

LAPORAN TEORI MOBILE PROGRAMMING
MODUL 10



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I. Tujuan

1. Mendesain antarmuka (GUI) aplikasi Flutter yang interaktif dan responsif.
2. Menerapkan system navigasi antarhalaman menggunakan mekanisme named route.
3. Membuat model data dengan JSON serialization dan deserialization.
4. Mengintegrasikan data dari API eksternal ke dalam aplikasi menggunakan paket http.
5. Menampilkan data hasil permintaan API ke layer aplikasi dengan tata letak yang rapi dan dinamis.

II. Langkah Kerja

1. Membuat proyek Flutter baru bernama named_route_app.
2. Membuat beberapa halaman (screens), misalnya HomePage, dan DetailPage.
3. Menambahkan konfigurasi named route pada file main.dart menggunakan MaterialApp dengan properti routes.
4. Mengimplementasikan navigasi antar halaman menggunakan Navigator.pushNamed() dan Navigator.pop().
5. Menambahkan tombol navigasi di setiap halaman untuk berpindah ke halaman lain.
6. Menjalankan aplikasi untuk memastikan navigasi berjalan sesuai rute yang telah ditentukan.

III. Screenshot Hasil

a. Kode Program

- Model/
detail.game.dart:

```
1 import 'package:json_annotation/json_annotation.dart';
2 part 'detail_game.g.dart';
3
4 @JsonSerializable()
5 class MinimumSystemRequirements {
6   final String? os;
7   final String? processor;
8   final String? memory;
9   final String? graphics;
10  final String? storage;
11
12  MinimumSystemRequirements({
13    this.os,
14    this.processor,
15    this.memory,
16    this.graphics,
17    this.storage,
18  });
19
20  factory MinimumSystemRequirements.fromJson(Map<String, dynamic> json) =>
21    _MinimumSystemRequirementsFromJson(json);
22  Map<String, dynamic> toJson() => _MinimumSystemRequirementsToJson(this);
23 }
24
25 @JsonSerializable()
26 class Screenshot {
27   final int? id;
28   final String? image;
29
30   Screenshot({this.id, this.image});
31
32   factory Screenshot.fromJson(Map<String, dynamic> json) =>
33     _ScreenshotFromJson(json);
34   Map<String, dynamic> toJson() => _ScreenshotToJson(this);
35
36   @JsonSerializable()
37   class DetailGame {
38     final int? id;
39     final String? title;
40     final String? thumbnail;
41     final String? status;
42     final String? short_description;
43     final String? description;
44     final String? game_url;
45     final String? genre;
46     final String? platform;
47     final String? publisher;
48     final String? developer;
49     final String? release_date;
50     final String? freetogame_profile_url;
51     final MinimumSystemRequirements? minimum_system_requirements;
52     final List<Screenshot>? screenshots;
53
54     DetailGame({
55       this.id,
56       this.title,
57       this.thumbnail,
58       this.status,
59       this.short_description,
60       this.description,
61       this.game_url,
62       this.genre,
63       this.platform,
64       this.publisher,
65       this.developer,
66       this.release_date,
67       this.freetogame_profile_url,
68       this.minimum_system_requirements,
69       this.screenshots,
70     });
71
72     factory DetailGame.fromJson(Map<String, dynamic> json) =>
73       _DetailGameFromJson(json);
74
75     Map<String, dynamic> toJson() => _DetailGameToJson(this);
76   }
77 }
```

detail.game.g.dart

```
// GENERATED CODE - DO NOT MODIFY BY HAND
part of 'detail.game.dart';

// **************************************************************************
// JsonSerializableGenerator
// **************************************************************************

MinimumSystemRequirements _MinimumSystemRequirementsFromJson(Map<String, dynamic> json) {
  return MinimumSystemRequirements(
    os: json['os'] as String?,
    processor: json['processor'] as String?,
    memory: json['memory'] as String?,
    graphics: json['graphics'] as String?,
    storage: json['storage'] as String?,
  );
}

Map<String, dynamic> _MinimumSystemRequirementsToJson(MinimumSystemRequirements instance) =>
  <String, dynamic>{
    'os': instance.os,
    'processor': instance.processor,
    'memory': instance.memory,
    'graphics': instance.graphics,
    'storage': instance.storage,
  };

Screenshot _ScreenshotFromJson(Map<String, dynamic> json) {
  return Screenshot(
    id: json['id'] as int?,
    image: json['image'] as String?,
  );
}
```

```
Map<String, dynamic> _ScreenshotToJson(Screenshot instance) => <String, dynamic>{
  'id': instance.id,
  'image': instance.image,
};

DetailGame _DetailGameFromJson(Map<String, dynamic> json) {
  return DetailGame(
    id: json['id'] as int?,
    title: json['title'] as String?,
    thumbnail: json['thumbnail'] as String?,
    status: json['status'] as String?,
    short_description: json['short_description'] as String?,
    description: json['description'] as String?,
    game_url: json['game_url'] as String?,
    genre: json['genre'] as String?,
    platform: json['platform'] as String?,
    publisher: json['publisher'] as String?,
    developer: json['developer'] as String?,
    release_date: json['release_date'] as String?,
    freetogame_profile_url: json['freetogame_profile_url'] as String?,
    minimum_system_requirements: json['minimum_system_requirements'] == null
      ? null
      : MinimumSystemRequirements.fromJson(
        json['minimum_system_requirements'] as Map<String, dynamic>),
    screenshots: (json['screenshots'] as List<dynamic>?)
      ? map(e) => Screenshot.fromJson(e as Map<String, dynamic>)
        .toList()
      : [];
  );
}
```

```
Map<String, dynamic> _DetailGameToJson(DetailGame instance) => <String, dynamic>{
  'id': instance.id,
  'title': instance.title,
  'thumbnail': instance.thumbnail,
  'status': instance.status,
  'short_description': instance.short_description,
  'description': instance.description,
  'game_url': instance.game_url,
  'genre': instance.genre,
  'platform': instance.platform,
  'publisher': instance.publisher,
  'developer': instance.developer,
  'release_date': instance.release_date,
  'freetogame_profile_url': instance.freetogame_profile_url,
  'minimum_system_requirements': instance.minimum_system_requirements?.toJson(),
  'screenshots': instance.screenshots?.map(e => e.toJson()).toList(),
};
```

game.dart

```
class Game {
  final int? id;
  final String? title;
  final String? thumbnail;
  final String? short_description;
  final String? game_url;
  final String? genre;
  final String? platform;
  final String? publisher;
  final String? developer;
  final String? release_date;
  final String? freetogame_profile_url;

  Game({
    this.id,
    this.title,
    this.thumbnail,
    this.short_description,
    this.game_url,
    this.genre,
    this.platform,
    this.publisher,
    this.developer,
    this.release_date,
    this.freetogame_profile_url,
  });
}
```

```
factory Game.fromJson(Map<String, dynamic> json) {
  return Game(
    id: json['id'] ?? 0,
    title: json['title'] ?? 'Tanpa Judul',
    thumbnail: json['thumbnail'] ?? '',
    short_description: json['short_description'] ?? '',
    game_url: json['game_url'] ?? '',
    genre: json['genre'] ?? 'Tidak diketahui',
    platform: json['platform'] ?? 'Unknown',
    publisher: json['publisher'] ?? 'Unknown',
    developer: json['developer'] ?? 'Unknown',
    release_date: json['release_date'] ?? '-',
    freetogame_profile_url: json['freetogame_profile_url'] ?? '',
  );
}
```

