# JOBSHEET – APLIKASI OCR SEDERHANA DENGAN FLUTTER

#### 1. IDENTITAS PRAKTIKAN

Komponen	Isi
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#### 2. TUJUAN PRAKTIKUM

Setelah menyelesaikan jobsheet ini, siswa/mahasiswa mampu:

- 1. Membuat aplikasi Flutter multi-halaman.
- 2. Menggunakan plugin kamera untuk mengambil gambar.
- 3. Mengintegrasikan **OCR** (**Optical Character Recognition**) menggunakan library google\_mlkit\_text\_recognition.
- 4. Menampilkan hasil OCR di halaman terpisah.
- 5. Menerapkan navigasi dasar antar layar menggunakan Navigator.

## 3. ALAT DAN BAHAN

- Laptop/komputer dengan Flutter SDK terinstal
- VS Code atau Android Studio
- Emulator Android atau perangkat Android fisik
- Koneksi internet (untuk instalasi dependensi)

## 4. LANGKAH KERJA

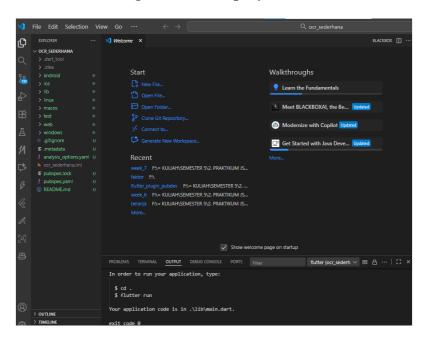
#### 4.1. Langkah 1: Buat Proyek Baru

Buka terminal, lalu jalankan:

```
flutter create ocr_sederhana

cd ocr_sederhana
```

Listing 1: Membuat proyek Flutter



# 4.2. Langkah 2: Tambahkan Plugin

Buka file pubspec.yaml, lalu tambahkan dependensi berikut di bawah bagian dependencies:

#### Listing 2: pubspec.yaml - dependencies

Simpan file, lalu jalankan:

```
1 flutter pub get
```

```
PS F:\= KULIAH\SEMESTER 5\2. PRAKTIKUM JS\PEMROGRAMAN MOBILE\github\pem_mobile\week_7\ocr_sederhana> flutter pub get
Resolving dependencies... (1.5s)
Downloading packages...
camera 0.10.6 (0.11.2 available)
characters 1.4.0 (1.4.1 available)
flutter_lints 5.0.0 (6.0.0 available)
google_mlkit_commons 0.5.0 (0.11.0 available)
google_mlkit_text_recognition 0.10.0 (0.15.0 available)
lints 5.1.1 (6.0.0 available)
material_colo_utilities 0.11.1 (0.13.0 available)
meta 1.16.0 (1.17.0 available)
test_api 0.7.6 (0.7.7 available)
Got dependencies!
9 packages have newer versions incompatible with dependency constraints.
Try 'flutter pub outdated' for more information.
```

## 4.3. Langkah 3: Tambahkan Izin Kamera (Android)

Buka file: android/app/src/main/AndroidManifest.xml

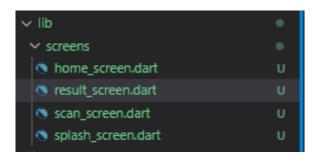
Tambahkan baris berikut di dalam tag <manifest>, sebelum <application>:

```
1 <uses - permission android:name = android permission CAMERA />
```

#### 4.4. Langkah 4: Buat Struktur Folder

Di dalam folder lib/, buat struktur berikut:

```
lib/
main.dart
screens/
splash_screen.dart
home_screen.dart
scan_screen.dart
result_screen.dart
```



# 5. KODE PROGRAM

#### 5.1. File: lib/main.dart

```
import 'package:flutter/material.dart';
import 'screens/splash_screen.dart';
4 void
          main ()
    runApp(const MyApp());
6 }
8 class MyApp extends StatelessWidget {
    const MyApp({super.key});
10
    @override
11
    Widget build(BuildContext context) {
12
      return MaterialApp(
13
        title: 'OCR Sederhana',
14
        theme: Theme Data (primary Swatch: Colors. blue),
15
                                Splash Screen (),
                    const
16
        debugShowCheckedModeBanner: false,
17
      );
18
    }
19
20 }
```

```
lib > 🐧 main.dart > ...
      import 'package:flutter/material.dart';
      import 'screens/splash_screen.dart';
      void main() {
      runApp(const MyApp());
      class MyApp extends StatelessWidget {
       const MyApp({super.key});
        @override
        Widget build(BuildContext context) {
          return MaterialApp(
 14
            title: 'OCR Sederhana',
            theme: ThemeData(primarySwatch: ☐ Colors.blue),
            home: const SplashScreen(),
            debugShowCheckedModeBanner: false,
          ); // MaterialApp
```

