

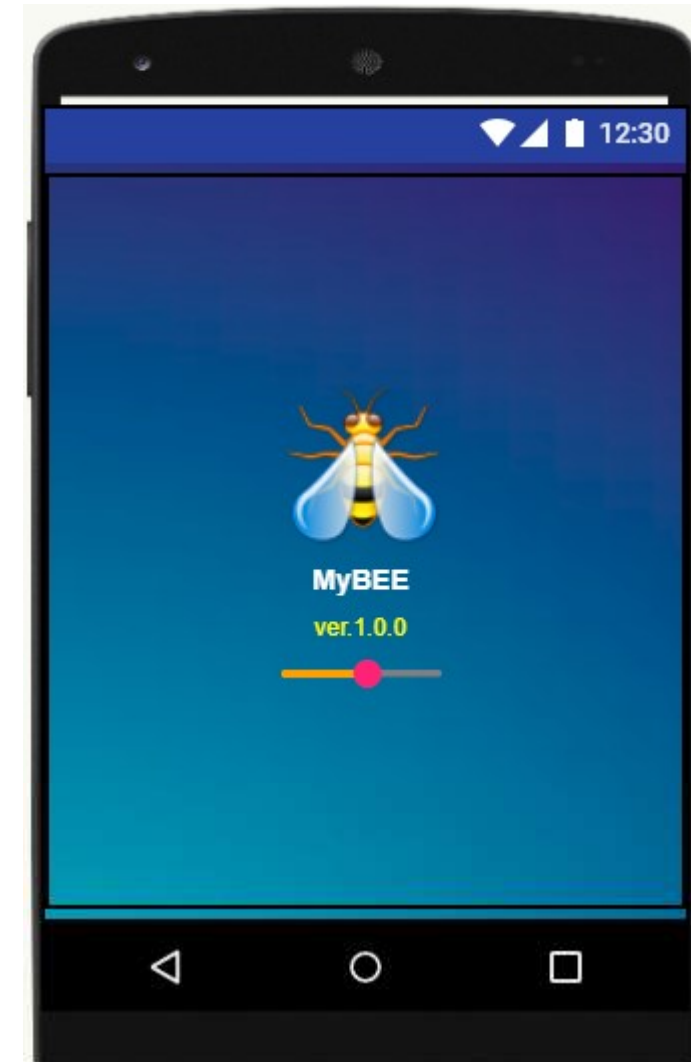
# PERTEMUAN 5 & 6

Splashscreen dengan App Inventor



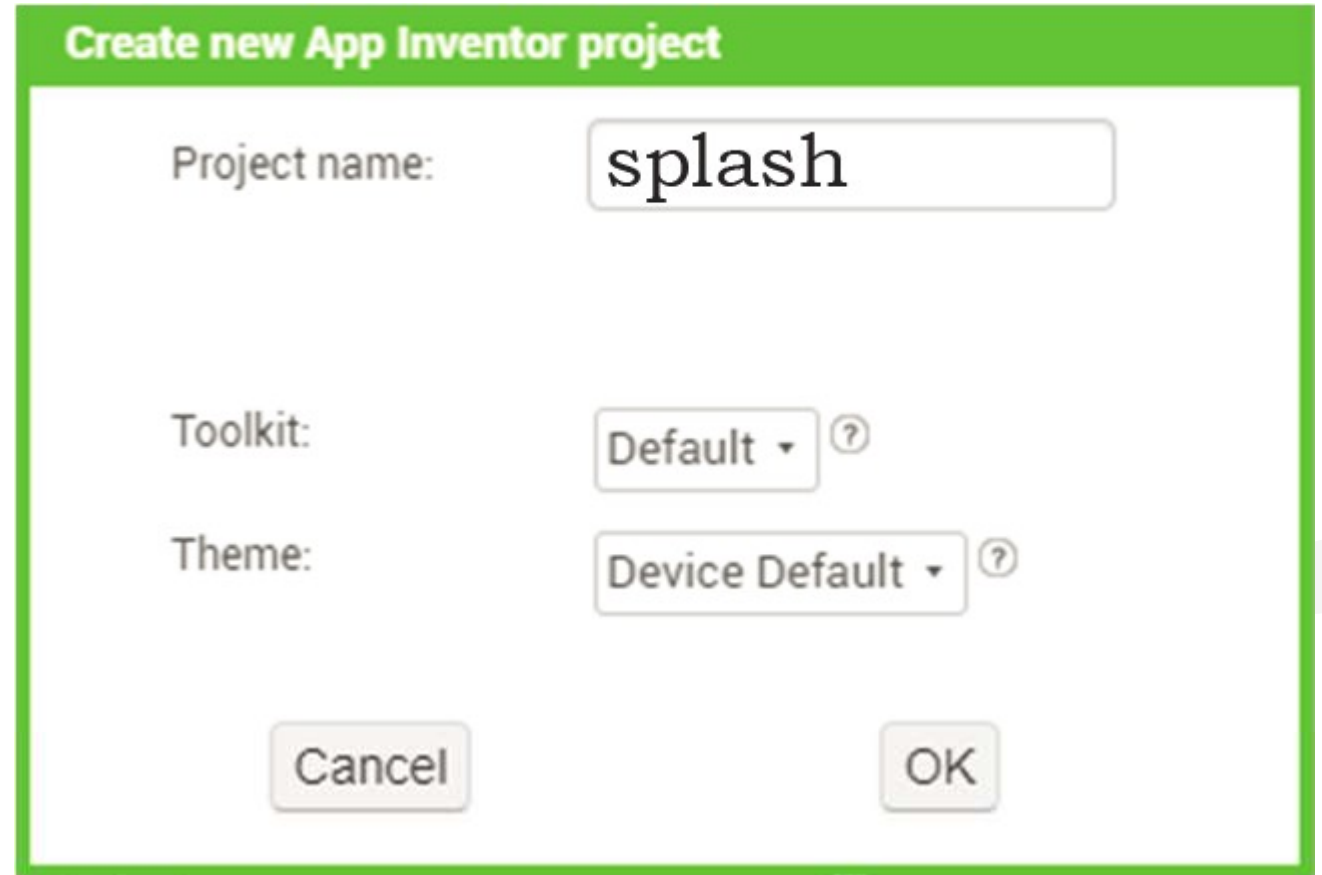
# MIT App Inventor

Langkah-langkah untuk membuat spalshscreen menggunakan MIT App Inventor, beserta penjelasan setiap modul yang digunakan dan propertinya secara detail



# MIT App Inventor

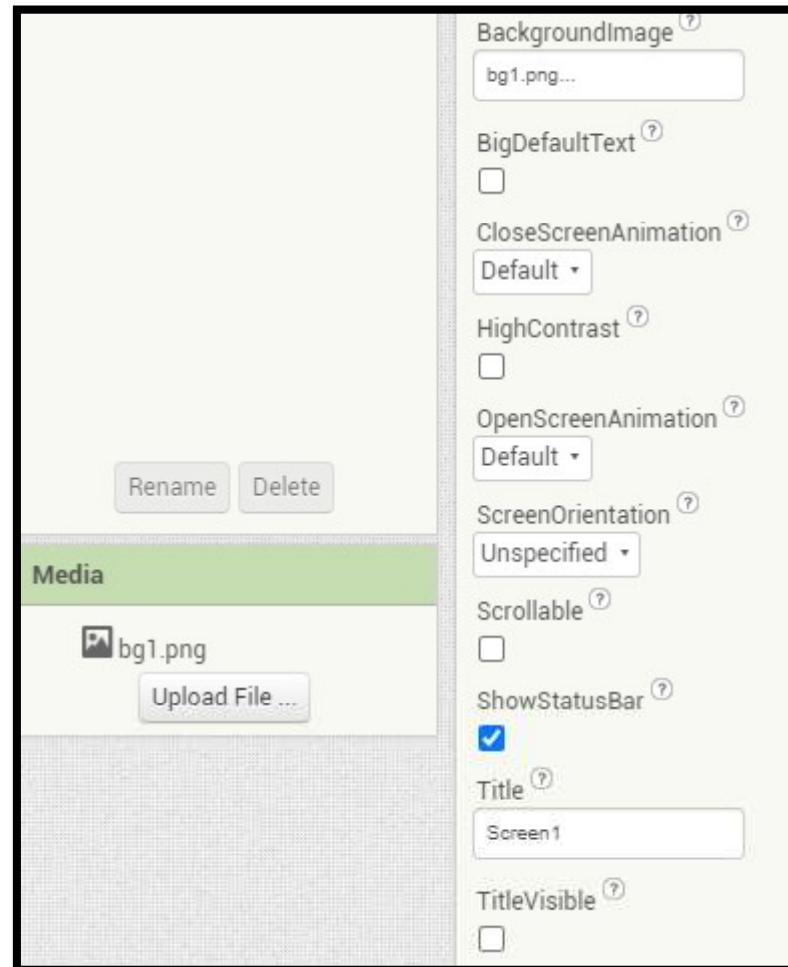
Isi Nama Project sesuai dengan Project yang akan dibuat



The screenshot shows a dialog box titled "Create new App Inventor project" with a green header. It contains three input fields: "Project name:" with the text "splash", "Toolkit:" with a dropdown menu set to "Default", and "Theme:" with a dropdown menu set to "Device Default". Each dropdown menu has a question mark icon to its right. At the bottom of the dialog are two buttons: "Cancel" on the left and "OK" on the right.

