

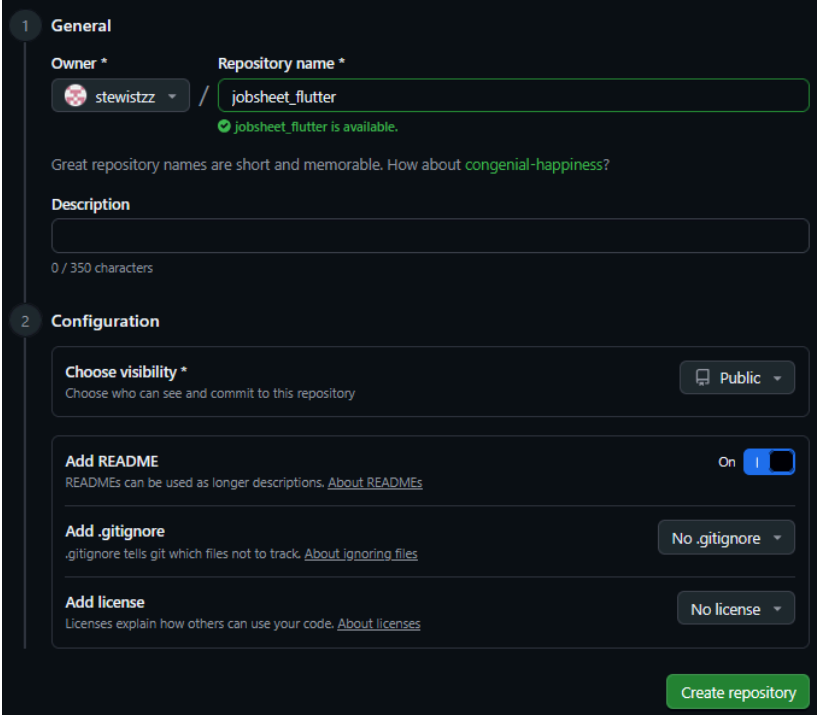
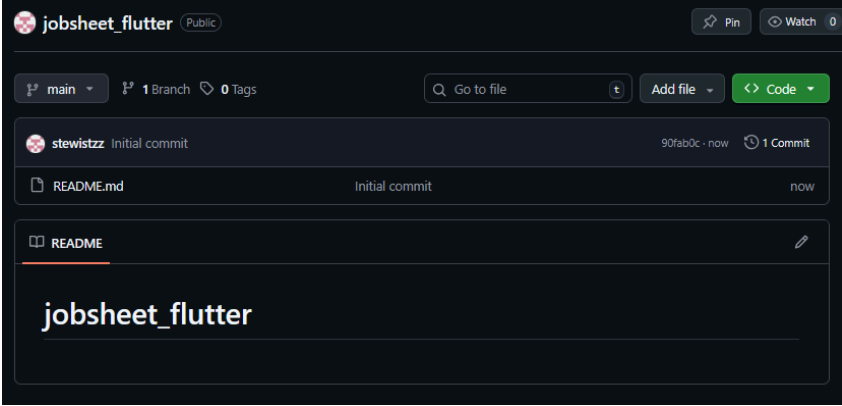
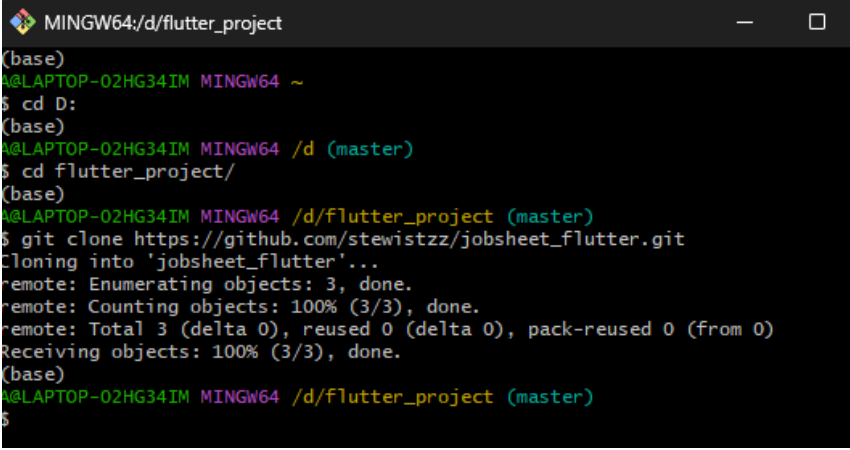
**Jobseet 4 Mata Kuliah Pemrograman Mobile
Flutter 1**



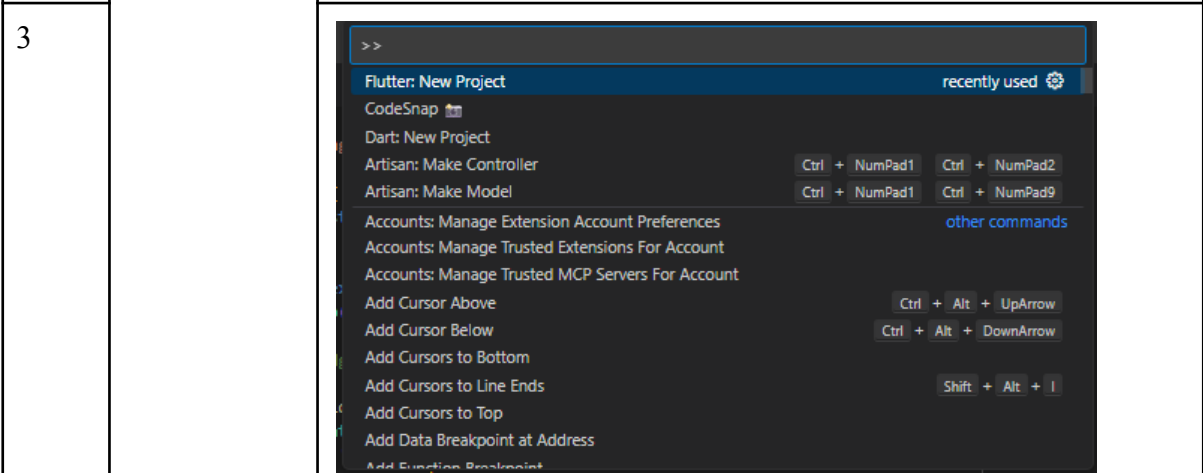
Disusun Oleh:

Dimas Setyo Nugroho(2341760188)

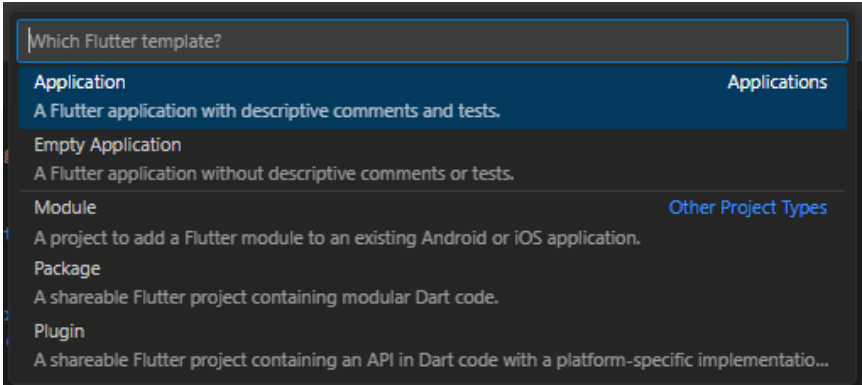
**Jurusan Teknologi Informasi D4 Sistem Informasi Bisnis
Politeknik Negeri Malang
2024**

No	Langkah	Dokumentasi
1	Praktikum 1(Membuat project baru dan github)	 <p>Membuat repository untuk menyimpan pengerjaan.</p>  <p>Pastikan repository berhasil dibuat</p>
2		

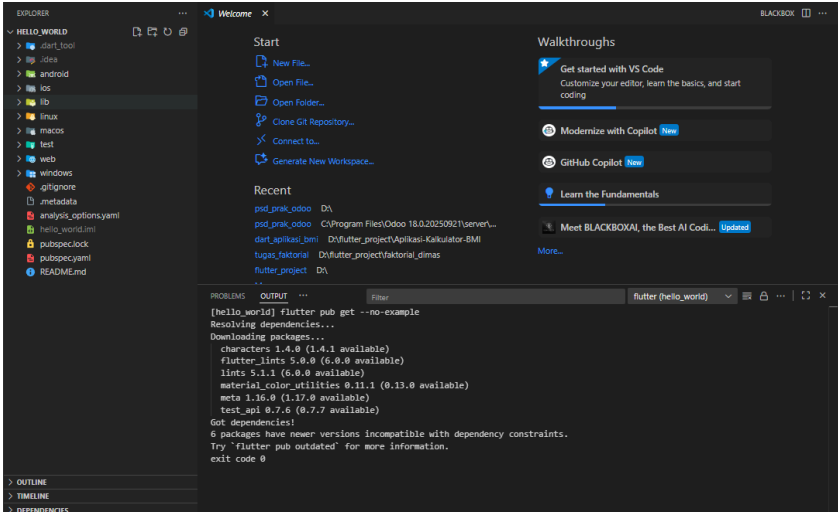
Lakukan clone dan buat project kedalam folder project repository



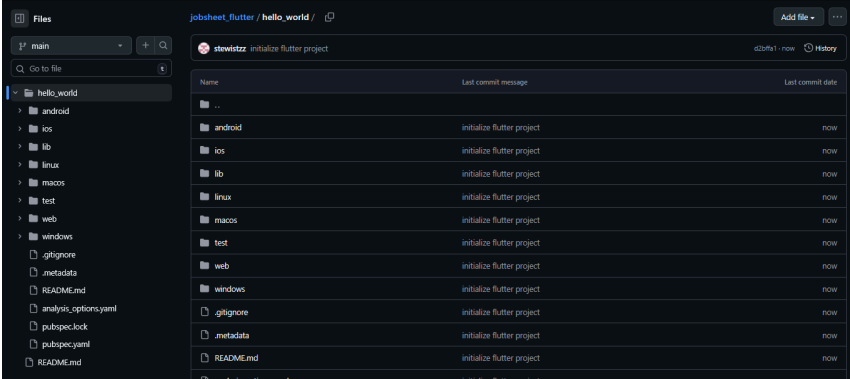
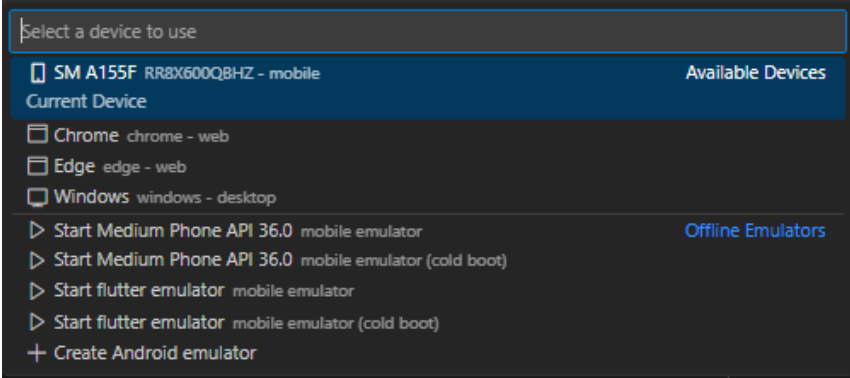
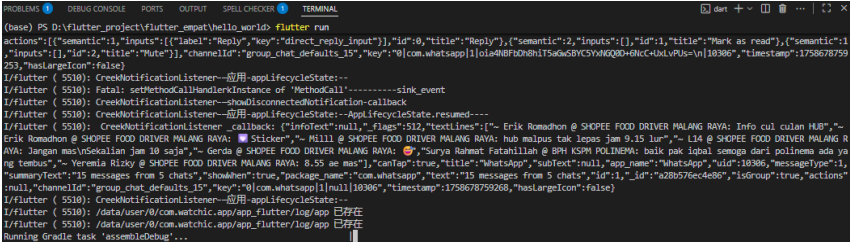
Membuat project baru flutter