Listing 3: main.dart

#### 5.2. File: lib/screens/splash\_screen.dart

```
import 'dart: async';
import 'package:flutter/material_dart';
import 'home_screen_dart';
  class SplashScreen extends StatefulWidget {
    const SplashScreen({super.key});
    @override
    State < Splash Screen > create State () => _Splash Screen State ();
10 }
11
  class _SplashScreenState extends State < SplashScreen > {
    @override
    void initState() {
14
      super.initState();
15
      Timer(const Duration(seconds: 2), () {
16
         Navigator. push Replacement (
17
           context,
18
           MaterialPageRoute(builder: (_) => const HomeScreen()),
19
        );
20
      });
21
    }
22
23
    @override
24
    Widget build(BuildContext context) {
25
      return Scaffold (
26
        backgroundColor: Colors.blue,
27
        body: Center(
28
           child: Column (
29
             main Axis Alignment: Main Axis Alignment.center,
30
             children: const [
31
               CircularProgressIndicator(color: Colors.white),
32
               SizedBox(height: 20),
33
               Text('OCR Scanner',
34
                    style: TextStyle(color: Colors.white, fontSize:
35
     24)),
             ],
36
           ),
37
        ),
38
39
      );
40
41
```

```
lib > screens > 🐧 splash_screen.dart > ધ _SplashScreenState
      import 'dart:async';
      import 'package:flutter/material.dart';
      import 'home_screen.dart';
      class SplashScreen extends StatefulWidget {
        const SplashScreen({super.key});
        State<SplashScreen> createState() => _SplashScreenState();
      class _SplashScreenState extends State<SplashScreen> {
       void initState() {
         super.initState();
          Timer(const Duration(seconds: 2), () {
            Navigator.pushReplacement(
              context,
              MaterialPageRoute(builder: (_) => const HomeScreen()),
 23
         Widget build(BuildContext context) {
           return Scaffold(
             backgroundColor: ■Colors.blue,
             body: Center(
               child: Column(
                 mainAxisAlignment: MainAxisAlignment.center,
                 children: const [
                   CircularProgressIndicator(color: ■Colors.white),
                   SizedBox(height: 20),
                   Text(
                     'OCR Scanner',
                     style: TextStyle(color: ■Colors.white, fontSize: 24),
           ); // Scaffold
```

Listing 4: splash screen.dart

#### 5.3. File: lib/screens/home\_screen.dart

```
import 'package:flutter/material.dart';
import 'scan_screen_dart';
4 class HomeScreen extends StatelessWidget {
    const HomeScreen({super.key});
    @override
    Widget build(BuildContext context) {
8
      return Scaffold (
        appBar: AppBar(title: const Text('Menu Utama')),
10
        body: Center(
11
           child: Elevated Button (
12
             onPressed: () {
13
               Navigator. push (
14
                 context,
15
                 MaterialPageRoute(builder: (_) => const ScanScreen
16
     ()),
               );
17
             },
18
             child: const Text('Mulai Scan Teks'),
19
          ),
20
        ),
21
      );
22
    }
23
24 }
```