- View/ detail.dart

```
1 import 'package:flutter/material.dart';
2 import 'package:modul_10/viewmodel/fetchgame.dart';
3 import 'package:modul_10/model/detailgame.dart';
4
5 class Detail extends StatelessWidget {
6   final int gameTerpilih;
7   const Detail({super.key, required this.gameTerpilih});
8
9
10  Future<DetailGame> fetchData() async {
11    final jsonData = await fetchDataFromAPI(gameTerpilih);
12    return DetailGame.fromJson(jsonData);
13  }
14
15  @override
16  Widget build(BuildContext context) {
17    return Scaffold(
18      resizeToAvoidBottomInset: false,
19      backgroundColor: Colors.amberAccent.shade400,
20      body: FutureBuilder<DetailGame>(
21        future: fetchData(),
22        builder: (context, snapshot) {
23          // Loading state
24          if (snapshot.connectionState == ConnectionState.waiting) {
25            return const Center(child: CircularProgressIndicator());
26          }
27
28          else if (snapshot.hasError) {
29            return Center(
30              child: Text(
31                'Terjadi Kesalahan:\n${snapshot.error}',
32                style: const TextStyle(color: Colors.red),
33                textAlign: TextAlign.center,
34
```

```
35      // Tombol BACK
36      Positioned(
37        top: 40,
38        left: 15,
39        child: GestureDetector(
40          behavior: HitTestBehavior.translucent,
41          onTap: () => Navigator.pop(context),
42          child: Container(
43            padding: const EdgeInsets.all(8),
44            decoration: BoxDecoration(
45              color: Colors.black.withOpacity(0.5),
46              shape: BoxShape.circle,
47            ),
48            child: const Icon(
49              Icons.arrow_back_ios_new,
50              color: Colors.white,
51              size: 20,
52            ),
53          ),
54        ),
55        GestureDetector(
56          child: Positioned(
57            top: 40,
58            left: 15,
59            child: Container(
60              padding: const EdgeInsets.all(8),
61              decoration: BoxDecoration(
62                color: Colors.black.withOpacity(0.5),
63                shape: BoxShape.circle,
64              ),
65              child: const Icon(
66                Icons.arrow_back_ios_new,
67                color: Colors.white,
68                size: 20,
69              ),
70            ),
71          ),
72        ),
73      ),
74    ),
75    Stack(
76      children: [
77        Positioned(
78          top: 40,
79          left: 15,
80          child: Container(
81            padding: const EdgeInsets.all(8),
82            decoration: BoxDecoration(
83              color: Colors.black.withOpacity(0.5),
84              shape: BoxShape.circle,
85            ),
86            child: const Icon(
87              Icons.arrow_back_ios_new,
88              color: Colors.white,
89              size: 20,
90            ),
91          ),
92        ),
93        GestureDetector(
94          child: Positioned(
95            top: 40,
96            left: 15,
97            child: Container(
98              padding: const EdgeInsets.all(8),
99              decoration: BoxDecoration(
100                color: Colors.black.withOpacity(0.5),
101                shape: BoxShape.circle,
102              ),
103              child: const Icon(
104                Icons.arrow_back_ios_new,
105                color: Colors.white,
106                size: 20,
107              ),
108            ),
109          ),
110        ),
111      ],
112    ),
113  ),
114  SizedBox(
115    width: double.infinity,
116    child: Stack(
117      children: [
118        ClipRect(
119          borderRadius: const BorderRadius.only(
120            bottomLeft: Radius.circular(25),
121            bottomRight: Radius.circular(25),
122          ),
123          child: Image.network(
124            game.thumbnail ?? '',
125            fit: BoxFit.cover,
126            height: 300,
127            errorBuilder: (context, error, stackTrace) {
128              return Container(
129                height: 300,
130                color: Colors.grey.shade300,
131                child: const Center(
132                  child: Icon(
133                    Icons.broken_image,
134                    size: 100,
135
```

```
136    Expanded(
137      child: Container(
138        margin:
139          const EdgeInsets.symmetric(horizontal: 10, vertical: 10),
140        padding: const EdgeInsets.all(15),
141        decoration: BoxDecoration(
142          color: Colors.blue.shade50,
143          borderRadius: BorderRadius.circular(12),
144        ),
145        child: SingleChildScrollView(
146          child: Column(
147            crossAxisAlignment: CrossAxisAlignment.start,
148            children: [
149              // JUDUL GAME
150              Text(
151                game.title ?? 'Tajna Judul',
152                style: const TextStyle(
153                  fontSize: 22,
154                  fontWeight: FontWeight.bold,
155                  color: Colors.black87,
156                ),
157              ),
158              Text(
159                game.description ?? 'Detail game ini...',
160                style: const TextStyle(
161                  color: Colors.black87,
162                ),
163              ),
164            ],
165          ),
166          const SizedBox(height: 8),
167        ),
168      ],
169    ),
170  ),
171  const SizedBox(height: 8),
172  Expanded(
173    child: Container(
174      margin:
175        const EdgeInsets.symmetric(horizontal: 10, vertical: 10),
176      padding: const EdgeInsets.all(15),
177      decoration: BoxDecoration(
178        color: Colors.blue.shade50,
179        borderRadius: BorderRadius.circular(12),
180      ),
181      child: SingleChildScrollView(
182        child: Column(
183          crossAxisAlignment: CrossAxisAlignment.start,
184          children: [
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188              style: const TextStyle(
189                fontSize: 22,
190                fontWeight: FontWeight.bold,
191                color: Colors.black87,
192              ),
193            ),
194            Text(
195              game.description ?? 'Detail game ini...',
196              style: const TextStyle(
197                color: Colors.black87,
198              ),
199            ),
200          ],
201        ),
202        const SizedBox(height: 8),
203      ),
204    ),
205  ),
206  const SizedBox(height: 8),
207  Expanded(
208    child: Container(
209      margin:
210        const EdgeInsets.symmetric(horizontal: 10, vertical: 10),
211      padding: const EdgeInsets.all(15),
212      decoration: BoxDecoration(
213        color: Colors.blue.shade50,
214        borderRadius: BorderRadius.circular(12),
215      ),
216      child: SingleChildScrollView(
217        child: Column(
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219          children: [
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223              style: const TextStyle(
224                fontSize: 22,
225                fontWeight: FontWeight.bold,
226                color: Colors.black87,
227              ),
228            ),
229            Text(
230              game.description ?? 'Detail game ini...',
231              style: const TextStyle(
232                color: Colors.black87,
233              ),
234            ),
235          ],
236        ),
237        const SizedBox(height: 8),
238      ),
239    ),
240  ),
241  const SizedBox(height: 8),
242  Expanded(
243    child: Container(
244      margin:
245        const EdgeInsets.symmetric(horizontal: 10, vertical: 10),
246      padding: const EdgeInsets.all(15),
247      decoration: BoxDecoration(
248        color: Colors.blue.shade50,
249        borderRadius: BorderRadius.circular(12),
250      ),
251      child: SingleChildScrollView(
252        child: Column(
253          crossAxisAlignment: CrossAxisAlignment.start,
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258              style: const TextStyle(
259                fontSize: 22,
260                fontWeight: FontWeight.bold,
261                color: Colors.black87,
262              ),
263            ),
264            Text(
265              game.description ?? 'Detail game ini...',
266              style: const TextStyle(
267                color: Colors.black87,
268              ),
269            ),
270          ],
271        ),
272        const SizedBox(height: 8),
273      ),
274    ),
275  ),
276  const SizedBox(height: 8),
277  Expanded(
278    child: Container(
279      margin:
280        const EdgeInsets.symmetric(horizontal: 10, vertical: 10),
281      padding: const EdgeInsets.all(15),
282      decoration: BoxDecoration(
283        color: Colors.blue.shade50,
284        borderRadius: BorderRadius.circular(12),
285      ),
286      child: SingleChildScrollView(
287        child: Column(
288          crossAxisAlignment: CrossAxisAlignment.start,
289          children: [
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294                fontSize: 22,
295                fontWeight: FontWeight.bold,
296                color: Colors.black87,
297              ),
298            ),
299            Text(
300              game.description ?? 'Detail game ini...',
301              style: const TextStyle(
302                color: Colors.black87,
303              ),
304            ),
305          ],
306        ),
307        const SizedBox(height: 8),
308      ),
309    ),
310  ),
311  const SizedBox(height: 8),
312  Expanded(
313    child: Container(
314      margin:
315        const EdgeInsets.symmetric(horizontal: 10, vertical: 10),
316      padding: const EdgeInsets.all(15),
317      decoration: BoxDecoration(
318        color: Colors.blue.shade50,
319        borderRadius: BorderRadius.circular(12),
320      ),
321      child: SingleChildScrollView(
322        child: Column(