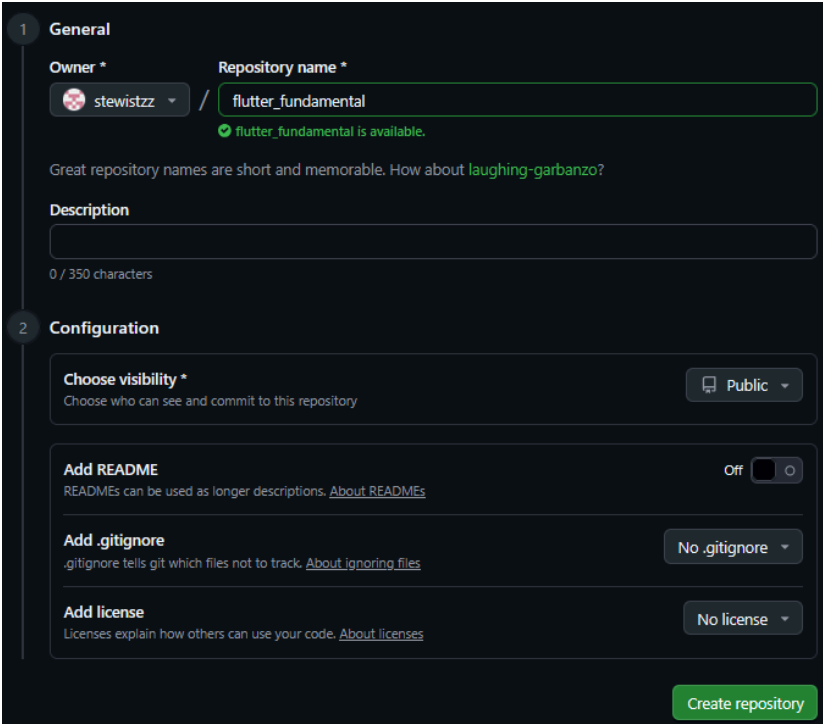

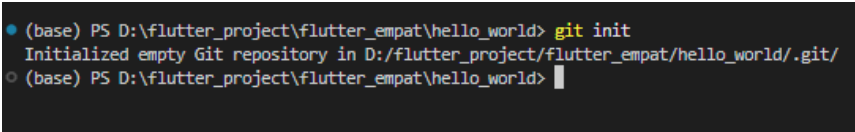
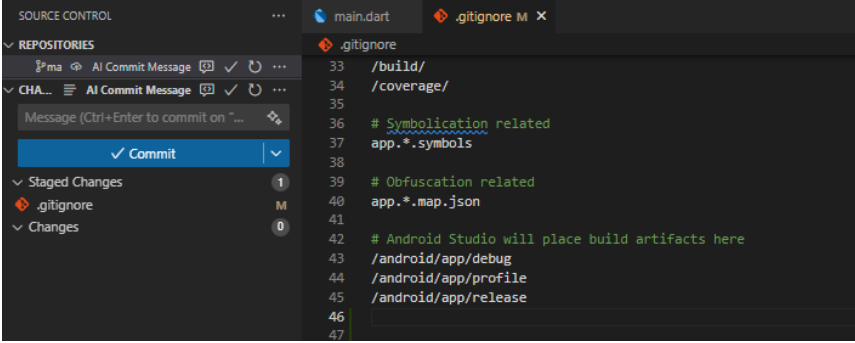
Membuat project application dan berikan nama projectnya.

