65.76ms min=1.25ms max=907.37ms count=16
W/WindowOnBackDispatcher(7068): OnBackPressedCallback is not enabled for the application.
W/WindowOnBackDispatcher(7068): Set 'android:enableOnBackPressed="true"' in the application manifest.
D/EGL_emulation(7068): app_time_stats: avg=48.73ms min=0.68ms max=687.07ms count=21
D/EGL_emulation(7068): app_time_stats: avg=37.70ms min=0.94ms max=678.17ms count=21

The screenshot shows the Android Studio interface with the project 'belanja_flutter' open. The code editor displays the `item_page.dart` file, which contains the implementation for the `ItemPage` widget. The preview pane shows a dark-themed mobile application screen displaying a grid of items with images and names like 'Sugar', 'Salt', and 'Flour'. The terminal below shows standard log output for an Android emulator.

```
final itemArgs = ModalRoute.of(context)!.settings.arguments as Item;

return Scaffold(
  appBar: AppBar(
    title: Text(itemArgs.name),
  ),
  body: Padding(
    padding: const EdgeInsets.all(16.0),
    child: Column(
      crossAxisAlignment: CrossAxisAlignment.start,
      children: [
        Center(
          child: Hero(
            tag: itemArgs.photo,
            child: Image.asset(
              itemArgs.photo,
              height: 200,
            ),
          ),
        ),
        Center(
          child: Text(
            itemArgs.name,
            style: TextStyle(
              color: Colors.white,
              fontSize: 18,
            ),
          ),
        ),
        Center(
          child: Text(
            itemArgs.stock.toString(),
            style: TextStyle(
              color: Colors.white,
              fontSize: 14,
            ),
          ),
        ),
        Center(
          child: Text(
            itemArgs.price.toString(),
            style: TextStyle(
              color: Colors.white,
              fontSize: 14,
            ),
          ),
        ),
      ],
    ),
  ),
);
```

W/HWUI (7525): Failed to initialize 101010-2 format, error = EGL_SUCCESS
I/Choreographer(7525): Skipped 80 frames! The application may be doing too much work on its main thread.
D/ProfileInstaller(7525): Installing profile for com.example.belanja_flutter
I/belanja_flutter(7525): Compiler allocated 5127KB to compile void android.view.ViewRootImpl.performTraversals()
I/belanja_flutter(7525): Background concurrent mark compact GC freed 1939KB AllocSpace bytes, 4(76KB) LOS objects, 49% free, 2253KB/4507KB, paused 1.098ms, total 104.769ms



https://github.com/sittafatim4/layout_flutter

https://github.com/sittafatim4/belanja_flutter