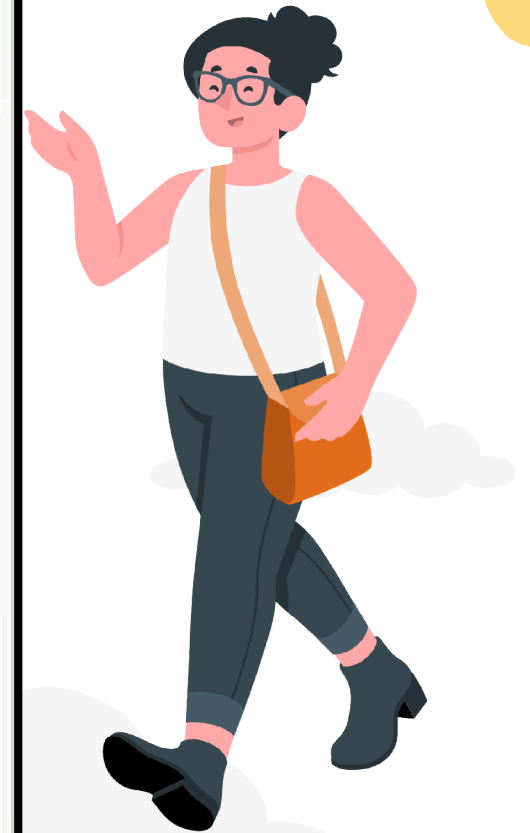
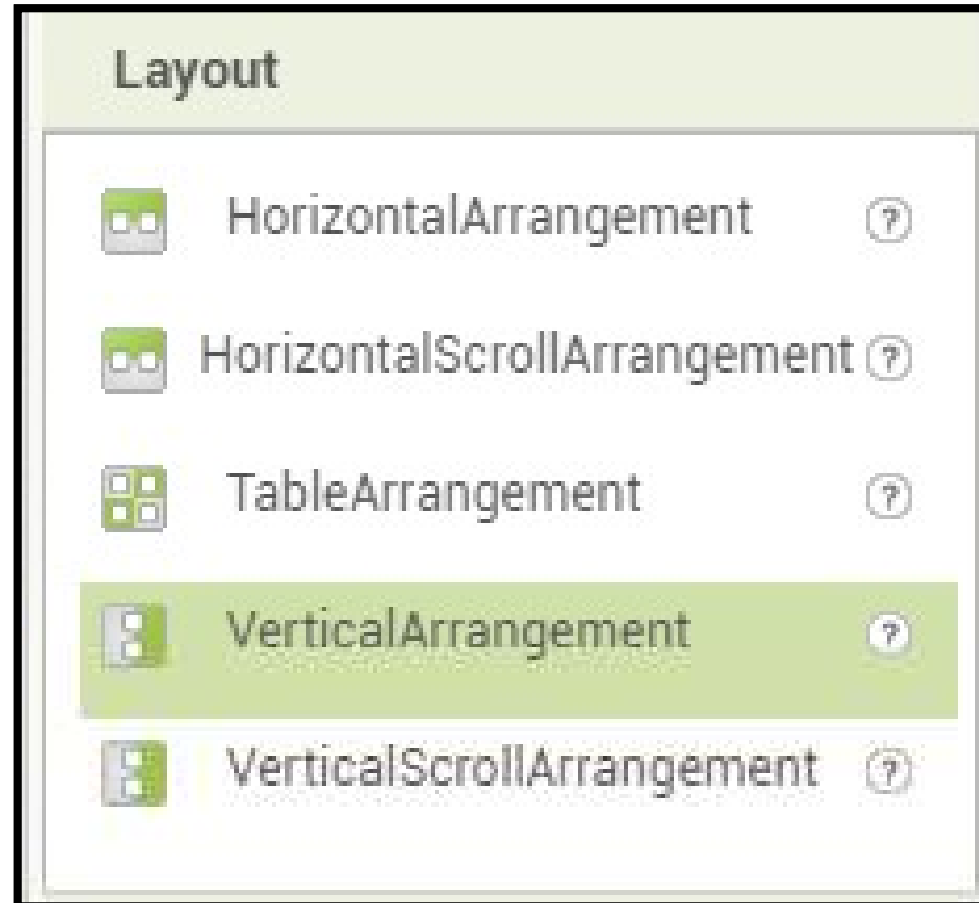
# MIT App Inventor

Pada screen1, buat dan isi background layar dengan media yang telah disediakan di LMS



# MIT App Inventor

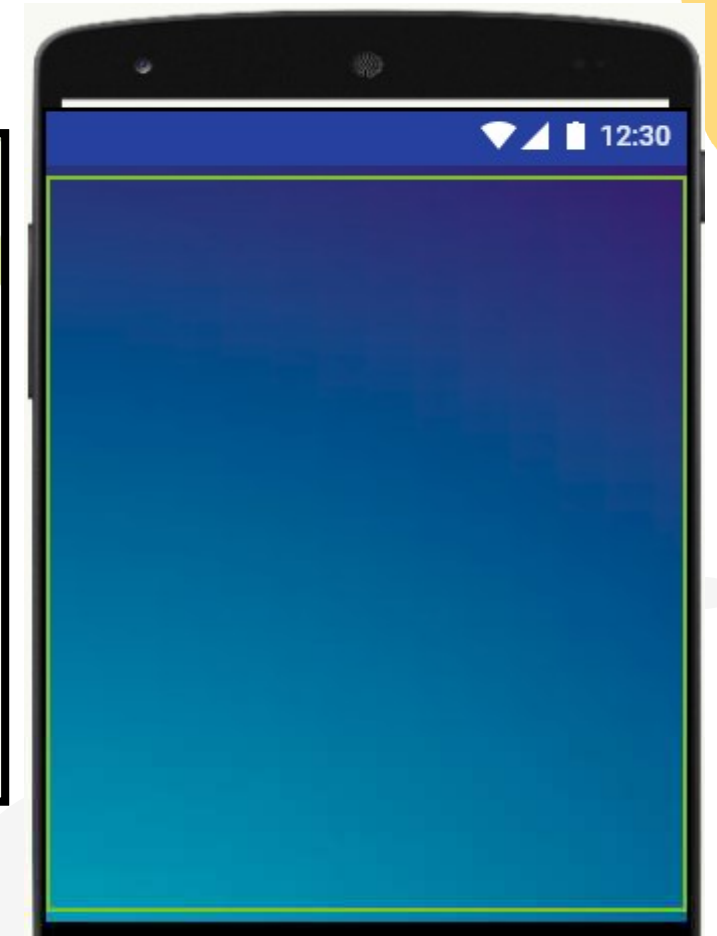
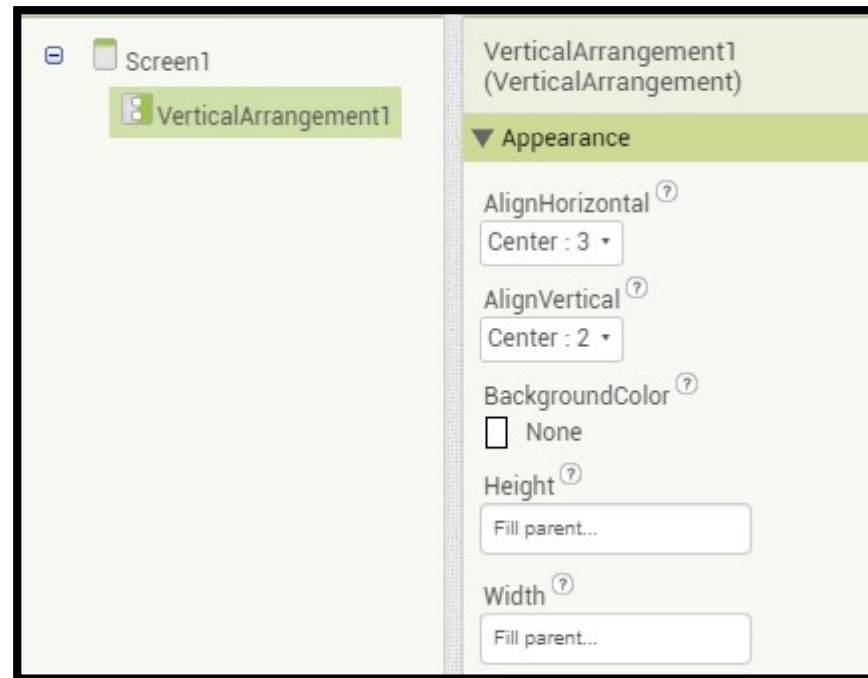
Tambahkan pada layar Menu sebelah kiri yaitu Layout dan pilih "VerticalArrangement"