Listing 5: home screen.dart

5.4 File: lib/screens/scan\_screen.dart

```
ib > screens > 🐧 scan_screen.dart > ધ _ScanScreenState
      import 'package:flutter/material.dart';
     import 'package:camera/camera.dart';
import 'package:google_mlkit_text_recognition/google_mlkit_text_recognition.dart';
import 'package:path provider/path provider.dart';
import 'result_screen.dart';
      late List<CameraDescription> cameras;
      class ScanScreen extends StatefulWidget {
        const ScanScreen({super.key});
        State<ScanScreen> createState() => _ScanScreenState();
      class _ScanScreenState extends State<ScanScreen> <
        CameraController? _controller;
        late Future<void> _initializeControllerFuture;
         void initState() {
          super.initState();
          _initCamera();
         void _initCamera() async {
             cameras = await availableCameras();
              _controller = CameraController(cameras.first, ResolutionPreset.medium);
              _initializeControllerFuture = _controller!.initialize();
             await _initializeControllerFuture;
              if (mounted) {
               setState(() {});
              debugPrint('Error initializing camera: $e');
         void dispose() {
           _controller?.dispose();
           super.dispose();
        Future<String> _ocrFromFile(File imageFile) async {
          final inputImage = InputImage.fromFile(imageFile);
          final textRecognizer = TextRecognizer(script: TextRecognitionScript.latin);
          final RecognizedText recognizedText = await textRecognizer.processImage(
            inputImage,
          textRecognizer.close();
          return recognizedText.text;
        Future<void> _takePicture() async {
          if (_controller == null) return;
          try {
    await _initializeControllerFuture;
            if (!mounted) return;
            ScaffoldMessenger.of(context).showSnackBar(
              const SnackBar(
                content: Text('Memproses OCR, mohon tunggu...'),
duration: Duration(seconds: 2),
            final XFile image = await _controller!.takePicture();
final ocrText = await _ocrFromFile(File(image.path));
```

```
if (!mounted) return;
Navigator.push(
      context,
      MaterialPageRoute(builder: (_) => ResultScreen(ocrText: ocrText)),
  } catch (e) {
if (!mounted) return;
    ScaffoldMessenger.of(
      context,
    ).showSnackBar(SnackBar(content: Text('Error: $e')));
Widget build(BuildContext context) {
  if (_controller == null || !_controller!.value.isInitialized) {
   return const Scaffold(body: Center(child: CircularProgressIndicator()));
  return Scaffold(
   appBar: AppBar(
     title: const Text('Kamera OCR'),
      centerTitle: true,
backgroundColor: □Colors.deepPurple,
    body: Column(
      children: [
        Expanded(
          child: AspectRatio(
            aspectRatio: _controller!.value.aspectRatio,
            child: CameraPreview(_controller!),
        Padding(
          padding: const EdgeInsets.all(16.0),
          child: ElevatedButton.icon(
            horizontal: 24,
                vertical: 12,
             ), // EdgeInsets.symmetric shape: RoundedRectangleBorder(
               borderRadius: BorderRadius.circular(12),
            onPressed: _takePicture,
icon: const Icon(Icons.camera_alt, color: ■Colors.white),
            label: const Text(
              'Ambil Foto & Scan'
              style: TextStyle(color: ■Colors.white),
       ), // Text
), // ElevatedButton.icon
), // Padding
  ],
), // Column
); // Scaffold
```

Listing 6: scan screen.dart

5.5 File: lib/screens/result screen.dart

```
lib > screens > ♥ result_screen.dart > ❤ ResultScreen > ♥ build
      import 'package:flutter/material.dart';
       class ResultScreen extends StatelessWidget {
         final String ocrText;
         const ResultScreen({super.key, required this.ocrText});
         Widget build(BuildContext context) {
           return Scaffold(
 11
             appBar: AppBar(title: const Text('Hasil OCR')),
             body: Padding(
               padding: const EdgeInsets.all(16.0),
               child: SingleChildScrollView(
                 child: SelectableText(
                   ocrText.isEmpty
? 'Tidak ada teks ditemukan.'
: ocrText.replaceAll('\n', ' '),
                   style: const TextStyle(fontSize: 18),
               ), // SingleChildScrollView
            ), // Padding
); // Scaffold
```

Listing 7: result\_screen.dart

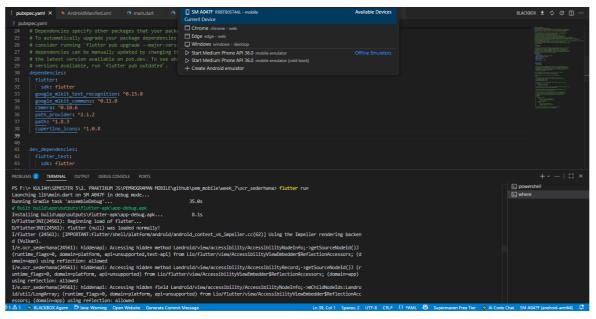
## **6 TUGAS PRAKTIKUM**

1. Jalankan aplikasi di emulator atau HP.

Pada praktikum kali ini saya menggunakan device handphone android dan USB untuk menjalankan kode program.