323          crossAxisAlignment: CrossAxisAlignment.start,
324          children: [
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327              game.title ?? 'Tajna Judul',
328              style: const TextStyle(
329                fontSize: 22,
330                fontWeight: FontWeight.bold,
331                color: Colors.black87,
332              ),
333            ),
334            Text(
335              game.description ?? 'Detail game ini...',
336              style: const TextStyle(
337                color: Colors.black87,
338              ),
339            ),
340          ],
341        ),
342        const SizedBox(height: 8),
343      ),
344    ),
345  ),
346  const SizedBox(height: 8),
347  Expanded(
348    child: Container(
349      margin:
350        const EdgeInsets.symmetric(horizontal: 10, vertical: 10),
351      padding: const EdgeInsets.all(15),
352      decoration: BoxDecoration(
353        color: Colors.blue.shade50,
354        borderRadius: BorderRadius.circular(12),
355      ),
356      child: SingleChildScrollView(
357        child: Column(
358          crossAxisAlignment: CrossAxisAlignment.start,
359          children: [
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362              game.title ?? 'Tajna Judul',
363              style: const TextStyle(
364                fontSize: 22,
365                fontWeight: FontWeight.bold,
366                color: Colors.black87,
367              ),
368            ),
369            Text(
370              game.description ?? 'Detail game ini...',
371              style: const TextStyle(
372                color: Colors.black87,
373              ),
374            ),
375          ],
376        ),
377        const SizedBox(height: 8),
378      ),
379    ),
380  ),
381  const SizedBox(height: 8),
382  Expanded(
383    child: Container(
384      margin:
385        const EdgeInsets.symmetric(horizontal: 10, vertical: 10),
386      padding: const EdgeInsets.all(15),
387      decoration: BoxDecoration(
388        color: Colors.blue.shade50,
389        borderRadius: BorderRadius.circular(12),
390      ),
391      child: SingleChildScrollView(
392        child: Column(
393          crossAxisAlignment: CrossAxisAlignment.start,
394          children: [
395            // JUDUL GAME
396            Text(
397              game.title ?? 'Tajna Judul',
398              style: const TextStyle(
399                fontSize: 22,
400                fontWeight: FontWeight.bold,
401                color: Colors.black87,
402              ),
403            ),
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405              game.description ?? 'Detail game ini...',
406              style: const TextStyle(
407                color: Colors.black87,
408              ),
409            ),
410          ],
411        ),
412        const SizedBox(height: 8),
413      ),
414    ),
415  ),
416  const SizedBox(height: 8),
417  Expanded(
418    child: Container(
419      margin:
420        const EdgeInsets.symmetric(horizontal: 10, vertical: 10),
421      padding: const EdgeInsets.all(15),
422      decoration: BoxDecoration(
423        color: Colors.blue.shade50,
424        borderRadius: BorderRadius.circular(12),
425      ),
426      child: SingleChildScrollView(
427        child: Column(
428          crossAxisAlignment: CrossAxisAlignment.start,
429          children: [
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436                color: Colors.black87,
437              ),
438            ),
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441              style: const TextStyle(
442                color: Colors.black87,
443              ),
444            ),
445          ],
446        ),
447        const SizedBox(height: 8),
448      ),
449    ),
450  ),
451  const SizedBox(height: 8),
452  Expanded(
453    child: Container(
454      margin:
455        const EdgeInsets.symmetric(horizontal: 10, vertical: 10),
456      padding: const EdgeInsets.all(15),
457      decoration: BoxDecoration(
458        color: Colors.blue.shade50,
459        borderRadius: BorderRadius.circular(12),
460      ),
461      child: SingleChildScrollView(
462        child: Column(
463          crossAxisAlignment: CrossAxisAlignment.start,
464          children: [
465            // JUDUL GAME
466            Text(
467              game.title ?? 'Tajna Judul',
468              style: const TextStyle(
469                fontSize: 22,
470                fontWeight: FontWeight.bold,
471                color: Colors.black87,
472              ),
473            ),
474            Text(
475              game.description ?? 'Detail game ini...',
476              style: const TextStyle(
477                color: Colors.black87,
478              ),
479            ),
480          ],
481        ),
482        const SizedBox(height: 8),
483      ),
484    ),
485  ),
486  const SizedBox(height: 8),
487  Expanded(
488    child: Container(
489      margin:
490        const EdgeInsets.symmetric(horizontal: 10, vertical: 10),
491      padding: const EdgeInsets.all(15),
492      decoration: BoxDecoration(
493        color: Colors.blue.shade50,
494        borderRadius: BorderRadius.circular(12),
495      ),
496      child: SingleChildScrollView(
497        child: Column(
498          crossAxisAlignment: CrossAxisAlignment.start,
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506                color: Colors.black87,
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508            ),
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510              game.description ?? 'Detail game ini...',
511              style: const TextStyle(
512                color: Colors.black87,
513              ),
514            ),
515          ],
516        ),
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518      ),
519    ),
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523    child: Container(
524      margin:
525        const EdgeInsets.symmetric(horizontal: 10, vertical: 10),
526      padding: const EdgeInsets.all(15),
527      decoration: BoxDecoration(
528        color: Colors.blue.shade50,
529        borderRadius: BorderRadius.circular(12),
530      ),
531      child: SingleChildScrollView(
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533          crossAxisAlignment: CrossAxisAlignment.start,
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540                fontWeight: FontWeight.bold,
541                color: Colors.black87,
542              ),
543            ),
544            Text(
545              game.description ?? 'Detail game ini...',
546              style: const TextStyle(
547                color: Colors.black87,
548              ),
549            ),
550          ],
551        ),
552        const SizedBox(height: 8),
553      ),
554    ),
555  ),
556  const SizedBox(height: 8),
557  Expanded(
558    child: Container(
559      margin:
560        const EdgeInsets.symmetric(horizontal: 10, vertical: 10),
561      padding: const EdgeInsets.all(15),
562      decoration: BoxDecoration(
563        color: Colors.blue.shade50,
564        borderRadius: BorderRadius.circular(12),
565      ),
566      child: SingleChildScrollView(
567        child: Column(
568          crossAxisAlignment: CrossAxisAlignment.start,
569          children: [
570            // JUDUL GAME
571            Text(
572              game.title ?? 'Tajna Judul',
573              style: const TextStyle(
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575                fontWeight: FontWeight.bold,
576                color: Colors.black87,
577              ),
578            ),
579            Text(
580              game.description ?? 'Detail game ini...',
581              style: const TextStyle(
582                color: Colors.black87,
583              ),
584            ),
585          ],
586        ),
587        const SizedBox(height: 8),
588      ),
589    ),
590  ),
591  const SizedBox(height: 8),
592  Expanded(
593    child: Container(
594      margin:
595        const EdgeInsets.symmetric(horizontal: 10, vertical: 10),
596      padding: const EdgeInsets.all(15),
597      decoration: BoxDecoration(
598        color: Colors.blue.shade50,
599        borderRadius: BorderRadius.circular(12),
600      ),
601      child: SingleChildScrollView(
602        child: Column(
603          crossAxisAlignment: CrossAxisAlignment.start,
604          children: [
605            // JUDUL GAME
606            Text(
607              game.title ?? 'Tajna Judul',
608              style: const TextStyle(
609                fontSize: 22,
610                fontWeight: FontWeight.bold,
611                color: Colors.black87,
612              ),
613            ),
614            Text(
615              game.description ?? 'Detail game ini...',
616              style: const TextStyle(
617                color: Colors.black87,
618              ),
619            ),
620          ],
621        ),
622        const SizedBox(height: 8),
623      ),
624    ),
625  ),
626  const SizedBox(height: 8),
627  Expanded(
628    child: Container(
629      margin:
630        const EdgeInsets.symmetric(horizontal: 10, vertical: 10),
631      padding: const EdgeInsets.all(15),
632      decoration: BoxDecoration(
633        color: Colors.blue.shade50,
634        borderRadius: BorderRadius.circular(12),
635      ),
636      child: SingleChildScrollView(
637        child: Column(
638          crossAxisAlignment: CrossAxisAlignment.start,
639          children: [
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644                fontSize: 22,
645                fontWeight: FontWeight.bold,
646                color: Colors.black87,
647              ),
648            ),
649            Text(
650              game.description ?? 'Detail game ini...',
651              style: const TextStyle(
652                color: Colors.black87,
653              ),
654            ),
655          ],
656        ),