# MIT App Inventor

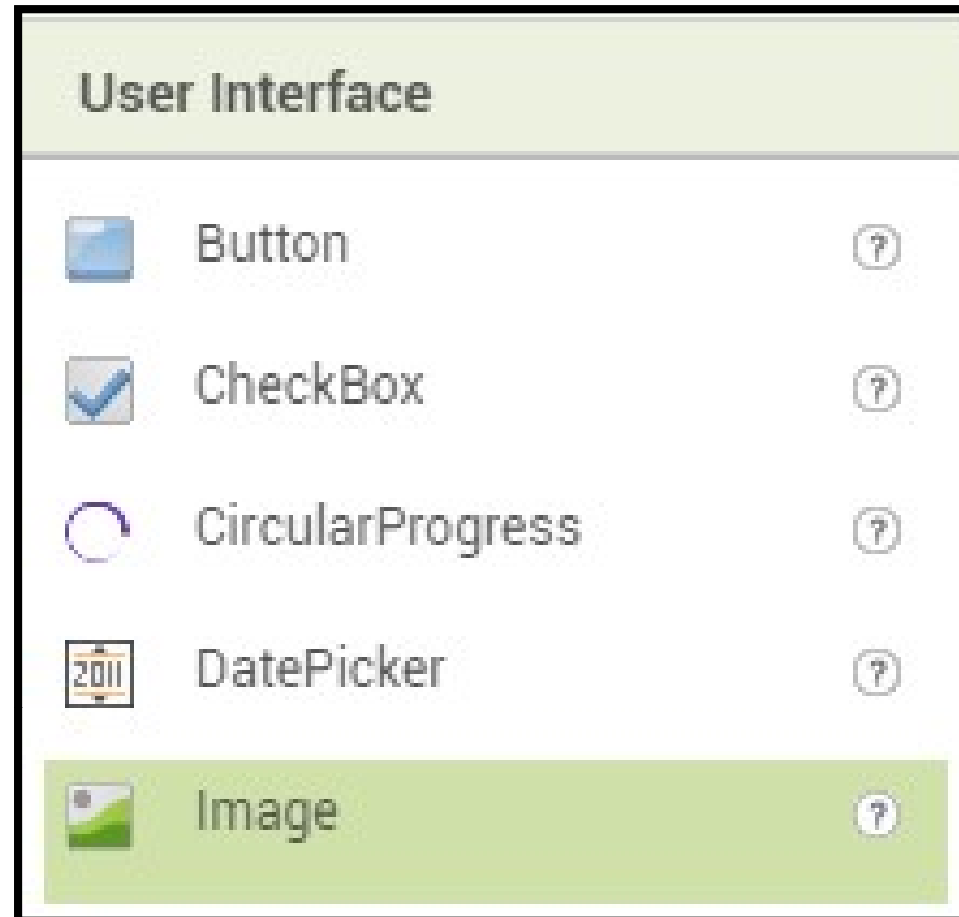
Letakan di layar dan  
ubah settingan  
AlignHorizontal dan  
AlignVertical menjadi  
Center

Lalu Height dan  
Width ubah menjadi  
fill parent



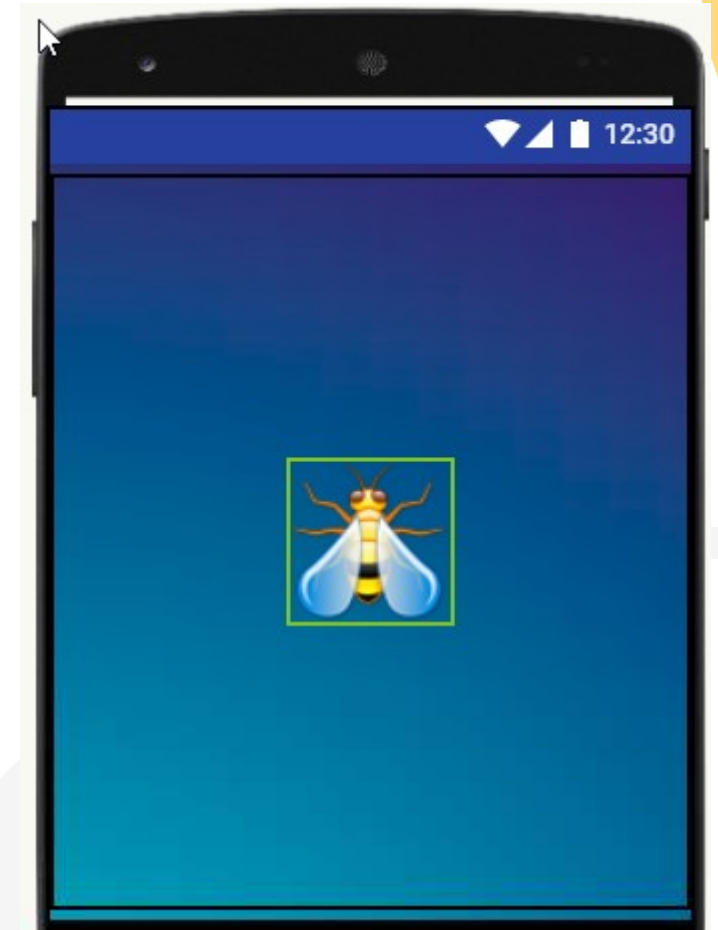
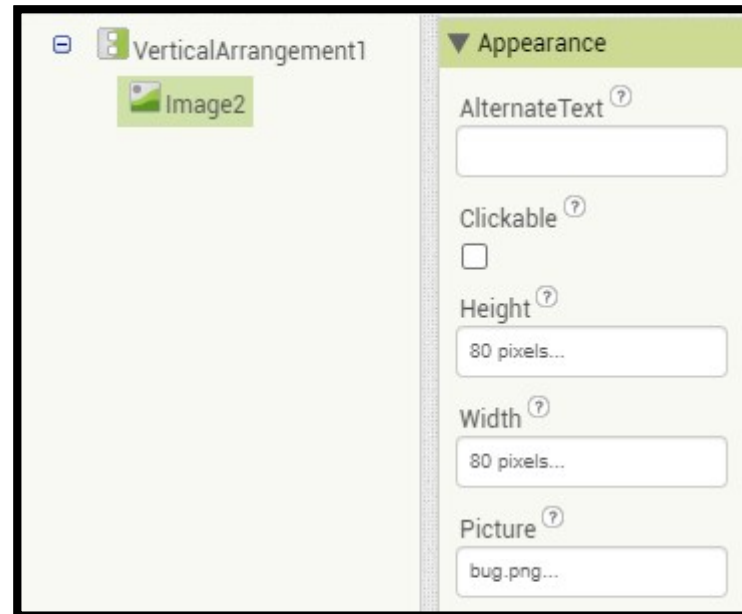
# MIT App Inventor

Tambahkan menu Image pada Tool User Interface lalu seret ke dalam layar – ke VerticalArrangement



# MIT App Inventor

Upload gambar icon  
splashscreen dan  
ubah Width dan  
Height menjadi 60  
pixel