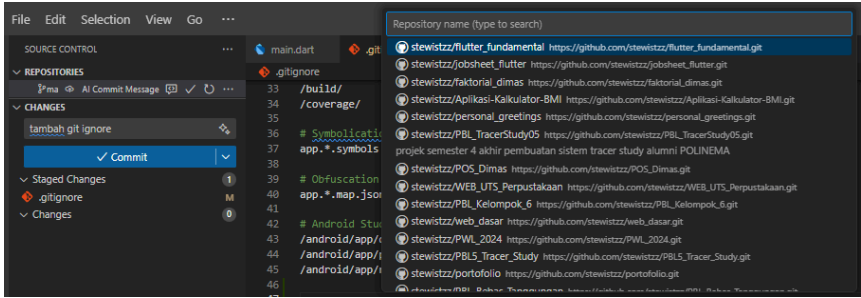
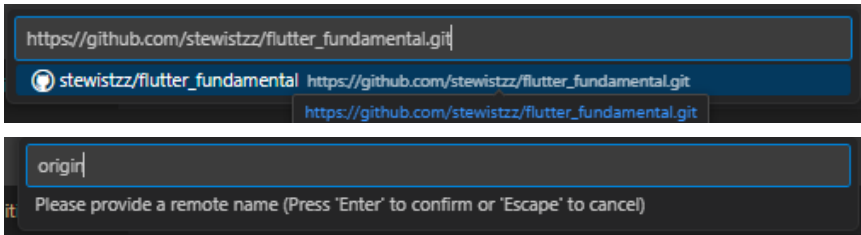
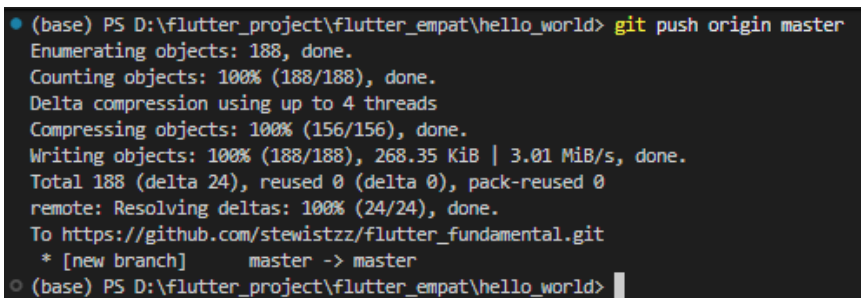
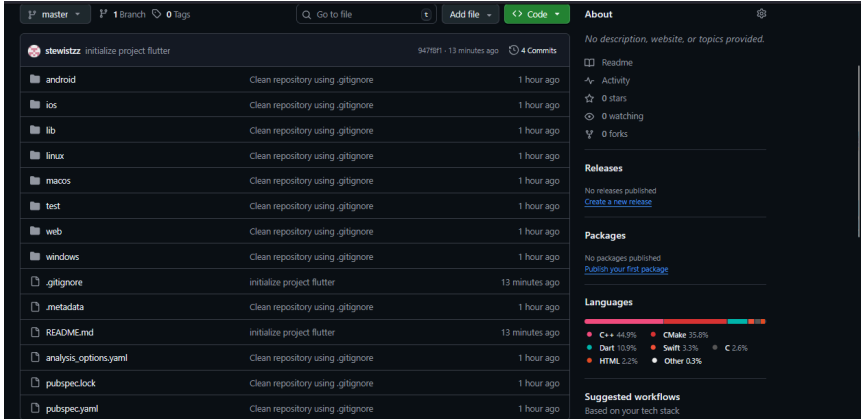


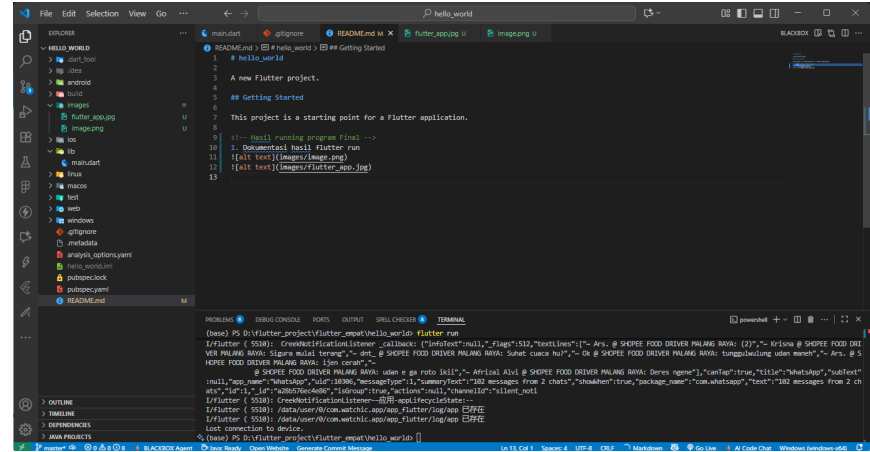
Tampilan halaman utama project flutter

4		 <p>Lakukan push kedalam repository terlebih dahulu dan jika berhasil bisa melakukan langkah praktikum selanjutnya.</p>
5	Praktikum 2(Menghubungkan Perangkat Android atau Emulator)	 <p>sebelumnya pilih device untuk menjalankan flutter. Dimana saya menggunakan device saya yaitu HP Samsung a15.</p>
6		 <p>Jalankan program dengan menuliskan flutter run pada command terminal.</p>

7		 <p>Pastikan sudah berajalan dengan baik pada device yang digunakan.</p>
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8	Praktikum 3(Membuat Repository GitHub dan Laporan Praktikum)	 <p>Membuat repository baru</p>
9		
10		 <p>Melakukan git init</p>
11		

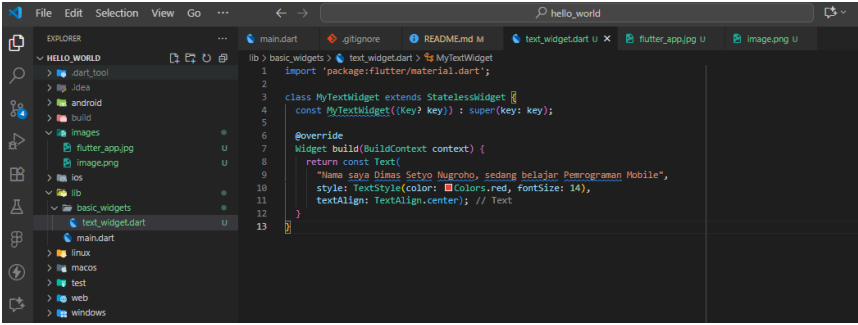
		
12		
13		 



Flutter run



Hasil running

15	Praktikum 4: Menerapkan Widget Dasar	 <p>Buat folder baru basic_widgets di dalam folder lib. Kemudian buat file baru di dalam basic_widgets dengan nama text_widget.dart</p>
16		<pre> 1 import 'package:flutter/material.dart'; 2 import 'package:hello_world/basic_widgets/text_widget.dart'; 3 children: <Widget>[// const Text('Kamu berhasil menambah nilai:'), const MyTextWidget(), Text('\$_counter', style: Theme.of(context).textTheme.headlineMedium,), // Text </pre> <p>import file text_widget.dart ke main.dart, lalu ganti bagian text widget dengan kode di atas.</p>