657        const SizedBox(height: 8),
658      ),
659    ),
660  ),
661  const SizedBox(height: 8),
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663    child: Container(
664      margin:
665        const EdgeInsets.symmetric(horizontal: 10, vertical: 10),
666      padding: const EdgeInsets.all(15),
667      decoration: BoxDecoration(
668        color: Colors.blue.shade50,
669        borderRadius: BorderRadius.circular(12),
670      ),
671      child: SingleChildScrollView(
672        child: Column(
673          crossAxisAlignment: CrossAxisAlignment.start,
674          children: [
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678              style: const TextStyle(
679                fontSize: 22,
680                fontWeight: FontWeight.bold,
681                color: Colors.black87,
682              ),
683            ),
684            Text(
685              game.description ?? 'Detail game ini...',
686              style: const TextStyle(
687                color: Colors.black87,
688              ),
689            ),
690          ],
691        ),
692        const SizedBox(height: 8),
693      ),
694    ),
695  ),
696  const SizedBox(height: 8),
697  Expanded(
698    child: Container(
699      margin:
700        const EdgeInsets.symmetric(horizontal: 10, vertical: 10),
701      padding: const EdgeInsets.all(15),
702      decoration: BoxDecoration(
703        color: Colors.blue.shade50,
704        borderRadius: BorderRadius.circular(12),
705      ),
706      child: SingleChildScrollView(
707        child: Column(
708          crossAxisAlignment: CrossAxisAlignment.start,
709          children: [
710            // JUDUL GAME
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712              game.title ?? 'Tajna Judul',
713              style: const TextStyle(
714                fontSize: 22,
715                fontWeight: FontWeight.bold,
716                color: Colors.black87,
717              ),
718            ),
719            Text(
720              game.description ?? 'Detail game ini...',
721              style: const TextStyle(
722                color: Colors.black87,
723              ),
724            ),
725          ],
726        ),
727        const SizedBox(height: 8),
728      ),
729    ),
730  ),
731  const SizedBox(height: 8),
732  Expanded(
733    child: Container(
734      margin:
735        const EdgeInsets.symmetric(horizontal: 10, vertical: 10),
736      padding: const EdgeInsets.all(15),
737      decoration: BoxDecoration(
738        color: Colors.blue.shade50,
739        borderRadius: BorderRadius.circular(12),
740      ),
741      child: SingleChildScrollView(
742        child: Column(
743          crossAxisAlignment: CrossAxisAlignment.start,
744          children: [
745            // JUDUL GAME
746            Text(
747              game.title ?? 'Tajna Judul',
748              style: const TextStyle(
749                fontSize: 22,
750                fontWeight: FontWeight.bold,
751                color: Colors.black87,
752              ),
753            ),
754            Text(
755              game.description ?? 'Detail game ini...',
756              style: const TextStyle(
757                color: Colors.black87,
758              ),
759            ),
760          ],
761        ),
762        const SizedBox(height: 8),
763      ),
764    ),
765  ),
766  const SizedBox(height: 8),
767  Expanded(
768    child: Container(
769      margin:
770        const EdgeInsets.symmetric(horizontal: 10, vertical: 10),
771      padding: const EdgeInsets.all(15),
772      decoration: BoxDecoration(
773        color: Colors.blue.shade50,
774        borderRadius: BorderRadius.circular(12),
775      ),
776      child: SingleChildScrollView(
777        child: Column(
778          crossAxisAlignment: CrossAxisAlignment.start,
779          children: [
780            // JUDUL GAME
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782              game.title ?? 'Tajna Judul',
783              style: const TextStyle(
784                fontSize: 22,
785                fontWeight: FontWeight.bold,
786                color: Colors.black87,
787              ),
788            ),
789            Text(
790              game.description ?? 'Detail game ini...',
791              style: const TextStyle(
792                color: Colors.black87,
793              ),
794            ),
795          ],
796        ),
797        const SizedBox(height: 8),
798      ),
799    ),
800  ),
801  const SizedBox(height: 8),
802  Expanded(
803    child: Container(
804      margin:
805        const EdgeInsets.symmetric(horizontal: 10, vertical: 10),
806      padding: const EdgeInsets.all(15),
807      decoration: BoxDecoration(
808        color: Colors.blue.shade50,
809        borderRadius: BorderRadius.circular(12),
810      ),
811      child: SingleChildScrollView(
812        child: Column(
813          crossAxisAlignment: CrossAxisAlignment.start,
814          children: [
815            // JUDUL GAME
816            Text(
817              game.title ?? 'Tajna Judul',
818              style: const TextStyle(
819                fontSize: 22,
820                fontWeight: FontWeight.bold,
821                color: Colors.black87,
822              ),
823            ),
824            Text(
825              game.description ?? 'Detail game ini...',
826              style: const TextStyle(
827                color: Colors.black87,
828              ),
829            ),
830          ],
831        ),
832        const SizedBox(height: 8),
833      ),
834    ),
835  ),
836  const SizedBox(height: 8),
837  Expanded(
838    child: Container(
839      margin:
840        const EdgeInsets.symmetric(horizontal: 10, vertical: 10),
841      padding: const EdgeInsets.all(15),
842      decoration: BoxDecoration(
843        color: Colors.blue.shade50,
844        borderRadius: BorderRadius.circular(12),
845      ),
846      child: SingleChildScrollView(
847        child: Column(
848          crossAxisAlignment: CrossAxisAlignment.start,
849          children: [
850            // JUDUL GAME
851            Text(
852              game.title ?? 'Tajna Judul',
853              style: const TextStyle(
854                fontSize: 22,
855                fontWeight: FontWeight.bold,
856                color: Colors.black87,
857              ),
858            ),
859            Text(
860              game.description ?? 'Detail game ini...',
861              style: const TextStyle(
862                color: Colors.black87,
863              ),
864            ),
865          ],
866        ),
867        const SizedBox(height: 8),
868      ),
869    ),
870  ),
871  const SizedBox(height: 8),
872  Expanded(
873    child: Container(
874      margin:
875        const EdgeInsets.symmetric(horizontal: 10, vertical: 10),
876      padding: const EdgeInsets.all(15),
877      decoration: BoxDecoration(
878        color: Colors.blue.shade50,
879        borderRadius: BorderRadius.circular(12),
880      ),
881      child: SingleChildScrollView(
882        child: Column(
883          crossAxisAlignment: CrossAxisAlignment.start,
884          children: [
885            // JUDUL GAME
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887              game.title ?? 'Tajna Judul',
888              style: const TextStyle(
889                fontSize: 22,
890                fontWeight: FontWeight.bold,
891                color: Colors.black87,
892              ),
893            ),
894            Text(
895              game.description ?? 'Detail game ini...',
896              style: const TextStyle(
897                color: Colors.black87,
898              ),
899            ),
900          ],
901        ),
902        const SizedBox(height: 8),
903      ),
904    ),
905  ),
906  const SizedBox(height: 8),
907  Expanded(
908    child: Container(
909      margin:
910        const EdgeInsets.symmetric(horizontal: 10, vertical: 10),
911      padding: const EdgeInsets.all(15),
912      decoration: BoxDecoration(
913        color: Colors.blue.shade50,
914        borderRadius: BorderRadius.circular(12),
915      ),
916      child: SingleChildScrollView(
917        child: Column(
918          crossAxisAlignment: CrossAxisAlignment.start,
919          children: [
920            // JUDUL GAME
921            Text(
922              game.title ?? 'Tajna Judul',
923              style: const TextStyle(
924                fontSize: 22,
925                fontWeight: FontWeight.bold,
926                color: Colors.black87,
927              ),
928            ),
929            Text(
930              game.description ?? 'Detail game ini...',
931              style: const TextStyle(
932                color: Colors.black87,
933              ),
934            ),
935          ],
936        ),
937        const SizedBox(height: 8),
938      ),
939    ),
940  ),
941  const SizedBox(height: 8),
942  Expanded(
943    child: Container(
944      margin:
945        const EdgeInsets.symmetric(horizontal: 10, vertical: 10),
946      padding: const EdgeInsets.all(15),
947      decoration: BoxDecoration(
948        color: Colors.blue.shade50,
949        borderRadius: BorderRadius.circular(12),
950      ),
951      child: SingleChildScrollView(
952        child: Column(
953          crossAxisAlignment: CrossAxisAlignment.start,
954          children: [
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957              game.title ?? 'Tajna Judul',
958              style: const TextStyle(
959                fontSize: 22,
960                fontWeight: FontWeight.bold,
961                color: Colors.black87,
962              ),
963            ),
964            Text(
965              game.description ?? 'Detail game ini...',
966              style: const TextStyle(
967                color: Colors.black87,
968              ),
969            ),
970          ],
971        ),
972        const SizedBox(height: 8),
973      ),
974    ),
975  ),