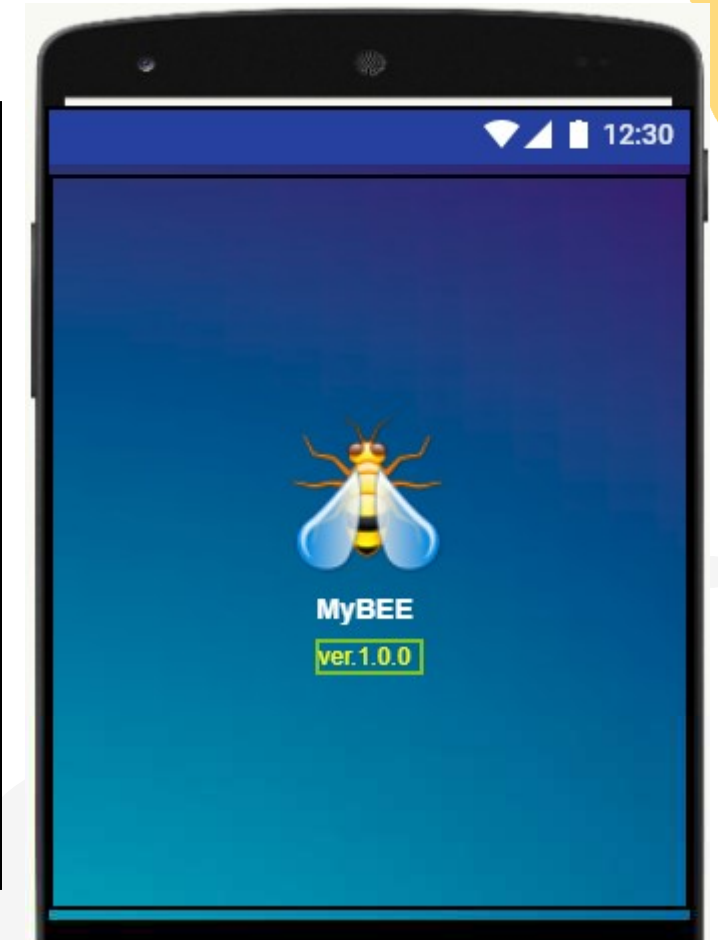
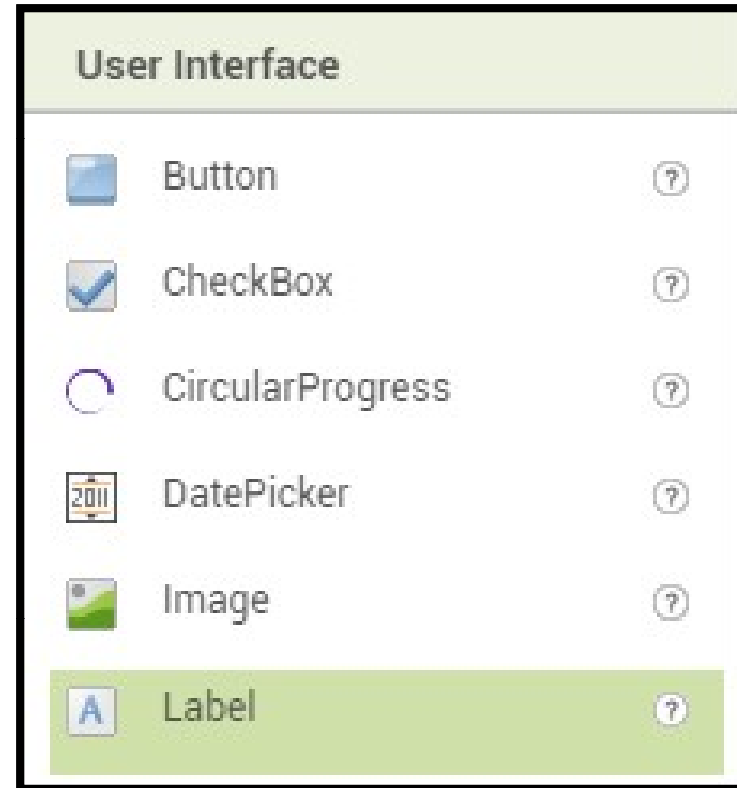
# MIT App Inventor

Tambahkan 2 buah  
Label dari Tool User  
Interface

dan

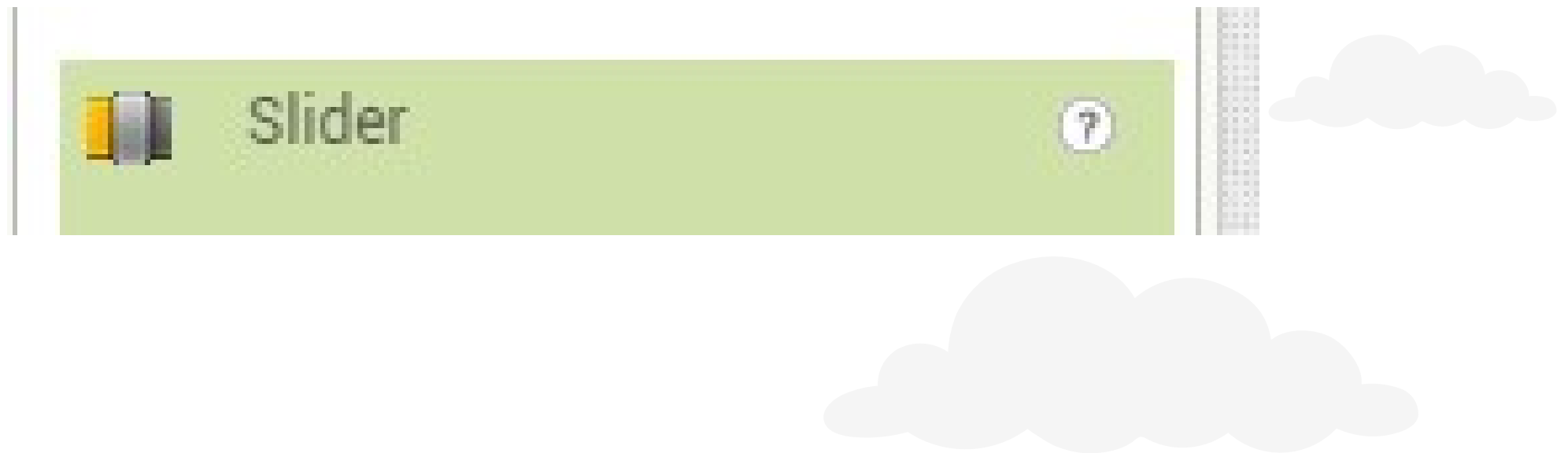
Letakan dibawah image  
bergambar tadi

Buat tulisan dan warna  
seperti di gambar



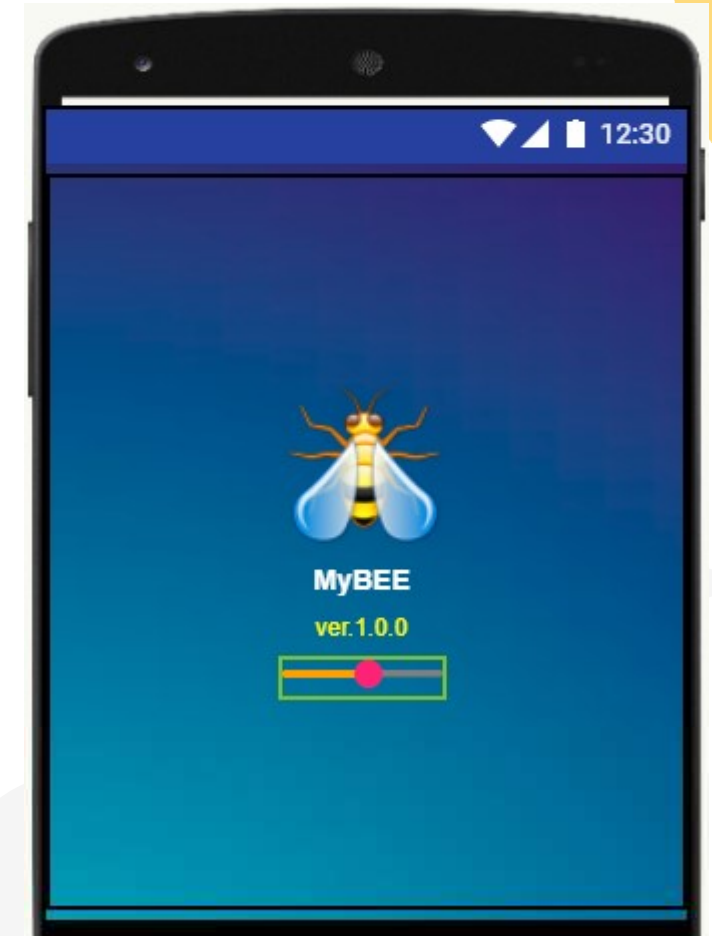
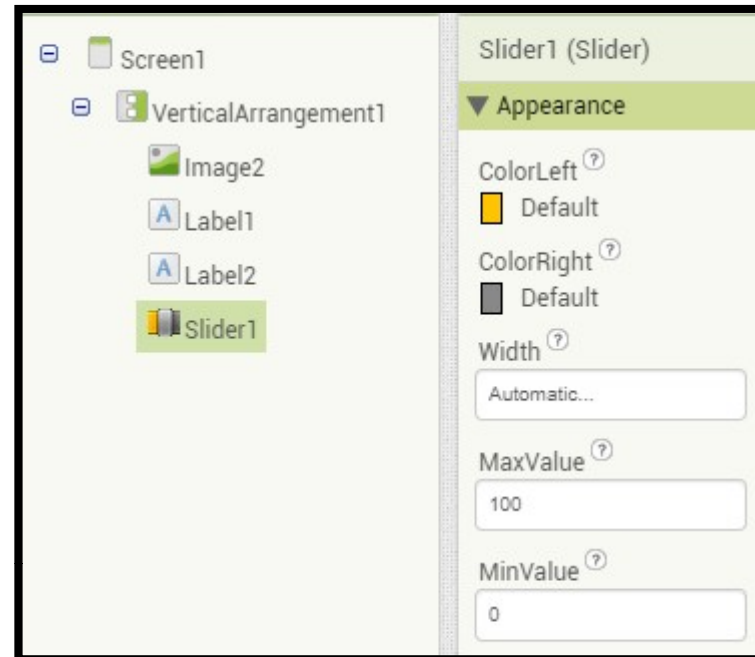
# MIT App Inventor

