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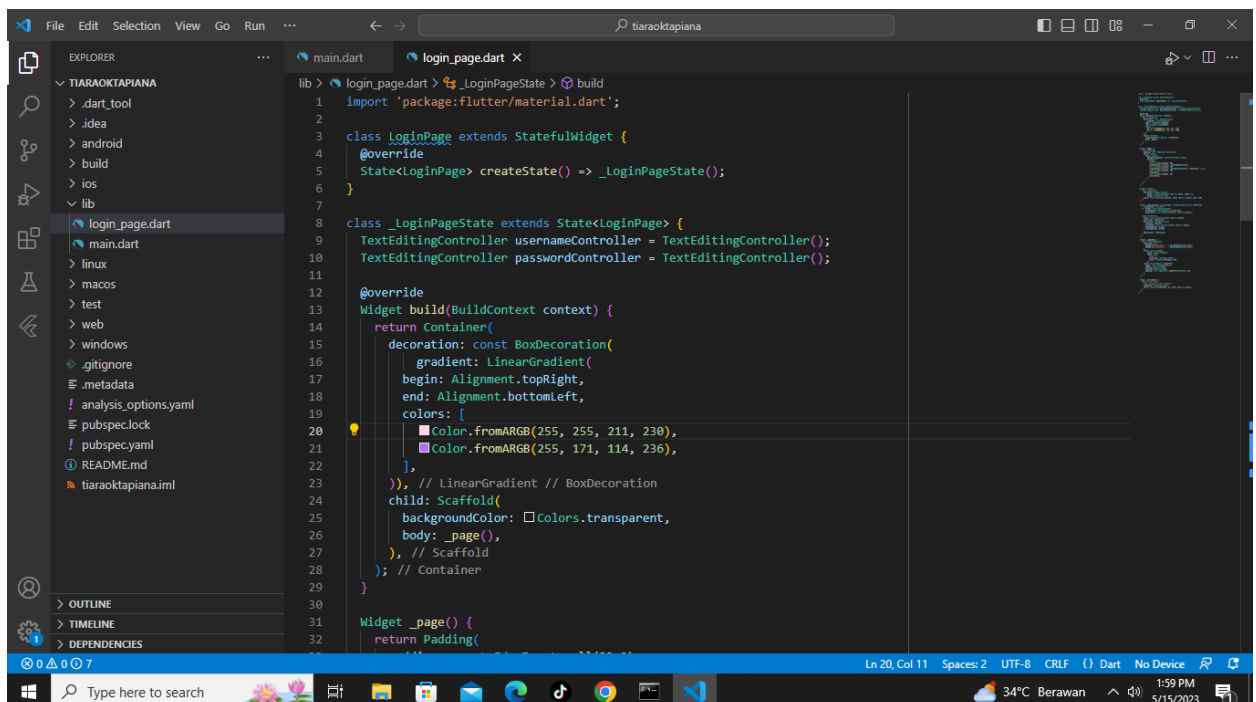
Kelas : TI.21.A.2