976  const SizedBox(height: 8),
977  Expanded(
978    child: Container(
979      margin:
980        const EdgeInsets.symmetric(horizontal: 10, vertical: 10),
981      padding: const EdgeInsets.all(15),
982      decoration: BoxDecoration(
983        color: Colors.blue.shade50,
984        borderRadius: BorderRadius.circular(12),
985      ),
986      child: SingleChildScrollView(
987        child: Column(
988          crossAxisAlignment: CrossAxisAlignment.start,
989          children: [
990            // JUDUL GAME
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992              game.title ?? 'Tajna Judul',
993              style: const TextStyle(
994                fontSize: 22,
995                fontWeight: FontWeight.bold,
996                color: Colors.black87,
997              ),
998            ),
999            Text(
1000              game.description ?? 'Detail game ini...',
1001              style: const TextStyle(
1002                color: Colors.black87,
1003              ),
1004            ),
1005          ],
1006        ),
1007        const SizedBox(height: 8),
1008      ),
1009    ),
1010  ),
1011  const SizedBox(height: 8),
1012  Expanded(
1013    child: Container(
1014      margin:
1015        const EdgeInsets.symmetric(horizontal: 10, vertical: 10),
1016      padding: const EdgeInsets.all(15),
1017      decoration: BoxDecoration(
1018        color: Colors.blue.shade50,
1019        borderRadius: BorderRadius.circular(12),
1020      ),
1021      child: SingleChildScrollView(
1022        child: Column(
1023          crossAxisAlignment: CrossAxisAlignment.start,
1024          children: [
1025            // JUDUL GAME
1026            Text(
1027              game.title ?? 'Tajna Judul',
1028              style: const TextStyle(
1029                fontSize: 22,
1030                fontWeight: FontWeight.bold,
1031                color: Colors.black87,
1032              ),
1033            ),
1034            Text(
1035              game.description ?? 'Detail game ini...',
1036              style: const TextStyle(
1037                color: Colors.black87,
1038              ),
1039            ),
1040          ],
1041        ),
1042        const SizedBox(height: 8),
1043      ),
1044    ),
1045  ),
1046  const SizedBox(height: 8),
1047  Expanded(
1048    child: Container(
1049      margin:
1050        const EdgeInsets.symmetric(horizontal: 10, vertical: 10),
1051      padding: const EdgeInsets.all(15),
1052      decoration: BoxDecoration(
1053        color: Colors.blue.shade50,
1054        borderRadius: BorderRadius.circular(12),
1055      ),
1056      child: SingleChildScrollView(
1057        child: Column(
1058          crossAxisAlignment: CrossAxisAlignment.start,
1059          children: [
1060            // JUDUL GAME
1061            Text(
1062              game.title ?? 'Tajna Judul',
1063              style: const TextStyle(
1064                fontSize: 22,
1065                fontWeight: FontWeight.bold,
1066                color: Colors.black87,
1067              ),
1068            ),
1069            Text(
1070              game.description ?? 'Detail game ini...',
1071              style: const TextStyle(
1072                color: Colors.black87,
1073              ),
1074            ),
1075          ],
1076        ),
1077        const SizedBox(height: 8),
1078      ),
1079    ),
1080  ),
1081  const SizedBox(height: 8),
1082  Expanded(
1083    child: Container(
1084      margin:
1085        const EdgeInsets.symmetric(horizontal: 10, vertical: 10),
1086      padding: const EdgeInsets.all(15),
1087      decoration: BoxDecoration(
1088        color: Colors.blue.shade50,
1089        borderRadius: BorderRadius.circular(12),
1090      ),
1091      child: SingleChildScrollView(
1092        child: Column(
1093          crossAxisAlignment: CrossAxisAlignment.start,
1094          children: [
1095            // JUDUL GAME
1096            Text(
1097              game.title ?? 'Tajna Judul',
1098              style: const TextStyle(
1099                fontSize: 22,
1100                fontWeight: FontWeight.bold,
1101                color: Colors.black87,
1102              ),
1103            ),
1104            Text(
1105              game.description ?? 'Detail game ini...',
1106              style: const TextStyle(
1107                color: Colors.black87,
1108              ),
1109            ),
1110          ],
1111        ),
1112        const SizedBox(height: 8),
1113      ),
1114    ),
1115  ),
1116  const SizedBox(height: 8),
1117  Expanded(
1118    child: Container(
1119      margin:
1120        const EdgeInsets.symmetric(horizontal: 10, vertical: 10),
1121      padding: const EdgeInsets.all(15),
1122      decoration: BoxDecoration(
1123        color: Colors.blue.shade50,
1124        borderRadius: BorderRadius.circular(12),
1125      ),
1126      child: SingleChildScrollView(
1127        child: Column(
1128          crossAxisAlignment: CrossAxisAlignment.start,
1129          children: [
1130            // JUDUL GAME
1131            Text(
1132              game.title ?? 'Tajna Judul',
1133              style: const TextStyle(
1134                fontSize: 22,
1135                fontWeight: FontWeight.bold,
1136                color: Colors.black87,
1137              ),
1138            ),
1139            Text(
1140              game.description ?? 'Detail game ini...',
1141              style: const TextStyle(
1142                color: Colors.black87,
1143              ),
1144            ),
1145          ],
1146        ),
1147        const SizedBox(height: 8),
1148      ),
1149    ),
1150  ),
1151  const SizedBox(height: 8),
1152  Expanded(
1153    child: Container(
1154      margin:
1155        const EdgeInsets.symmetric(horizontal: 10, vertical: 10),
1156      padding: const EdgeInsets.all(15),
1157      decoration: BoxDecoration(
1158        color: Colors.blue.shade50,
1159        borderRadius: BorderRadius.circular(12),
1160      ),
1161      child: SingleChildScrollView(
1162        child: Column(
1163          crossAxisAlignment: CrossAxisAlignment.start,
1164          children: [
1165            // JUDUL GAME
1166            Text(
1167              game.title ?? 'Tajna Judul',
1168              style: const TextStyle(
1169                fontSize: 22,
1170                fontWeight: FontWeight.bold,
1171                color: Colors.black87,
1172              ),
1173            ),
1174            Text(
1175              game.description ?? 'Detail game ini...',
1176              style: const TextStyle(
1177                color: Colors.black87,
1178              ),
1179            ),
1180          ],
1181        ),
1182        const SizedBox(height: 8),
1183      ),
1184    ),
1185  ),
1186  const SizedBox(height: 8),
1187  Expanded(
1188    child: Container(
1189      margin:
1190        const EdgeInsets.symmetric(horizontal: 10, vertical: 10),
1191      padding: const EdgeInsets.all(15),
1192      decoration: BoxDecoration(
1193        color: Colors.blue.shade50,
1194        borderRadius: BorderRadius.circular(12),
1195      ),
1196      child: SingleChildScrollView(
1197        child: Column(
1198          crossAxisAlignment: CrossAxisAlignment.start,
1199          children: [
1200            // JUDUL GAME
1201            Text(
1202              game.title ?? 'Tajna Judul',
1203              style: const TextStyle(
1204                fontSize: 22,
1205                fontWeight: FontWeight.bold,
1206                color: Colors.black87,
1207              ),
1208            ),
1209            Text(
1210              game.description ?? 'Detail game ini...',
1211              style: const TextStyle(
1212                color: Colors.black87,
1213              ),
1214            ),
1215          ],
1216        ),
1217        const SizedBox(height: 8),
1218      ),
1219    ),
1220  ),
1221  const SizedBox(height: 8),
1222  Expanded(
1223    child: Container(
1224      margin:
1225        const EdgeInsets.symmetric(horizontal: 10, vertical: 10),
1226      padding: const EdgeInsets.all(15),
1227      decoration: BoxDecoration(
1228        color: Colors.blue.shade50,
1229        borderRadius: BorderRadius.circular(12),
1230      ),
1231      child: SingleChildScrollView(
1232        child: Column(
1233          crossAxisAlignment: CrossAxisAlignment.start,
1234          children: [
1235            // JUDUL GAME
1236            Text(
1237              game.title ?? 'Tajna Judul',
1238              style: const TextStyle(
1239                fontSize: 22,
1240                fontWeight: FontWeight.bold,
1241                color: Colors.black87,
1242              ),
1243            ),
1244            Text(
1245              game.description ?? 'Detail game ini...',
1246              style: const TextStyle(
1247                color: Colors.black87,
1248              ),
1249            ),
1250          ],
1251        ),
1252        const SizedBox(height: 8),
1253      ),
1254    ),
1255  ),
1256  const SizedBox(height: 8),
1257  Expanded(
1258    child: Container(
1259      margin:
1260        const EdgeInsets.symmetric(horizontal: 10, vertical: 10),
1261      padding: const EdgeInsets.all(15),
1262      decoration: BoxDecoration(
1263        color: Colors.blue.shade50,
1264        borderRadius: BorderRadius.circular(12),
1265      ),
1266      child: SingleChildScrollView(
1267        child: Column(
1268          crossAxisAlignment: CrossAxisAlignment.start,
1269          children
```

```

const Text(
  'Deskripsi',
  style: TextStyle(
    fontSize: 16,
    fontWeight: FontWeight.bold,
    color: Colors.black87,
  ), TextStyle
), Text
const SizedBox(height: 8),
Text(
  game.description ?? 'Tidak ada deskripsi.',
  style: const TextStyle(
    fontSize: 14,
    color: Colors.black87,
    height: 1.4,
  ), TextStyle
), Text
],
), Column
), SingleChildScrollView
), Container
), Expanded
],
); Column
),
), FutureBuilder
); Scaffold
}
}