Tambahkan 1 buah Slider dari Tool User Interface dan Letakan dibawah image bergambar tadi



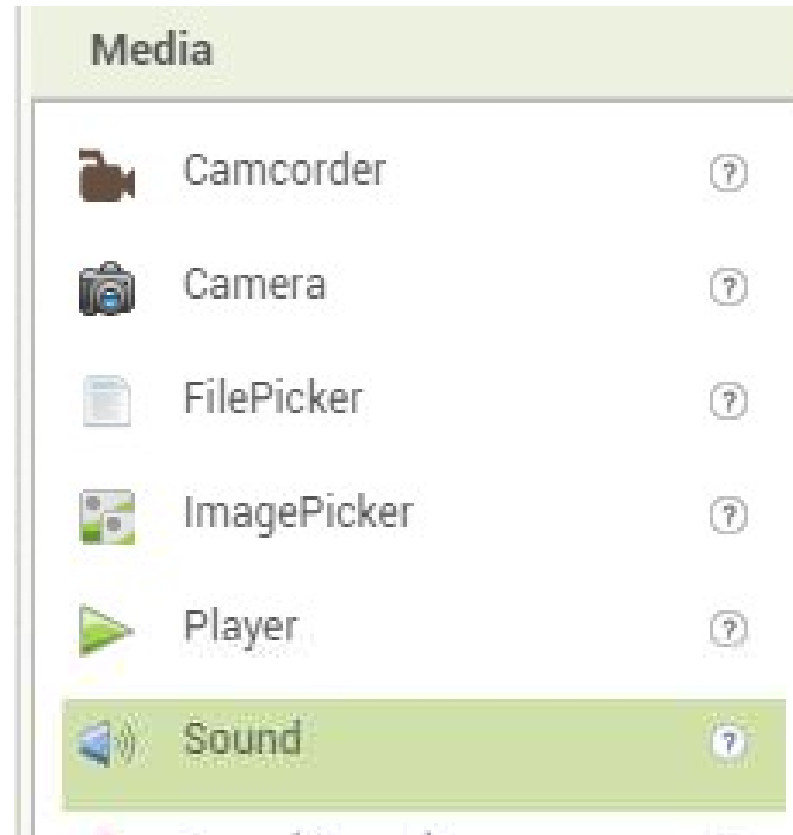
# MIT App Inventor

Pada slider ubah nilai  
pada propertis seperti  
digambar



# MIT App Inventor

Lalu pada tool Media,  
tambahkan sound  
untuk memberikan efek  
suara saat tampil  
splashscreen nya nanti.



# MIT App Inventor

Pada slider ubah nilai pada propertis seperti digambar

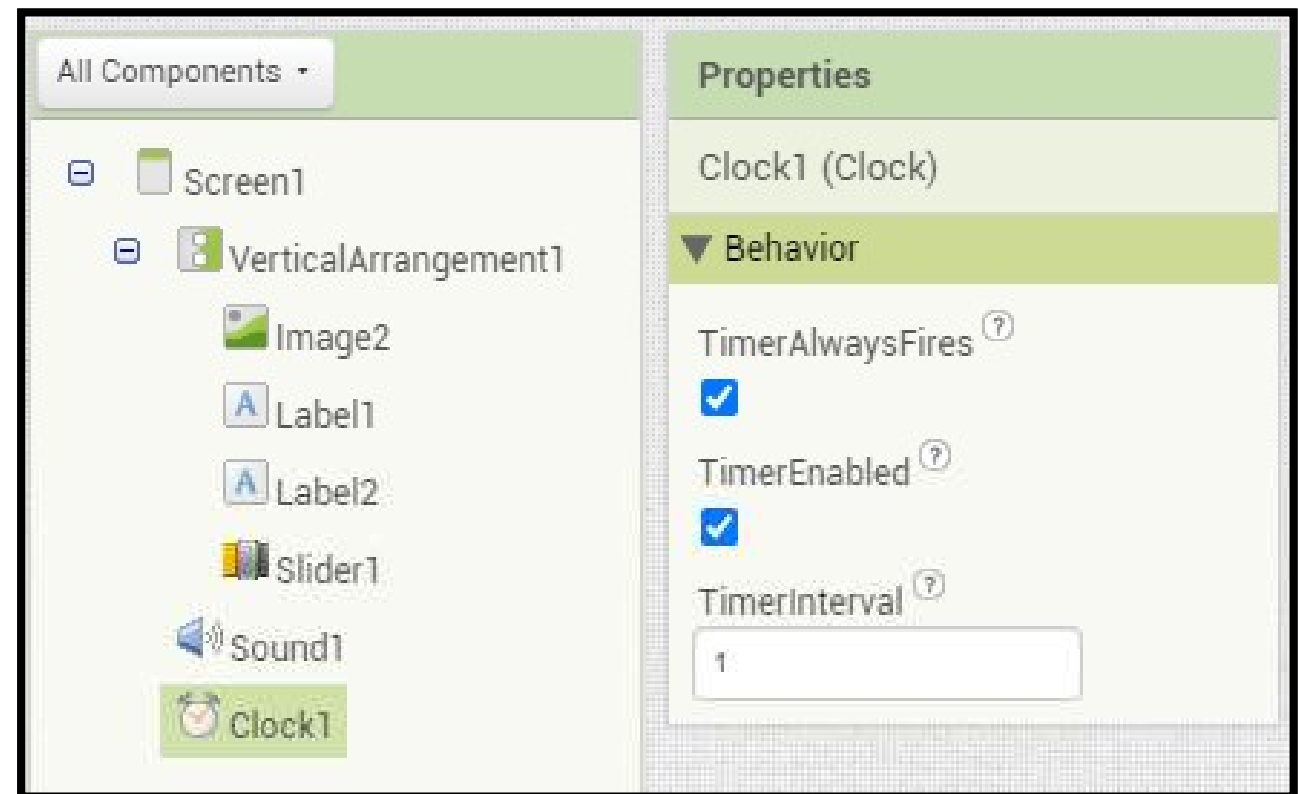
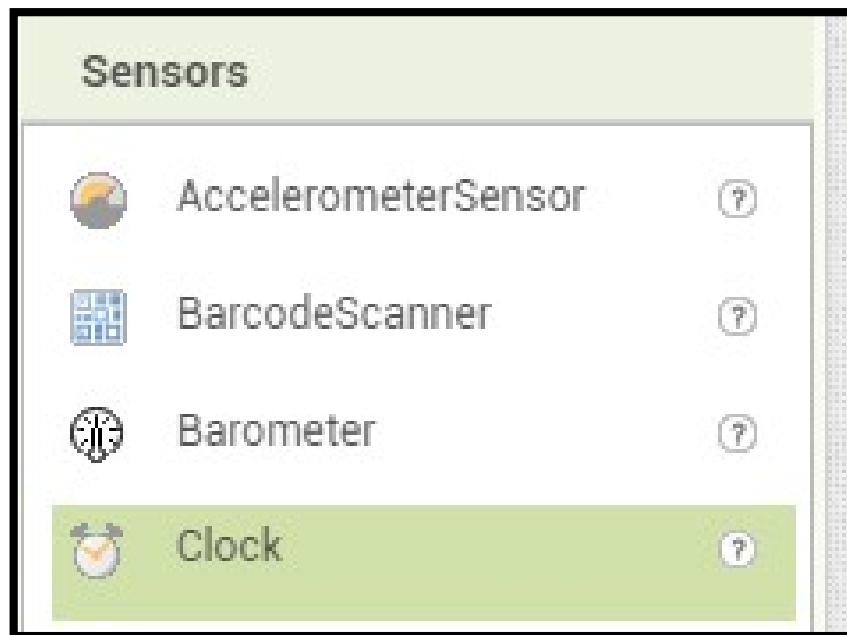
Upload suara yang akan digunakan lalu masukan ke menu sound tersebut

