Tugas

1. Bukalah tugas kalian ( )
2. Tambahkan & Implementasikan penggunaan provider pada aplikasi tersebut

```dart
class GambarProvider extends ChangeNotifier{
  File? _image;

  File? get image => _image;

  void setImage(File? image) {
    _image = image;
    notifyListeners();
  }
}
```

```dart
void main() {
  runApp(MultiProvider(providers: [
    ChangeNotifierProvider(
        create: (_) =>gambar_st.GambarProvider()),  // ChangeNotifierPro
  ],
    child: const MyApp(),
  ),  // MultiProvider
  );
}
```

```dart
class _TambahGambarState extends State<TambahGambar> {
  Future pickFile(BuildContext context) async {
    final pickedFile = await FilePicker.platform.pickFiles();

    if (pickedFile != null) {
      GambarProvider gambarProvider = Provider.of<GambarProvider>(context, listen: false);
      gambarProvider.setImage(File(pickedFile.files.single.path!));
      Navigator.push(
        context,
        MaterialPageRoute(
          builder: (context) => MyHomePage(),
        ),  // MaterialPageRoute
      );
    } else {
      print('No file selected.');
    }
  }

  @override
  Widget build(BuildContext context) {
    return
      Scaffold(
        appBar: AppBar(
          title: Text('Select an image file'),
          backgroundColor: Color.fromARGB(83, 15, 122, 180),
        ),  // AppBar
        body: Consumer<GambarProvider>(
          builder: (context, gambarProvider, child) {
            return Column(
              children: [
                SizedBox(
                  height: 30,
                ),  // SizedBox
                Container(
                  alignment: Alignment.bottomCenter,
                  child: ElevatedButton(
                    onPressed: () => pickFile(context),
                    child: Text('Select File'),
                  ),  // ElevatedButton
                ),  // Container
                gambarProvider.image == null
                    ? Text('No file selected.')
                    : Text(gambarProvider.image!.path),
              ],
```

```dart
  @override
  Widget build(BuildContext context) {
    GambarProvider gambarProvider = Provider.of<GambarProvider>(context);
    return Scaffold(
      appBar: AppBar(
        backgroundColor: Color.fromARGB(83, 15, 122, 180),
        title: Center(child: Text('Home Studio and Guitar')),
      ),  // AppBar
      body:  Center(
        child: Text(gambarProvider.image!.path),
      ),  // Center
      floatingActionButton: FloatingActionButton(
        onPressed: () => Navigator.of(context)
            .pushNamed('/tambah_gambar'),
        child: const Icon(Icons.add),
      ),  // FloatingActionButton
    );  // Scaffold
    // This trailing comma makes auto-formatting nicer for build methods.

  }
```

3. Tambahkan animasi sederhana pada salah satu fitur yang dibuat. (contoh: ketika pindah ke halaman tambah data kontak atau pada halaman galeri setiap gambar di tekan).

```dart
return GestureDetector(
  onTap: (){
    Navigator.of(context)
        .pushNamed(
      '/newpage',arguments: gambarProvider.imgs[index],);
  },
  child: Image.asset(gambarProvider.imgs[index]),
); // GestureDetector
},
), // GridView.builder
```

```dart
initialRoute: '/',
onGenerateRoute: (settings) {
  if (settings.name == "/newpage") {
    final String parameter = settings.arguments as String;
    return PageRouteBuilder(
      settings: settings, // Pass this to make popUntil(), pushNamedAndRemoveUntil(), works
      pageBuilder: (_, __, ___) => newPage(image: parameter),
      transitionsBuilder: (context, animation, secondaryAnimation, child) {
        final tween = Tween(begin: 0.0, end: 1.0);
        return ScaleTransition(
          scale: animation.drive(tween),
          child: child,
        ); // ScaleTransition
      }
    ); // PageRouteBuilder
  }
}
```