```

```

Widget _requirementRow(String label, String value) {
  return Padding(
    padding: const EdgeInsets.symmetric(vertical: 4.0),
    child: Row(
      mainAxisAlignment: MainAxisAlignment.spaceBetween,
      children: [
        Text(
          label,
          style: const TextStyle(
            fontSize: 14,
            fontWeight: FontWeight.w600,
            color: Colors.black87,
          ), TextStyle
        ), Text
      ], Flexible(
        child: Text(
          value,
          textAlign: TextAlign.end,
          style: const TextStyle(
            fontSize: 14,
            color: Colors.black54,
          ), TextStyle
        ), Text
      ), Flexible
    ],
  ), Row
); Padding
}

```

- viewmodel/

fetchgame.dart

```

import 'dart:convert';
import 'package:http/http.dart' as http;
import 'package:modul_10/model/game.dart';

Future<List<Game>> fetchGame() async {
  final response = await http.get(
    Uri.parse('https://www.freetogame.com/api/games'),
  );

  if (response.statusCode == 200) {
    final List<dynamic> jsonData = json.decode(response.body);
    return jsonData.map((item) => Game.fromJson(item)).toList();
  } else {
    throw Exception('Gagal mengambil data game');
  }
}

Future<Map<String, dynamic>> fetchDataFromAPI(int idGame) async {
  final response = await http.get(
    Uri.parse('https://www.freetogame.com/api/game?id=$idGame'),
  );

  if (response.statusCode == 200) {
    final jsonData = json.decode(response.body);
    if (jsonData != null && jsonData is Map<String, dynamic>) {
      return jsonData;
    } else {
      throw Exception('Data dari API tidak sesuai dengan yang diharapkan');
    }
  } else {
    throw Exception('Gagal mengambil data dari API');
  }
}