Ubah **MinimumInterval** menjadi 1000



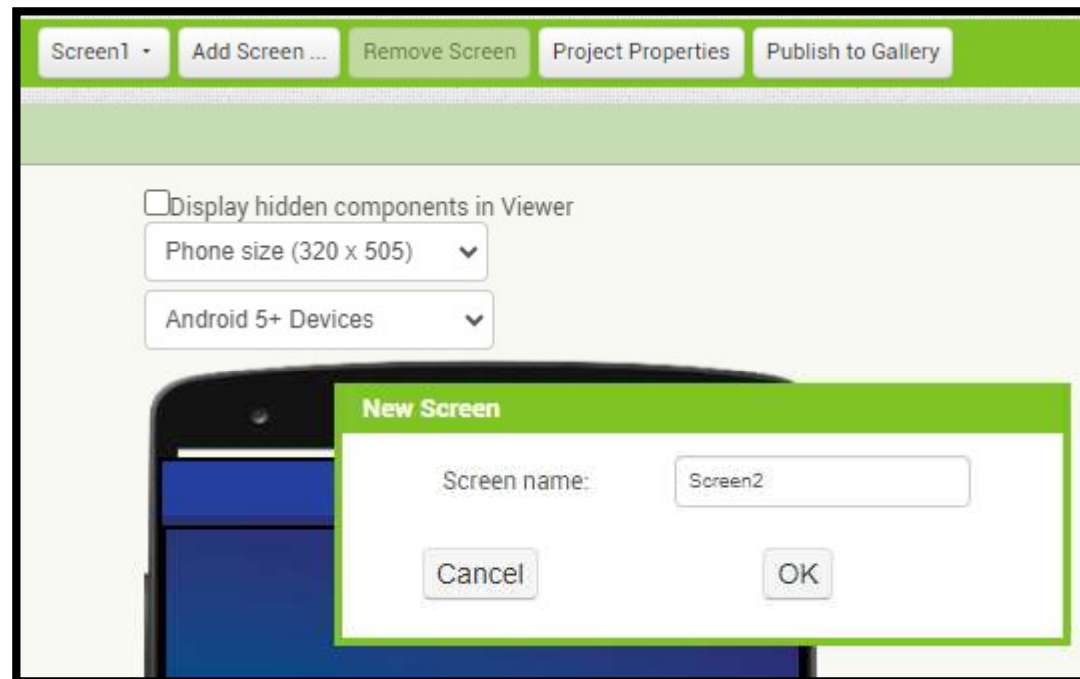
# MIT App Inventor

Tambahkan Clock pada Tool Sensor dan setting seperti gambar disamping



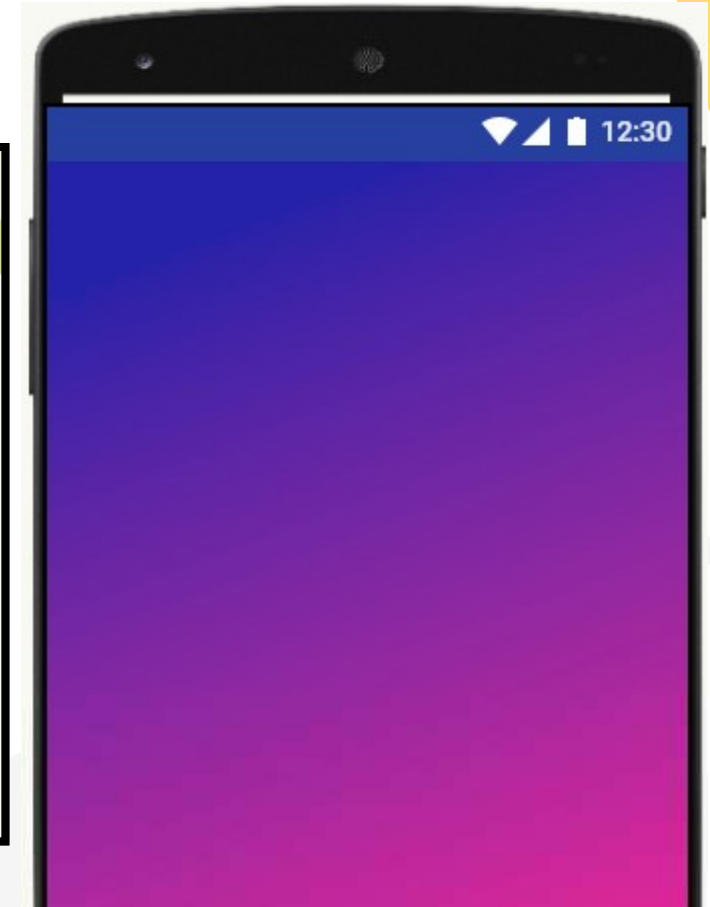
# MIT App Inventor

Tambahkan screen ke 2 dengan mengklik Add Screen pada menu untuk menambah efek saat splashscreen selesai di load/ditampilkan



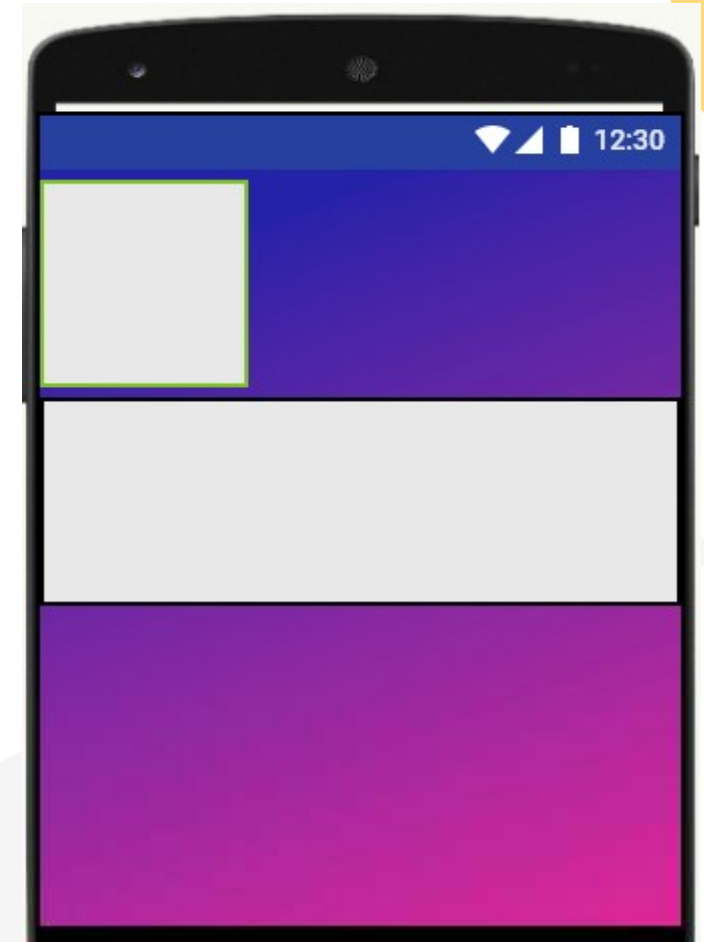
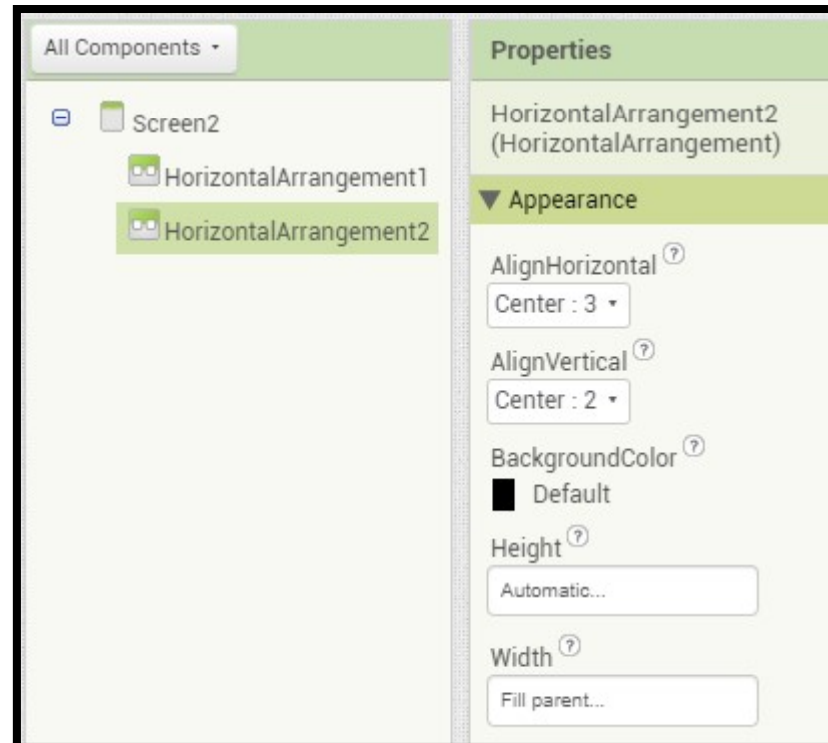
# MIT App Inventor