		 <p>Hasil running flutter</p>
17		 <pre> 1 import 'package:flutter/material.dart'; 2 3 class MyImageWidget extends StatelessWidget { 4 const MyImageWidget({Key? key}) : super(key: key); 5 6 @override 7 Widget build(BuildContext context) { 8 return const Image(image: AssetImage("assets/polinema.png")); 9 } 10 } 11 </pre> <p>image_widget.dart</p>

```

52 # The following section is specific to Flutter packages.
53 flutter:
54   assets:
55     - assets/polinema.png
56   # The following line ensures that the Material Icons font is
57   # included with your application, so that you can use the icons in
58   # the material Icons class.
59   uses-material-design: true
60
61   # To add assets to your application, add an assets section, like this:
62   # assets:
63   #   - images/a_dot_burr.jpeg
64   #   - images/a_dot_ham.jpeg
65
66   # An image asset can refer to one or more resolution-specific "variants", see
67   # https://flutter.dev/to/resolution-aware-images

```

modifikasi pubspec.yaml

```

import 'package:flutter/material.dart';
import 'package:hello_world/basic_widgets/image_widget.dart';
import 'package:hello_world/basic_widgets/text_widget.dart';

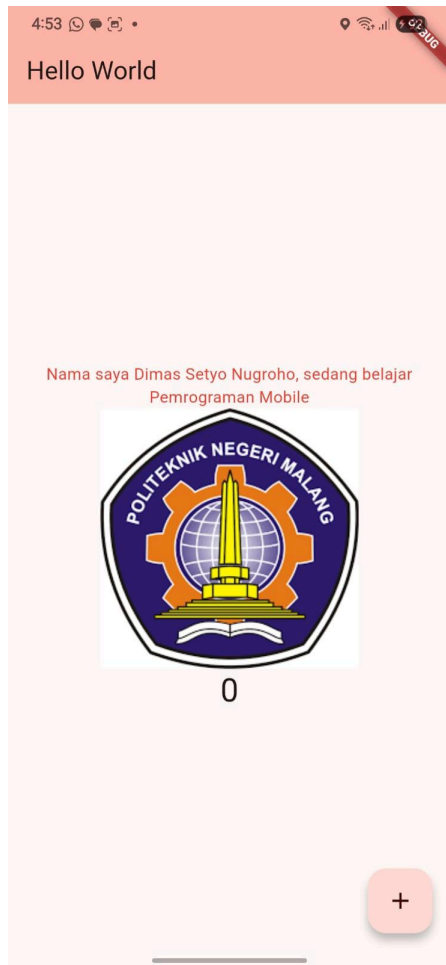
```

import

```

mainAxisAlignment: MainAxisAlignment.center,
children: <Widget>[
  // const Text('Kamu berhasil menambah nilai:'),
  const MyTextWidget(),
  const MyImageWidget(),
  Text(

```



Hasil running flutter

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Praktikum 5:
Menerapkan
Widget
Material
Design dan
iOS
Cupertino

```
1 import 'package:flutter/material.dart';
2 import 'package:flutter/cupertino.dart';
3
4 class LoadingCupertino extends StatelessWidget {
5   const LoadingCupertino({super.key});
6
7   @override
8   Widget build(BuildContext context) {
9     return MaterialApp(
10       home: Container(
11         margin: const EdgeInsets.only(top: 30),
12         color: Colors.white,
13         child: Column(
14           children: <Widget>[
15             CupertinoButton(
16               child: const Text("Contoh button"),
17               onPressed: () {},
18             ),
19             const CupertinoActivityIndicator(),
20           ],
21         ),
22       ),
23     );
24   }
25 }
```

Kode program lengkap dari CI

```
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 import 'basic_widgets/loading_cupertino.dart';
6
7 void main() {
8   // runApp(const MyApp());
9   runApp(const LoadingCupertino());
10 }
```

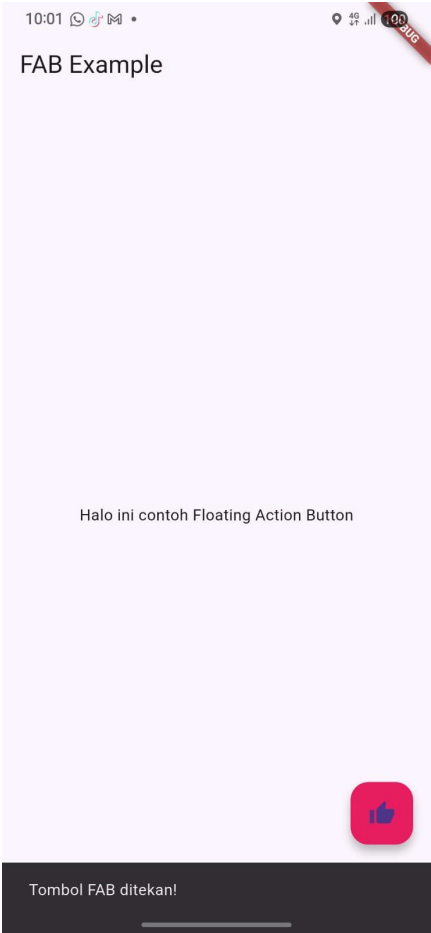
ass LoadingCupertino

Modifikasi main.dart untuk menjalankan LoadingCupertino.