```

Home.dart

```
1 import 'package:flutter/material.dart';
2 import 'package:modul_10/model/game.dart';
3 import 'package:modul_10/viewmodel/fetchgame.dart';
4
5 class Home extends StatefulWidget {
6   const Home({super.key});
7
8   @override
9   State<Home> createState() => _HomeState();
10 }
11
12 class _HomeState extends State<Home> {
13   late Future<List<Game>> gameList;
14
15   @override
16   void initState() {
17     super.initState();
18     loadGames();
19   }
20
21   Future<void> loadGames() async {
22     setState(() {
23       gameList = fetchGames();
24     });
25   }
26 }
```

```
27 @override
28 Widget build(BuildContext context) {
29   return Scaffold(
30     backgroundColor: Colors.amberAccent.shade400,
31     body: SafeArea(
32       child: Container(
33         padding: const EdgeInsets.symmetric(horizontal: 10, vertical: 5),
34         child: Column(
35           children: [
36             _searchBar(),
37             const SizedBox(height: 10),
38             FutureBuilder<List<Game>>({
39               future: gameList,
40               builder: (context, snapshot) {
41                 if (snapshot.connectionState == ConnectionState.waiting) {
42                   return const Expanded(
43                     child: Center(child: CircularProgressIndicator()),
44                   );
45                 } else if (snapshot.hasError) {
46                   return Expanded(
47                     child: Center(
48                       child: Text(
49                         'Error: ${snapshot.error}',
50                         style: const TextStyle(color: Colors.red),
51                       ),
52                     ),
53                   );
54                 } else if (!snapshot.hasData || snapshot.data!.isEmpty) {
55                   return const Expanded(
56                     child: Center(child: Text('Tidak ada data game')),
57                   );
58                 } else {
59                   final games = snapshot.data!.take(25).toList();
60 }
```

```
61
62         return Expanded(
63           child: ListView.builder(
64             itemCount: games.length,
65             itemBuilder: (context, index) {
66               final game = games[index];
67               return GestureDetector(
68                 onTap: () {
69                   Navigator.pushNamed(
70                     context,
71                     '/detail',
72                     arguments: game.id,
73                   );
74                 },
75                 child: _listItem(
76                   game.thumbnail ?? '',
77                   game.title ?? 'Ianna Judul',
78                   game.genre ?? 'Tidak diketahui',
79                 ),
80               ),
81             ),
82             FutureBuilder
83             ),
84             Column
85             ),
86             Container
87             ),
88             SafeArea
89             );
90           );
91         }
```

```
93 Card _listItem(String urlCover, String judul, String genre) {
94   return Card(
95     clipBehavior: Clip.antiAlias,
96     elevation: 3,
97     shape: RoundedRectangleBorder(borderRadius: BorderRadius.circular(8)),
98     child: ListTile(
99       tileColor: Colors.blue.shade50,
100       leading: SizedBox(
101         width: 75,
102         height: 75,
103         child: ClipRRect(
104           borderRadius: BorderRadius.circular(8),
105           child: Image.network(
106             urlCover,
107             scale: 3,
108             fit: BoxFit.cover,
109             errorBuilder: (context, error, stackTrace) {
110               return const Icon(Icons.broken_image, color: Colors.grey);
111             },
112           ),
113         ),
114       ),
115       title: Text(judul),
116       subtitle: Text(genre),
117       trailing: const Icon(Icons.more_vert),
118       isThreeLine: false,
119       titleAlignment: ListTileTitleAlignment.center,
120     ),
121   );
122 }
```

```
124 TextField _searchBar() {
125   return TextField(
126     cursorColor: Colors.blue,
127     decoration: InputDecoration(
128       fillColor: Colors.blue.shade50,
129       filled: true,
130       border: OutlineInputBorder(
131         borderRadius: BorderRadius.circular(20),
132         borderSide: const BorderSide(width: 0, style: BorderStyle.none),
133       ),
134       contentPadding: const EdgeInsets.symmetric(vertical: 0, horizontal: 20),
135       prefixIcon: const Icon(
136         Icons.search_outlined,
137         color: Colors.blue,
138         size: 30,
139       ),
140       hintText: 'Cari game',
141       helperStyle: TextStyle(fontSize: 14, color: Colors.grey.withOpacity(0.7)),
142     ),
143   );
144 }
```

Main.dart

```
1 import 'package:flutter/material.dart';
2 import 'package:flutter/services.dart';
3 import 'package:modul_10/home.dart';
4 import 'package:modul_10/view/detail.dart';
5
6 void main() {
7   runApp(const MyApp());
8 }
9
10 class MyApp extends StatelessWidget {
11   const MyApp({super.key});
12
13   get modalRoute => null;
14
15   @override
16   Widget build(BuildContext context) {
17     SystemChrome.setSystemUIOverlayStyle(
18       const SystemUiOverlayStyle(
19         statusBarColor: Colors.transparent,
20         statusBarIconBrightness: Brightness.dark,
21       ),
22     );
23
24     return MaterialApp(
25       debugShowCheckedModeBanner: false,
26       title: 'Flutter Game Store',
27       initialRoute: '/',
28       routes: {
29         '/': (context) => const Home(),
30         '/detail': (context) {
31           final gameId = ModalRoute.of(context)!.settings.arguments as int;
32           return Detail(gameTerpilih: gameId);
33         },
34       },
35     );
36   }
37 }
```

b. Penjelasan Kode Program

Pada modul ini, kita membuat sebuah aplikasi Flutter yang bisa menampilkan data dari internet dengan cara mengambilnya melalui **API**. Data tersebut diambil dalam format **JSON**, lalu diubah menjadi objek di dalam Flutter supaya bisa dipakai dan ditampilkan dengan mudah. Proses ini disebut **JSON serialization dan deserialization**.

Aplikasi ini dimulai dari file **main.dart**, yang menjadi pusat atau titik awal program berjalan. Di dalam file ini, kita menggunakan **MaterialApp** untuk mengatur tampilan aplikasi serta mengatur sistem navigasi antarhalaman menggunakan **named routes**. Dengan cara ini, setiap halaman (seperti Home dan Detail) memiliki nama

husus, sehingga ketika pengguna berpindah dari satu halaman ke halaman lain, Flutter tahu ke mana harus menavigasi tanpa harus memanggil halaman secara langsung.