Matkul: pemograman mobile2

## PEMBUATAN LOGIN FLUTTER

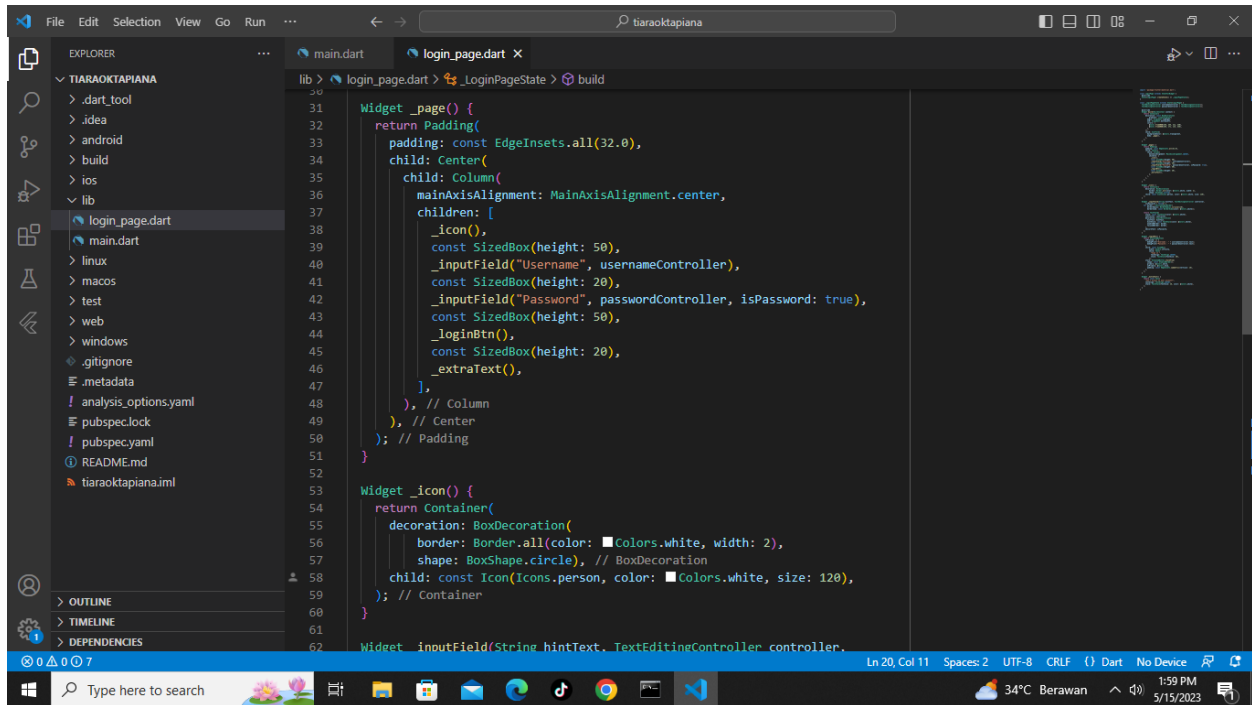
Langkah langkah pembuatan login flutter

1. Instalasi flutter
2. Instalasi java development kit (JDK)
3. Instalasi virtual device (android virtual device AVD/ geanymotion)
4. Masuk ke visual studio code & emulator chrome
5. Masuk ke pencarian lalu buka Edit environment variables for your account lalu tambahkan path di windows
6. Install extension flutter di visua studio code
7. Lalu new projek, Klik menu view -> Command Palette atau cara lebih mudahnya tekan tombol Ctrl+Shift+P. Lalu ketikan "Flutter" dan pilih Flutter: New Project" masukan nama projeknya contoh "belajar\_flutter" setelah itu tekan Enter dan pilih lokasi tempat menyimpan projektersebut. Tekan F5 untuk menjalankan Aplikasi Flutter Pertama kita lalu pilih Emulator yang akan kita gunakan.
8. Buat login\_page.dart lalu masukan kodingannya disini,disini kita bisa mengatur warna yang akan kita gunakan nama login nya.

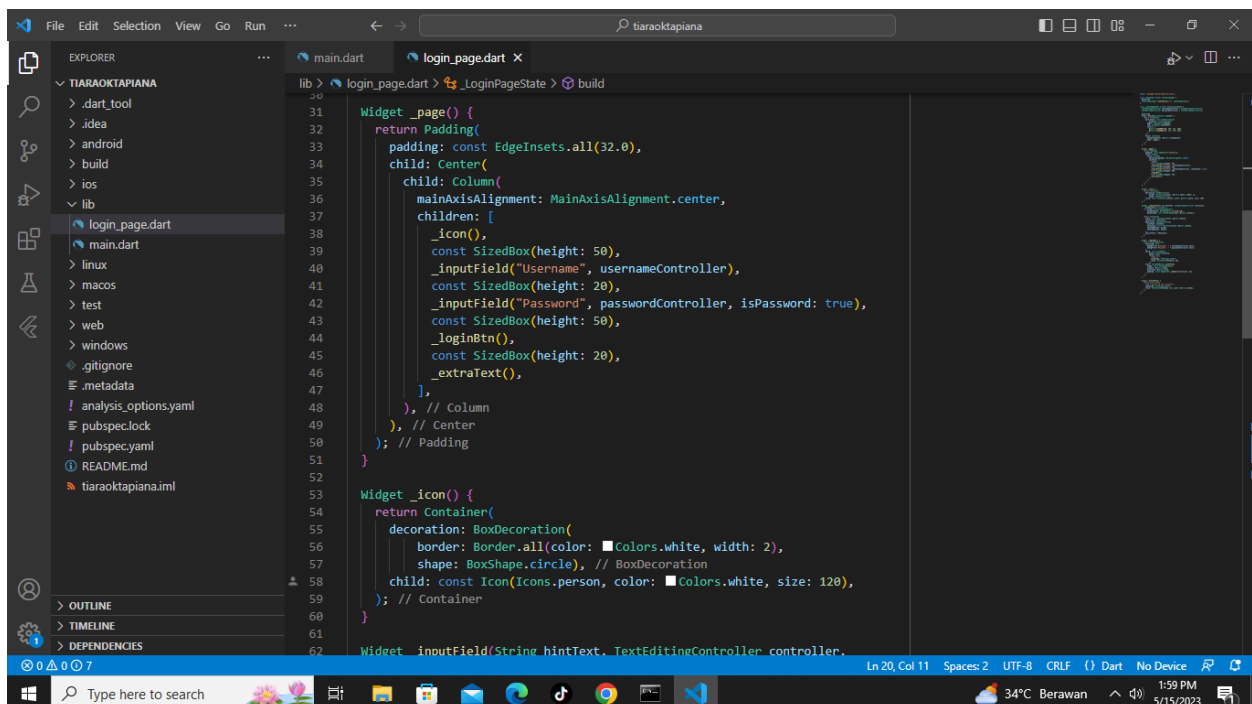


```
lib > login_page.dart > _LoginPageState > build
1 import 'package:flutter/material.dart';
2
3 class LoginPage extends StatefulWidget {
4   @override
5   State<LoginPage> createState() => _LoginPageState();
6 }
7
8 class _LoginPageState extends State<LoginPage> {
9   TextEditingController usernameController = TextEditingController();
10  TextEditingController passwordController = TextEditingController();
11
12  @override
13  Widget build(BuildContext context) {
14    return Container(
15      decoration: const BoxDecoration(
16        gradient: LinearGradient(
17          begin: Alignment.topRight,
18          end: Alignment.bottomLeft,
19          colors: [
20            Color.fromARGB(255, 255, 211, 230),
21            Color.fromARGB(255, 171, 114, 236),
22          ],
23        ), // LinearGradient // BoxDecoration
24      child: Scaffold(
25        backgroundColor: Colors.transparent,
26        body: _page(),
27      ), // Scaffold
28    ); // Container
29
30
31 Widget _page() {
32   return Padding(
```