		<div><div></div><div>Contoh button</div><div></div></div> <div>Hasil running dari flutter setelah menambahkan modifikasi file loading_cupertino.dart</div>
--	--	--

```
1 import 'package:flutter/material.dart';
2
3 class FabWidget extends StatelessWidget {
4   const FabWidget({super.key});
5
6   @override
7   Widget build(BuildContext context) {
8     return MaterialApp(
9       home: Scaffold(
10        appBar: AppBar(title: const Text("FAB Example")),
11        floatingActionButton: Builder(
12          builder: (context) => FloatingActionButton(
13            onPressed: () {
14              ScaffoldMessenger.of(context).showSnackBar(
15                const SnackBar(content: Text("Tombol FAB ditekan!")),
16              );
17            },
18            child: const Icon(Icons.thumb_up),
19            backgroundColor: Colors.pink,
20          ),
21        ),
22        body: const Center(
23          child: Text("Halo ini contoh Floating Action Button"),
24        ),
25      ),
26    );
27  }
28 }
```

Floating Action Button (FAB)

		<div data-bbox="533 208 1394 864"><pre>1 import 'package:flutter/material.dart'; 2 import 'package:hello_world/basic_widgets/fab_widget.dart'; 3 import 'package:hello_world/basic_widgets/image_widget.dart'; 4 import 'package:hello_world/basic_widgets/text_widget.dart'; 5 6 import 'basic_widgets/loading_cupertino.dart'; 7 8 void main() { 9 // runApp(const MyApp()); 10 // runApp(const LoadingCupertino()); 11 runApp(const FabWidget()); 12 }</pre></div> <p data-bbox="533 875 1058 911">Main code untuk menjalankan fabwidget</p> <div data-bbox="533 916 965 1845"></div> <p data-bbox="533 1854 783 1890">Hasil flutter running</p>
20		<div data-bbox="533 1921 1390 2016"><pre>import 'package:flutter/material.dart';</pre></div>


```
void main() {
  runApp(const MyApp());
}

class MyApp extends StatelessWidget {
  const MyApp({Key? key}) : super(key: key);

  // This widget is the root of your application.
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      title: 'Flutter Demo',
      theme: ThemeData(primarySwatch: Colors.red),
      home: const MyHomePage(title: 'My Increment
App'),
    );
  }
}

class MyHomePage extends StatefulWidget {
  const MyHomePage({Key? key, required
this.title}) : super(key: key);

  final String title;

  @override
  State<MyHomePage> createState() =>
_MyHomePageState();
}

class _MyHomePageState extends State<MyHomePage> {
  int _counter = 0;

  void _incrementCounter() {
    setState(() {
      _counter++;
    });
  }

  @override
  Widget build(BuildContext context) {
    return Scaffold(
```

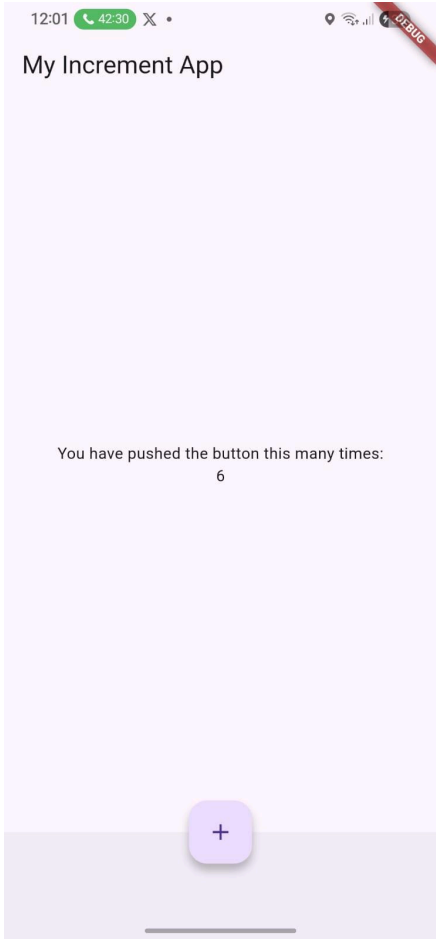
```

        appBar: AppBar(title: Text(widget.title)),
        body: Center(
          child: Column(
            mainAxisAlignment:
MainAxisAlignment.center,
            children: <Widget>[
              const Text('You have pushed the button
this many times:'),
              Text('$_counter', style:
Theme.of(context).textTheme.headline4,)),
            ],
          ),
        ),
        bottomNavigationBar: BottomAppBar(child:
Container(height: 50.0)),
        floatingActionButton: FloatingActionButton(
          onPressed: _incrementCounter,
          tooltip: 'Increment Counter',
          child: const Icon(Icons.add),
        ),
        floatingActionButtonLocation:
FloatingActionButtonLocation.centerDocked,
      );
    }
  }

extension on TextTheme {
  TextStyle? get headline4 => null;
}