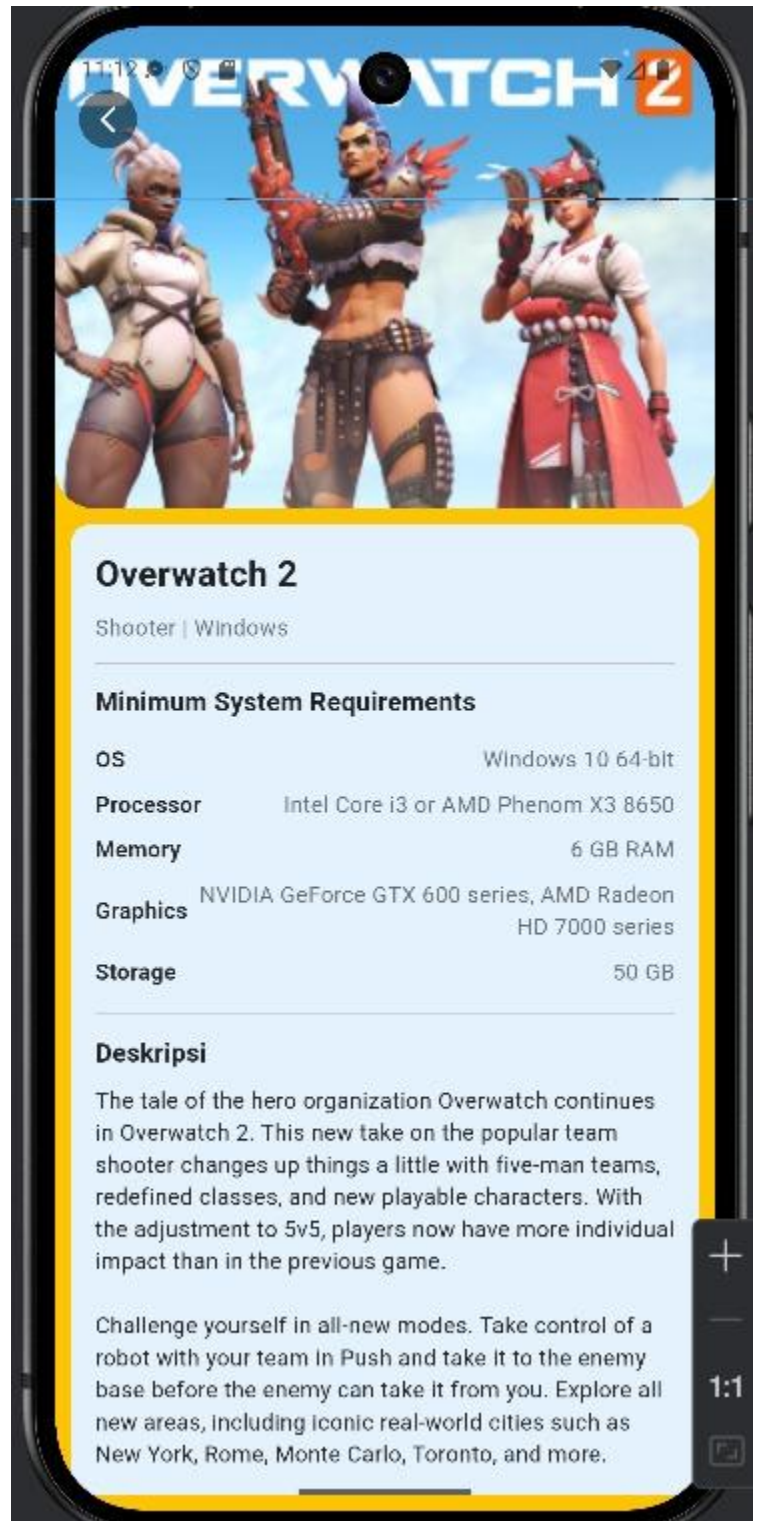
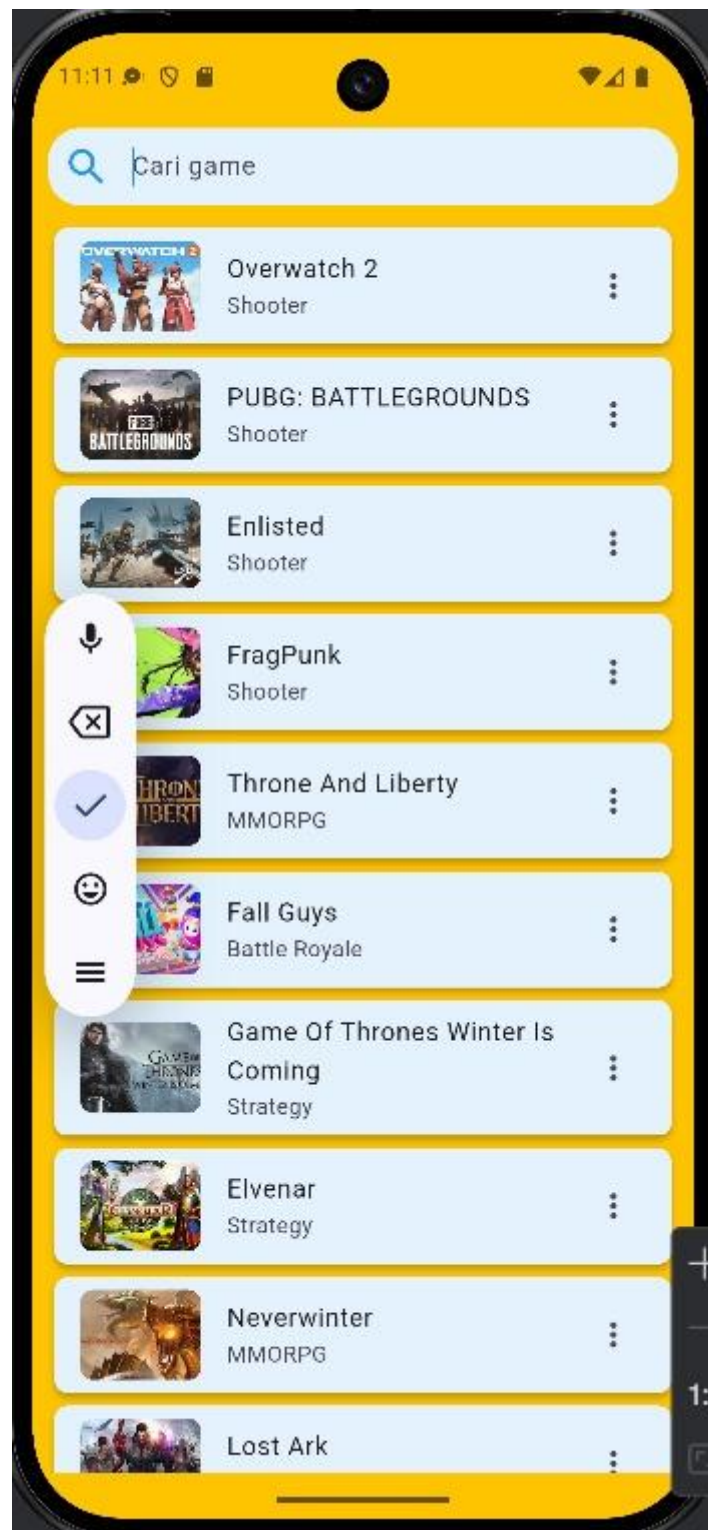
Di dalam proyek ini ada beberapa bagian utama. Halaman **HomePage** menampilkan daftar data yang diambil dari API menggunakan file **fetchgame.dart**. File tersebut bertugas mengatur logika untuk mengambil data dari internet memakai paket **http**. Setelah data diterima, hasil JSON-nya diubah menjadi objek yang bisa digunakan oleh aplikasi menggunakan model yang sudah dibuat sebelumnya.

Bagian **model**, seperti **game.dart** dan **detailgame.dart**, berisi struktur data yang menjelaskan bentuk dan isi dari data yang kita ambil. File tersebut menggunakan anotasi **@JsonSerializable()** agar Flutter bisa otomatis membuat file tambahan seperti **game.g.dart** dan **detailgame.g.dart**. File tambahan ini yang nantinya membantu proses mengubah data JSON menjadi objek Dart dan sebaliknya tanpa perlu kita tulis secara manual.

Setelah datanya siap, hasilnya akan ditampilkan di halaman **View**, misalnya **detail.dart**. Di halaman ini, Flutter menampilkan informasi ke pengguna dengan tampilan yang rapi dan menarik, menggunakan berbagai widget seperti **Scaffold**, **AppBar**, **ListView**, dan **Card**. Ketika pengguna memilih salah satu item di **HomePage**, aplikasi akan berpindah ke halaman **Detail** menggunakan perintah **Navigator.pushNamed()**, dan jika ingin kembali, cukup gunakan **Navigator.pop()**.

Secara keseluruhan, modul ini mengajarkan bagaimana cara membuat aplikasi Flutter yang **menarik, interaktif, dan responsif**, sekaligus memahami bagaimana cara berpindah antarhalaman dengan sistem named route, serta menampilkan data dari internet menggunakan API. Dengan pembagian struktur kode menjadi bagian **model, view, dan viewmodel**, aplikasi jadi lebih mudah dikembangkan dan terlihat lebih rapi secara profesional.

Output:



IV. Kesimpulan.

Dari praktikum modul ini, saya belajar bagaimana membuat aplikasi Flutter yang bisa berpindah antarhalaman dengan mudah menggunakan **named route navigation**, serta menampilkan data dari internet melalui **API**. Dengan sistem rute bernama, navigasi aplikasi jadi lebih teratur karena setiap halaman punya nama khusus yang bisa dipanggil kapan saja tanpa harus menulis ulang banyak kode. Selain itu, saya juga memahami cara kerja **JSON serialization dan deserialization**, yaitu proses mengubah data dari server menjadi objek di Flutter agar bisa ditampilkan dengan rapi di layar.

Selama proses pembuatan, saya belajar menyusun struktur proyek yang baik dengan memisahkan bagian **model**, **view**, dan **viewmodel**, supaya kode mudah dibaca dan dikembangkan. Penggunaan paket **http** juga membantu untuk mengambil data dari server, sementara berbagai widget Flutter seperti **Scaffold**, **ListView**, dan **Card** digunakan untuk membuat tampilan aplikasi jadi menarik dan nyaman dilihat. Secara keseluruhan, modul ini membuat saya paham bahwa pengembangan aplikasi mobile dengan Flutter bukan hanya tentang tampilan, tapi juga tentang bagaimana mengatur alur data dan navigasi agar aplikasi bisa berjalan dengan lancar, responsif, dan terlihat profesional.