Pada screen ke 2,  
upload gambar dan  
masukan background  
nya seperti disamping



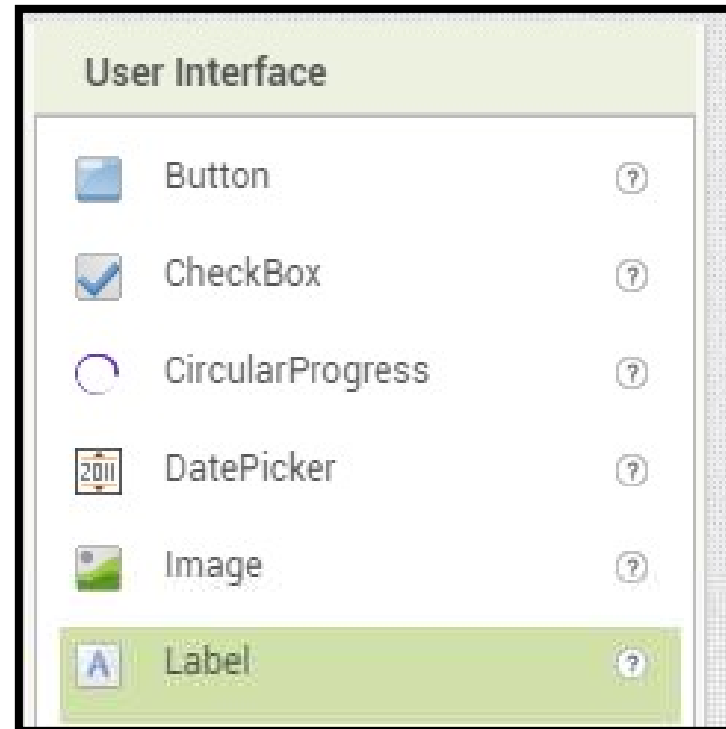
# MIT App Inventor

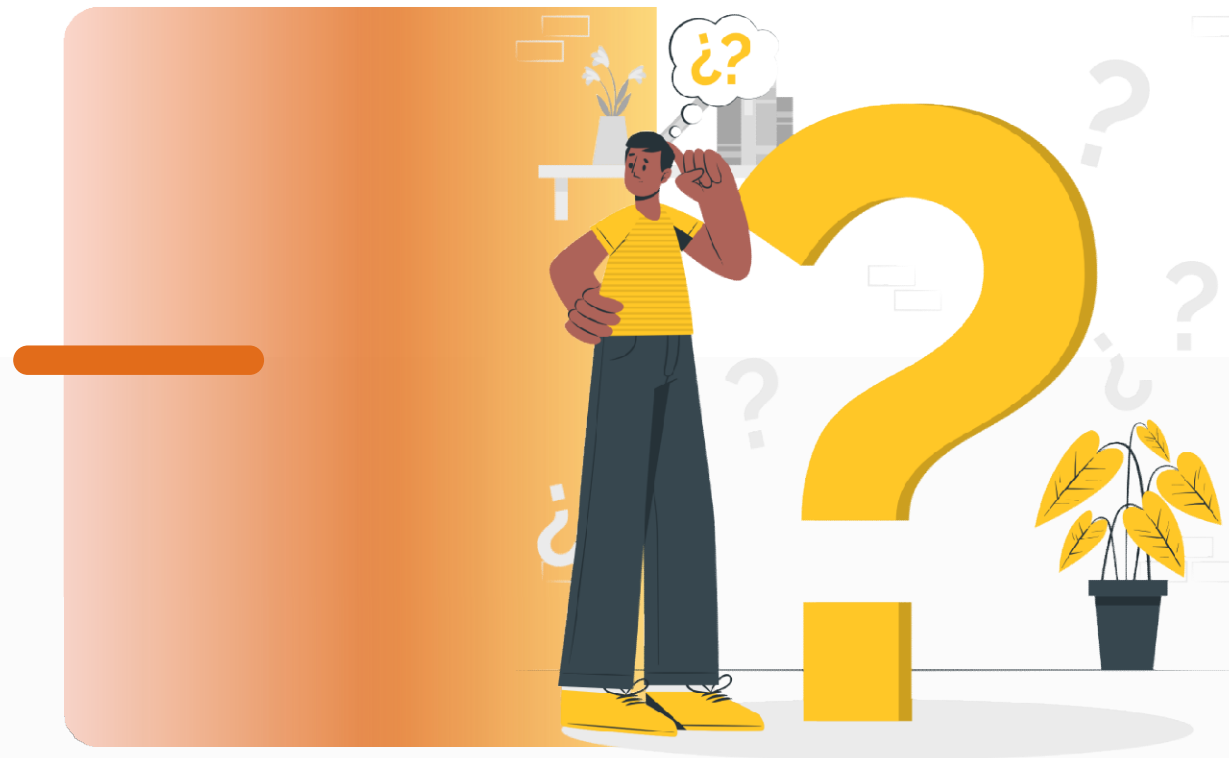
Tambahkan  
HorizontalArrangement  
dan setting seperti  
gambar disamping  
Ubah Height pada  
HorizontalArrangement  
menjadi 300 pixel