```

Kode program untuk Langkah 3: Scaffold Widget

		
21		<pre>import 'package:flutter/material.dart'; void main() { runApp(const MyApp()); } class MyApp extends StatelessWidget { const MyApp({Key? key}) : super(key: key); @override Widget build(BuildContext context) { return const MaterialApp(home: Scaffold(body: MyLayout())); } } class MyLayout extends StatelessWidget { const MyLayout({Key? key}) : super(key: key);</pre>

```

@override
Widget build(BuildContext context) {
  return Padding(
    padding: const EdgeInsets.all(8.0),
    child: ElevatedButton(
      child: const Text('Show alert'),
      onPressed: () {
        showAlertDialog(context);
      },
    ),
  );
}

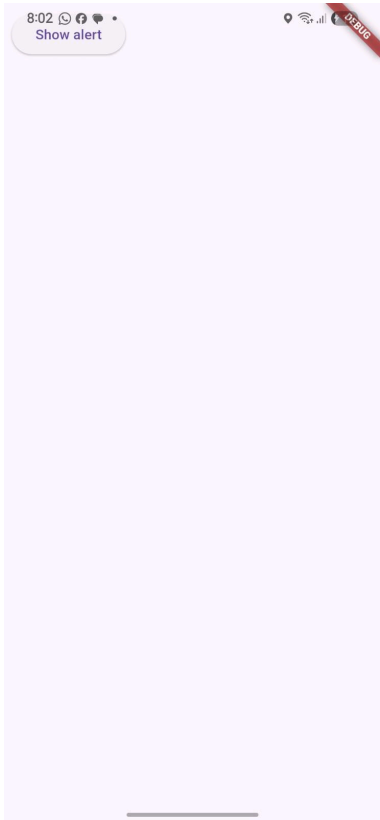
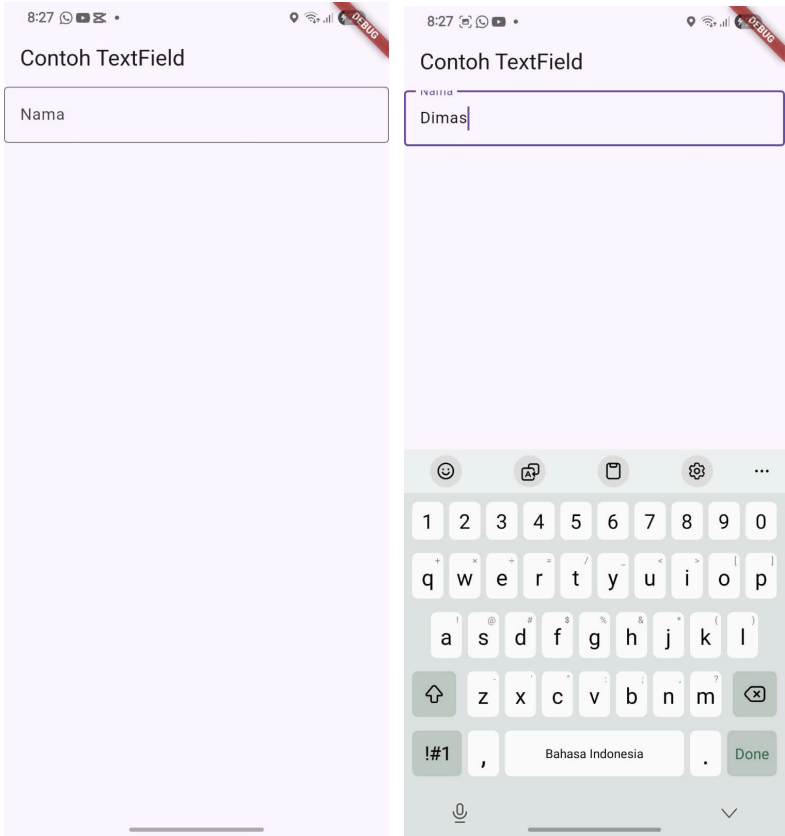
showAlertDialog(BuildContext context) {
  // set up the button
  Widget okButton = TextButton(
    child: const Text("OK"),
    onPressed: () {
      Navigator.pop(context);
    },
  );

  // set up the AlertDialog
  AlertDialog alert = AlertDialog(
    title: const Text("My title"),
    content: const Text("This is my message."),
    actions: [okButton],
  );

  // show the dialog
  showDialog(
    context: context,
    builder: (BuildContext context) {
      return alert;
    },
  );
}

```

Kode program Langkah 4: Dialog Widget

		<div></div> <div>Dokumentasi hasil running</div>
22		<div></div> <div>Hasil Running</div>

```
1 import 'package:flutter/material.dart';
2
3 void main() {
4   runApp(const MyApp());
5 }
6
7 // Input dan Selection Widget
8 class MyApp extends StatelessWidget {
9   const MyApp({Key? key}) : super(key: key);
10
11   @override
12   Widget build(BuildContext context) {
13     return MaterialApp(
14       home: Scaffold(
15         appBar: AppBar(title: const Text("Contoh TextField")),
16         body: const TextField(
17           obscureText: false,
18           decoration: InputDecoration(
19             border: OutlineInputBorder(),
20             labelText: 'Nama',
21           ),
22         ),
23       ),
24     );
25   }
26 }
```

