Tugas Pertemuan 6

1. Home.js

```
import React from "react";
import { Container, Row, Col, Button, Card } from "react-bootstrap";
import { Link } from "react-router-dom";
import heroImage from "../assets/hero-image.jpg";
import mhsPhoto from "../assets/mhs.jpg";
import CustomCard from "../components/CustomCard";
const Home = () => {
  return (
    <div className="container mt-5">
      <Container>
        <Row className="align-items-center">
          <Col md={6}>
            <h1 style={{ color: "white" }}>Welcome to My App!!</h1>
            <CustomCard
              title="Yohanes Dimas Pratama"
              textNIM="A11.2021.13254"
              textKampus="Universitas Dian Nuswantoro"
              imageSrc={mhsPhoto}
              style={{ margin: "auto" }}
          </Col>
          <Col md={6} className="mt-4 mt-md-0">
            <Card>
              <Card.Img variant="top" src={heroImage} alt="Hero Image" />
              <Card.Body>
                <Card.Title className="text-center">
                  What is User Management App?
                </Card.Title>
                <Card.Text className="text-center mx-5">
                  This application is designed to provide an intuitive and
                  enjoyable experience in user data management. Using React
and
                  React Bootstrap technology, this application not only
makes it
```

```
easier for users to add user data, but also provides an
                  interactive experience in displaying user information
                  efficiently and attractively.
                </Card.Text>
                <div className="text-end">
                  <Button
                    as={Link}
                    to="/users"
                    variant="info"
                    className="float-end"
                    Lihat Data Pengguna
                  </Button>
                </div>
              </Card.Body>
            </Card>
          </Col>
        </Row>
      </Container>
    </div>
  );
};
export default Home;
```

2. Tampilan hasil menjalankan aplikasi