# MIT App Inventor

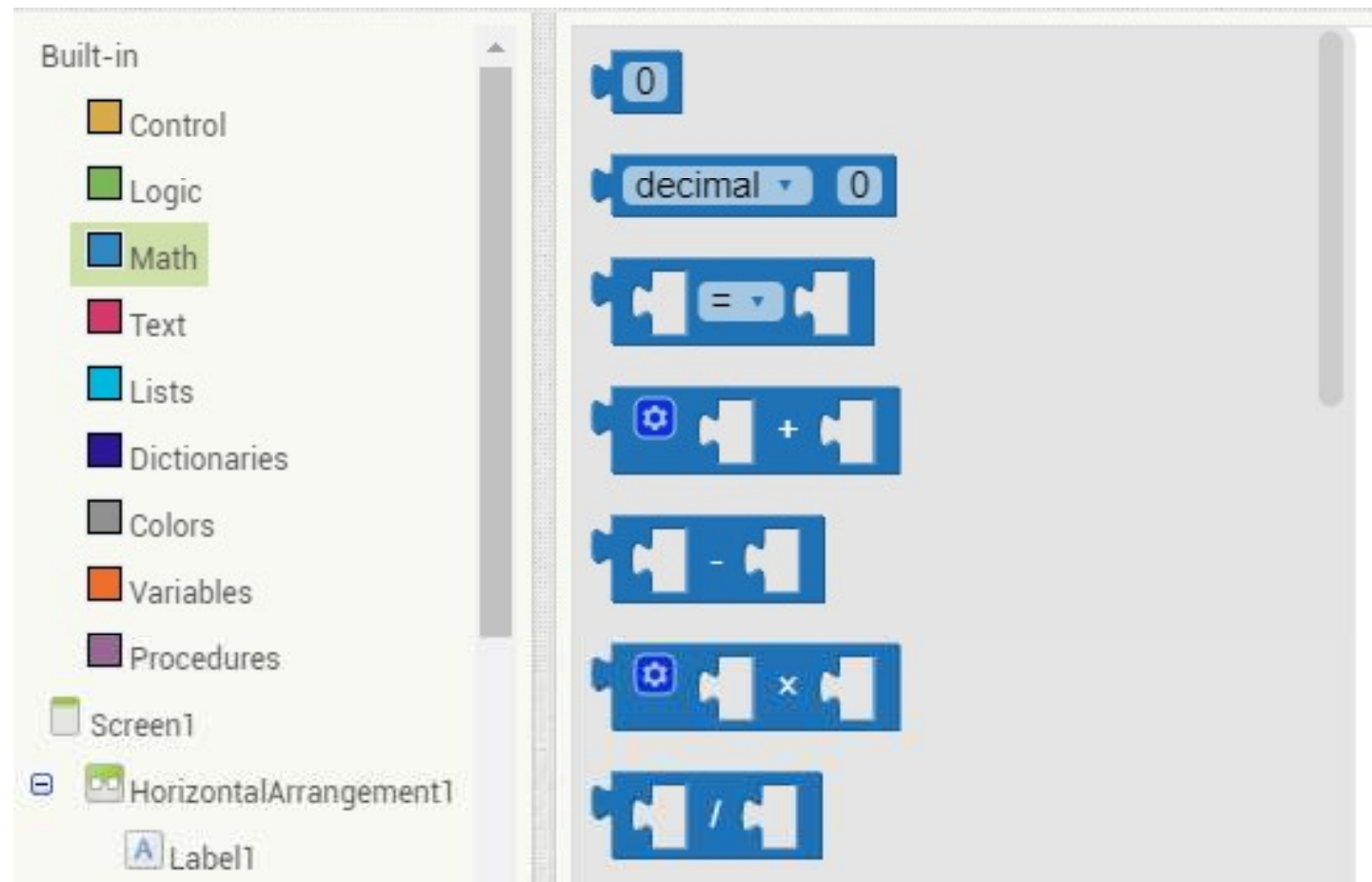
Tambahkan Label di dalam HorizontalArrangement2 dan setting seperti gambar disamping





# HALAMAN BLOCK

# MIT App Inventor



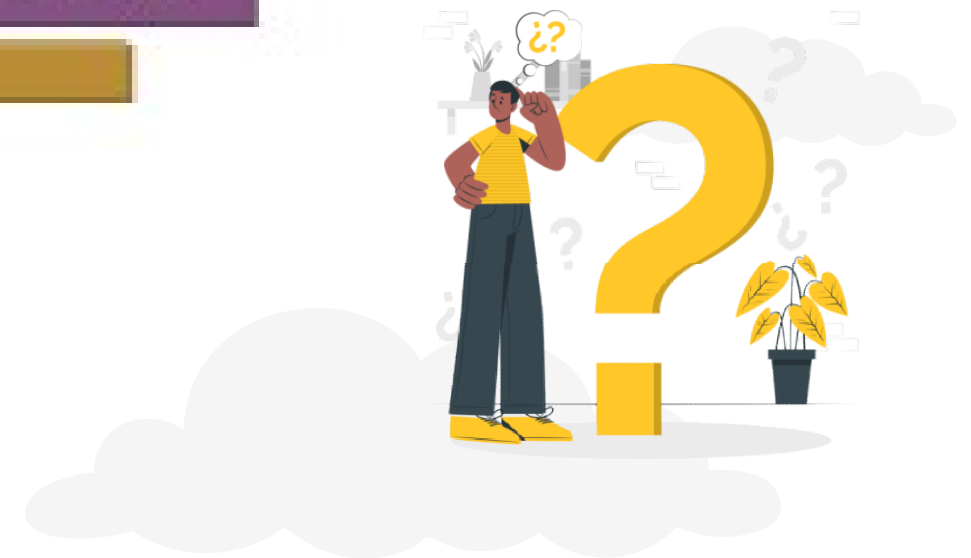
# MIT App Inventor

```
when Clock1 .Timer  
do
```



# MIT App Inventor

```
when Clock1.Timer  
do call Sound1.Play
```



# MIT App Inventor

```
when Clock1.Timer
do
  call Sound1.Play
  set Slider1.ThumbPosition to Slider1.ThumbPosition + 1
```



# MIT App Inventor

```
when Clock1.Timer
do
  call Sound1.Play
  set Slider1.ThumbPosition to Slider1.ThumbPosition + 1
  if
  then
```



# MIT App Inventor

```
when Clock1.Timer
do
  call Sound1.Play
  set Slider1.ThumbPosition to Slider1.ThumbPosition + 1
  if Slider1.ThumbPosition = 100
  then
```



# MIT App Inventor

```
when Clock1.Timer
do
  call Sound1.Play
  set Slider1.ThumbPosition to Slider1.ThumbPosition + 1
  if Slider1.ThumbPosition = 100
  then
    set Clock1.TimerEnabled to false
    call Sound1.Stop
```

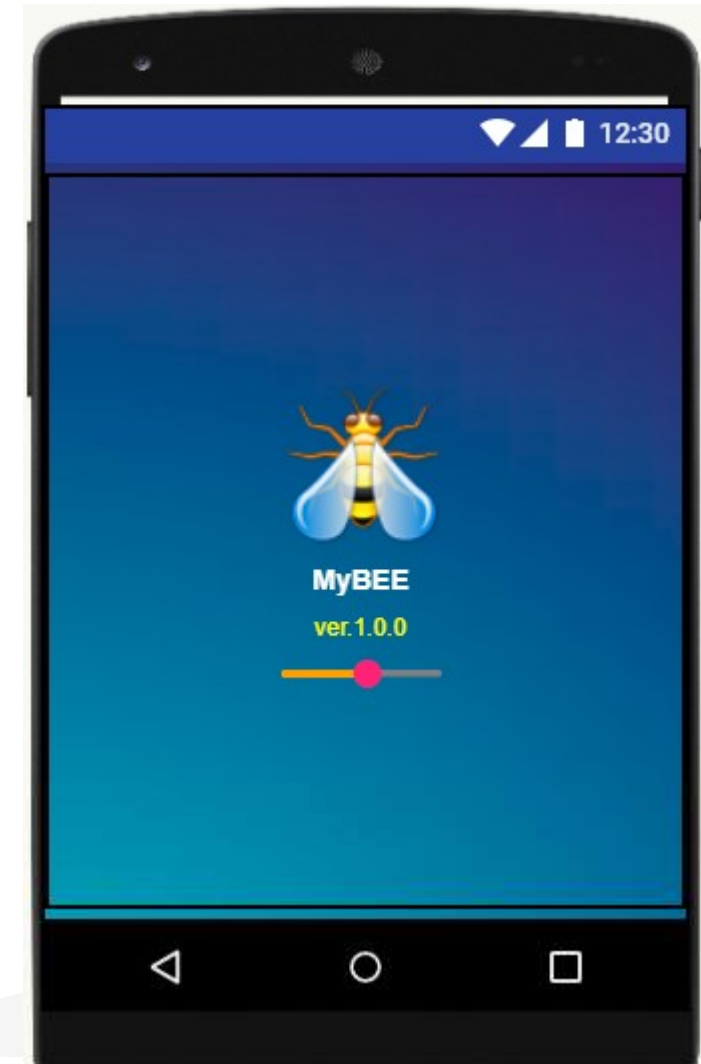


# MIT App Inventor

```
when Clock1.Timer
do
  call Sound1.Play
  set Slider1.ThumbPosition to Slider1.ThumbPosition + 1
  if Slider1.ThumbPosition = 100
  then
    set Clock1.TimerEnabled to false
    call Sound1.Stop
    open another screen screenName Screen2
```

# MIT App Inventor

*"Belajar pemrograman adalah belajar untuk menciptakan dan memecahkan masalah. Setiap blok yang kamu bangun, kamu sedang merancang solusi untuk masa depan."*



## MOBILE APPLICATION DEVELOPMENT



**SEKIAN  
TERIMAKASIH**