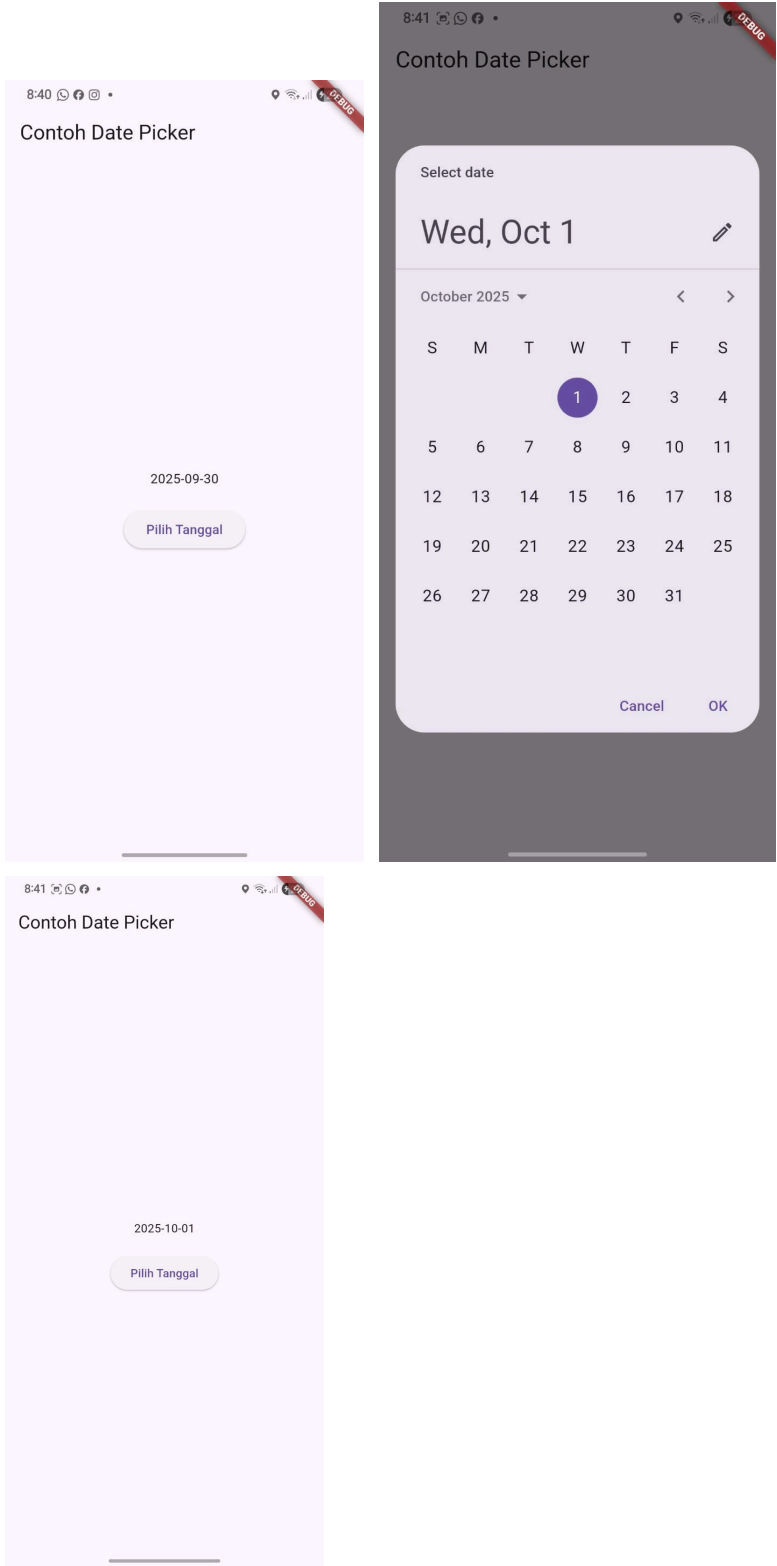
Kode program Input dan Selection Widget

```

1 // date and time pickers
2 import 'dart:async';
3 import 'package:flutter/material.dart';
4
5 import 'package:flutter/material.dart';
6
7 // date and time pickers
8 void main() => runApp(const MyApp());
9
10 class MyApp extends StatelessWidget {
11   const MyApp({Key? key}) : super(key: key);
12
13   @override
14   Widget build(BuildContext context) {
15     return const MaterialApp(
16       title: 'Contoh Date Picker',
17       home: MyHomePage(title: 'Contoh Date Picker'),
18     );
19   }
20 }
21
22 class MyHomePage extends StatefulWidget {
23   const MyHomePage({Key? key, required this.title}) : super(key: key);
24
25   final String title;
26
27   @override
28   _MyHomePageState createState() => _MyHomePageState();
29 }
30
31 class _MyHomePageState extends State<MyHomePage> {
32   // Variable/State untuk mengambil tanggal
33   DateTime selectedDate = DateTime.now();
34
35   // Initial SelectDate Flutter
36   Future<void> _selectDate(BuildContext context) async {
37     // Initial DateTime Final Picked
38     final DateTime? picked = await showDatePicker(
39       context: context,
40       initialDate: selectedDate,
41       firstDate: DateTime(2015, 8),
42       lastDate: DateTime(2101),
43     );
44     if (picked != null && picked != selectedDate) {
45       setState(() {
46         selectedDate = picked;
47       });
48     }
49   }
50
51   @override
52   Widget build(BuildContext context) {
53     return Scaffold(
54       appBar: AppBar(title: Text(widget.title)),
55       body: Center(
56         child: Column(
57           mainAxisAlignment: MainAxisAlignment.min,
58           children: <Widget>[
59             Text("${selectedDate.toLocal()}.split(' ')[0]},
60             const SizedBox(height: 20.0),
61             ElevatedButton(
62               onPressed: () => {
63                 _selectDate(context),
64                 // ignore: avoid_print
65                 print(
66                   selectedDate.day + selectedDate.month + selectedDate.year,
67                 ),
68               ),
69             child: const Text('Pilih Tanggal'),
70           ],
71         ),
72       ),
73     );
74   }
75 }
76 }

```

Kode program Date and Time Pickers



Hasil running kode program.