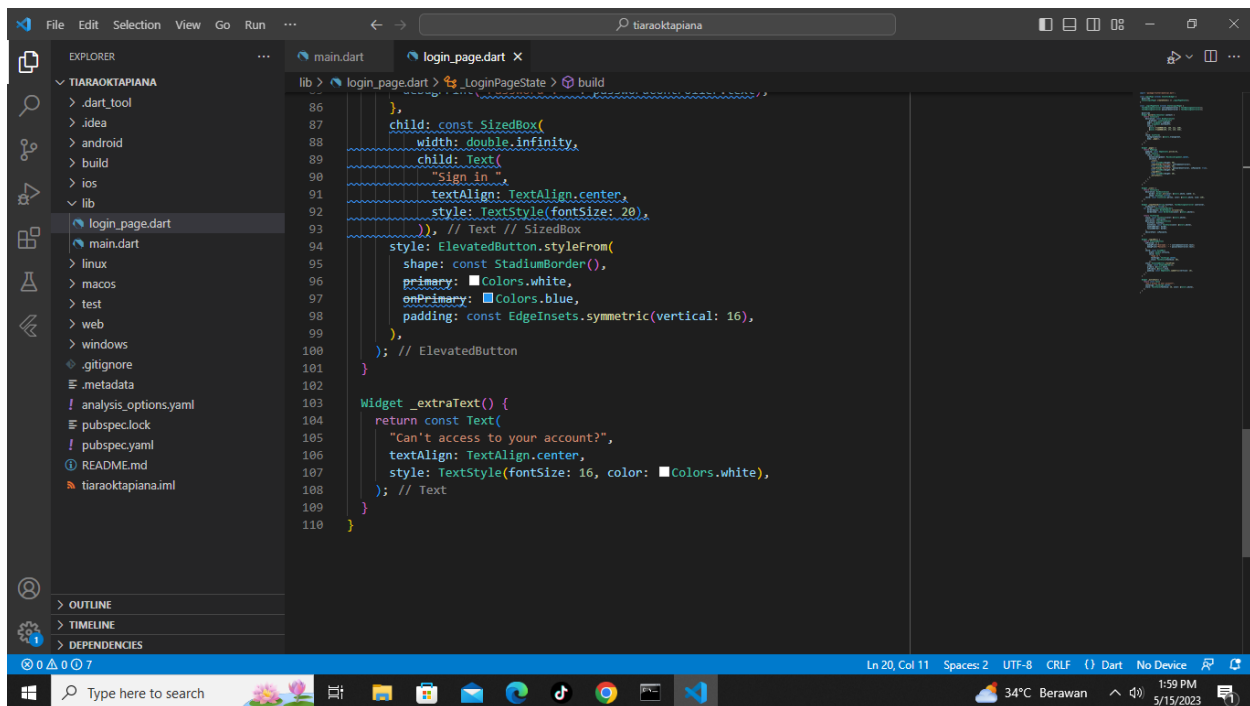
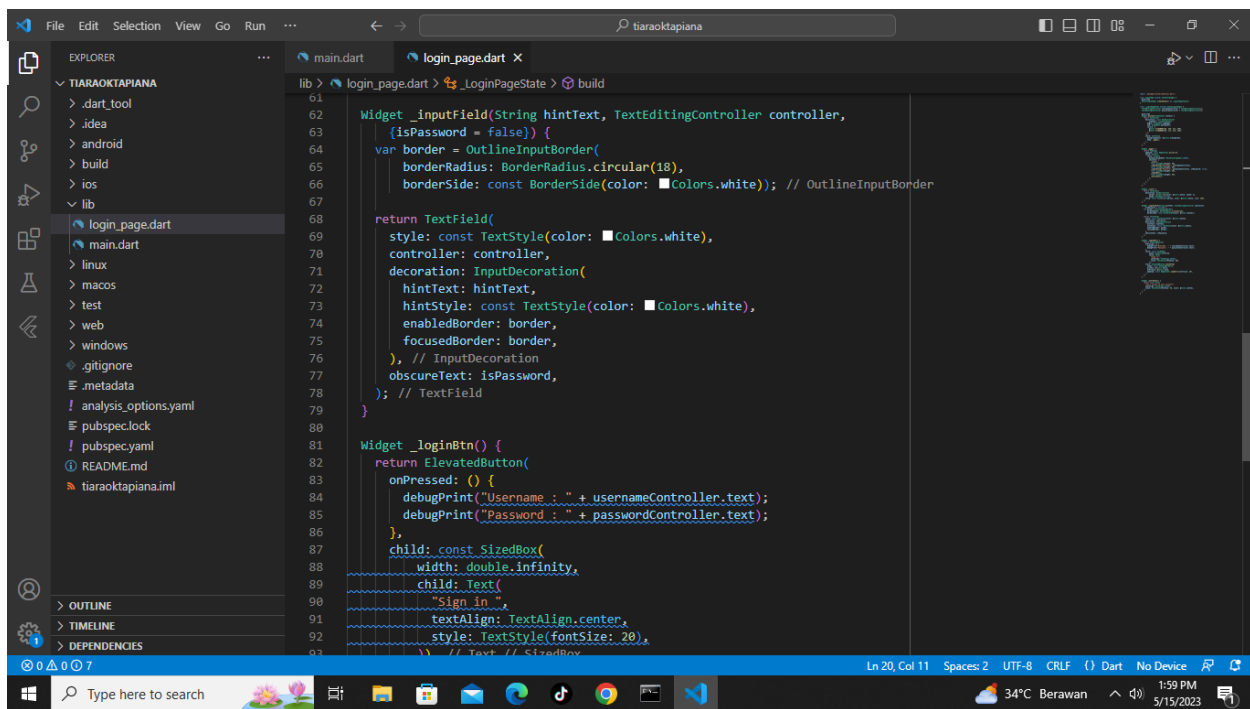
9. Lalu masuk ke main.dart dan masukan kodingannya , jika sudah akan otomatis muncul dan merubah tampilan login kita menjadi apa yang kita mau



```
lib > login_page.dart > _LoginPageState > build
31 Widget _page() {
32   return Padding(
33     padding: const EdgeInsets.all(32.0),
34     child: Center(
35       child: Column(
36         mainAxisAlignment: MainAxisAlignment.center,
37         children: [
38           _icon(),
39           const SizedBox(height: 50),
40           _inputField("Username", usernameController),
41           const SizedBox(height: 20),
42           _inputField("Password", passwordController, isPassword: true),
43           const SizedBox(height: 50),
44           _loginBtn(),
45           const SizedBox(height: 20),
46           _extraText(),
47         ],
48       ), // Column
49     ), // Center
50   ); // Padding
51 }
52
53 Widget _icon() {
54   return Container(
55     decoration: BoxDecoration(
56       border: Border.all(color: Colors.white, width: 2),
57       shape: BoxShape.circle), // BoxDecoration
58     child: const Icon(Icons.person, color: Colors.white, size: 120),
59   ); // Container
60 }
61
62 Widget _inputField(String hintText, TextEditingController controller,
```



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```



```
Get Started | latihan_list.py U X
E: > Labs > latihan_list.py > ...
1 list=["a", "b", "c", "d", "e"]
2
3
4 print("Tampilkan Element ke 3:", list[2])
5 print("ambil Element ke 2 sampai 4:", list[1:4])
6 print("ambil elemen terakhir:", list[5-1])
7
8
9 # merubah elemen ke 4 dengan nilai lain
10 list[3] = "f"
11
12 print("merubah elemen ke 4 dengan nilai lain:", list)
13
14 # merubah elemen ke 4 sampai terakhir
15 list[3:] = "f", "g"
16 print("merubah elemen ke 4 sampai elemen terakhir:", list)
17
```

## 10. Hasil