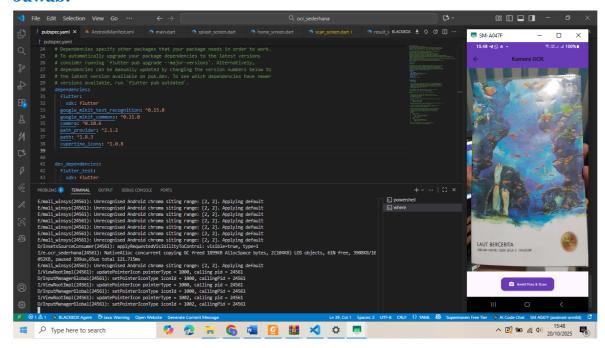
#### \*Catatan:

- Sebelum menjalankan kode progran pastikan komputer/PC dan device yang digunakan telah mengaktifkan developer mode (mode pengembang).
- Setelah developer mode aktif, jalankan perintah flutter run.



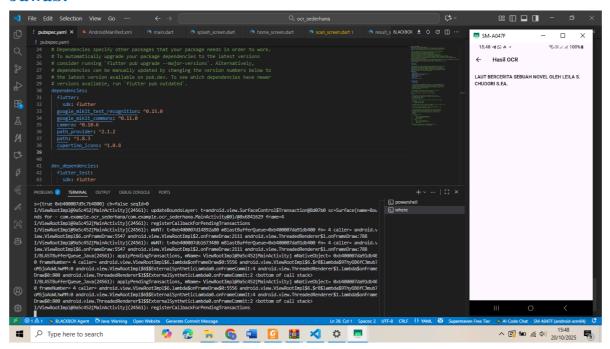
2. Lakukan scan terhadap teks cetak (misal: buku, koran, atau layar HP).

#### Jawab:



3. Amati hasil OCR yang muncul.

#### Jawab:



#### 4. Jawab pertanyaan berikut:

a. Apakah semua teks terbaca dengan akurat? Mengapa?

#### Jawab:

Pada percobaan di atas teks akurat. Tetapi perlu terkadang OCR juga menghasilkan teks yang tidak akurat karena dipengaruhi oleh kualitas gambar, pencahayaan, ukuran dan jenis font, serta noise atau bayangan. Sehingga seringkali teks yang buram, terlalu kecil, atau miring sering sulit terbaca dengan benar.

b. Apa kegunaan fitur OCR dalam kehidupan sehari-hari?

#### **Jawab**

OCR berguna untuk **mengubah teks dari gambar atau dokumen fisik menjadi teks digital**. Contohnya memindai dokumen, membaca struk belanja atau faktur secara otomatis, membantu penyandang disabilitas membaca teks melalui aplikasi pembaca layar

c. Sebutkan 2 contoh aplikasi nyata yang menggunakan OCR!

#### Jawab:

Contoh aplikasi nyata yang menggunakan OCR:

- o **Google Lens** membaca teks dari foto, menerjemahkan, atau menyalin teks.
- M-banking yang membaca Dokumen misal nya untuk pembukaan Rekening, nasabah hanya perlu Mengambil gambar KTP maka kolom data diri terisi otomatis
- o **ETLE** Sistem ETLE yang diterapkan oleh Korlantas Polri secara nasional di seluruh Indonesia yang menggunakan sistem OCR untuk membaca nomor plat kendaraan

# **7 CATATAN PENTING**

- Pastikan kamera perangkat dalam kondisi baik dan pencahayaan cukup.
- Plugin google mlkit text recognition bekerja **offline** dan mendukung bahasa Latin (termasuk Indonesia).
- Jika muncul error saat pertama kali buka kamera, pastikan izin kamera sudah diizinkan di pengaturan HP.

# 8 PENILAIAN

Aspek	Skor (1-5)
Kelengkapan kode	
Aplikasi berjalan lancar	
Jawaban tugas	
Ketepatan waktu	
Total	

**Nilai Akhir** = Total Skor  $\times$  5

Selamat mengerjakan!