

# MOBILE APPLICATION DEVELOPMENT

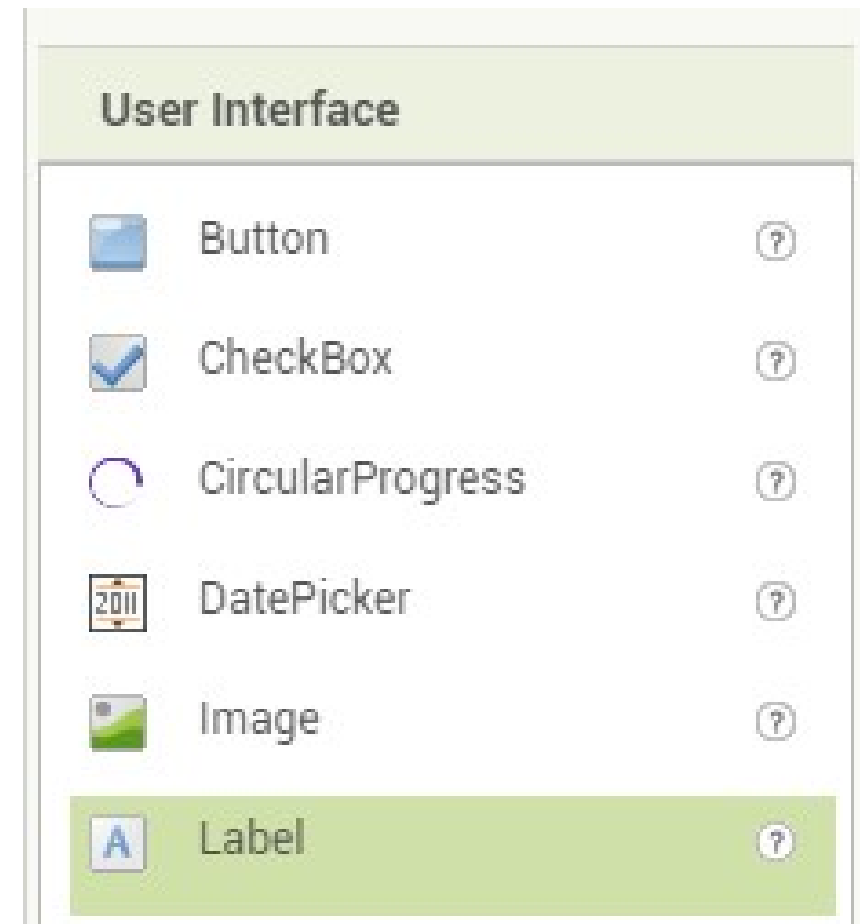
## PERTEMUAN 13 & 14

Latihan dengan App Inventor



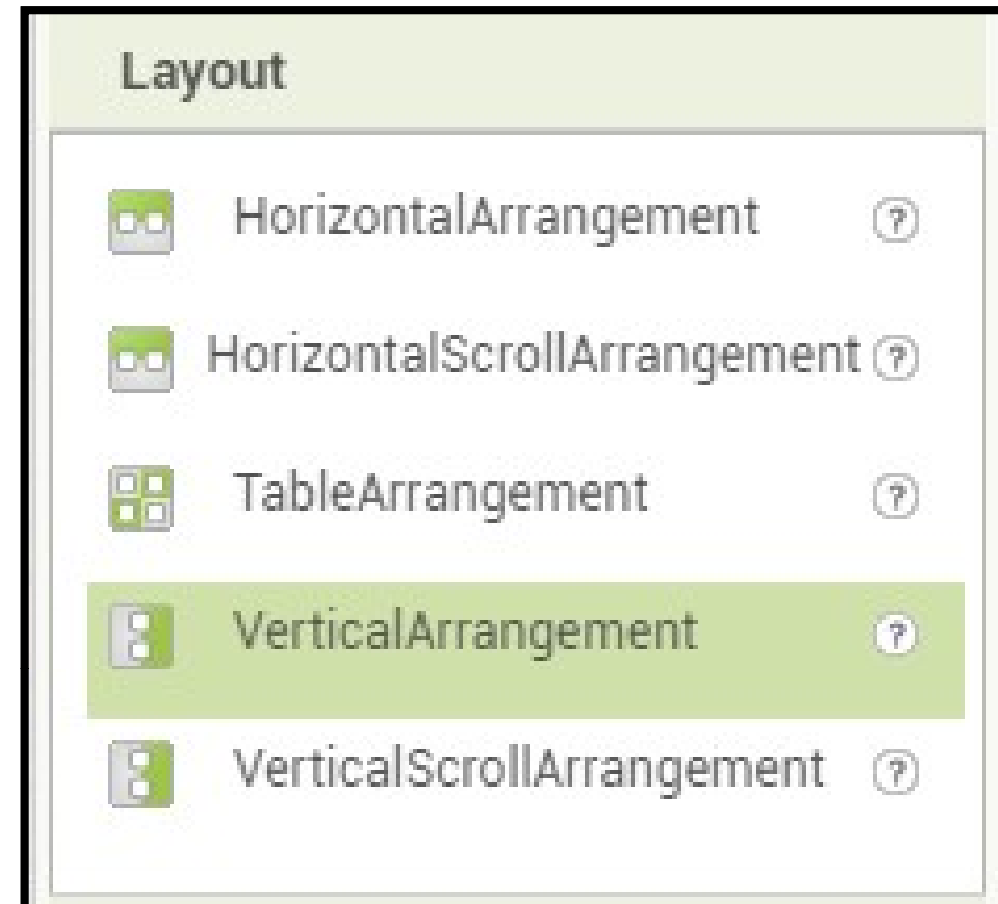
# MIT App Inventor

Cek Komponen disamping



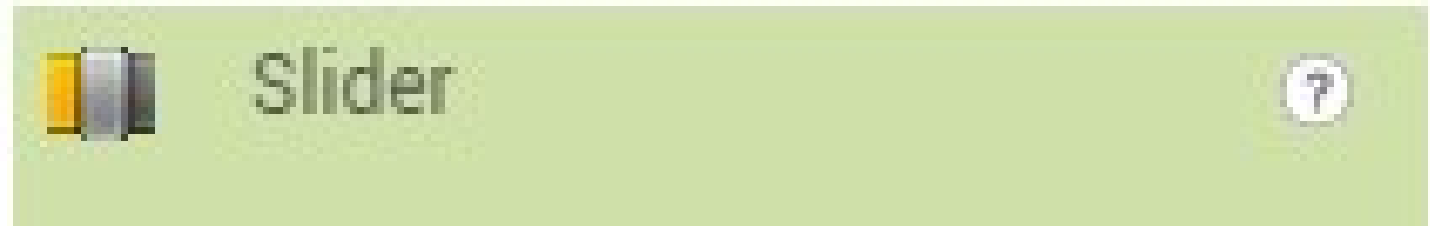
# MIT App Inventor

Cek Komponen disamping



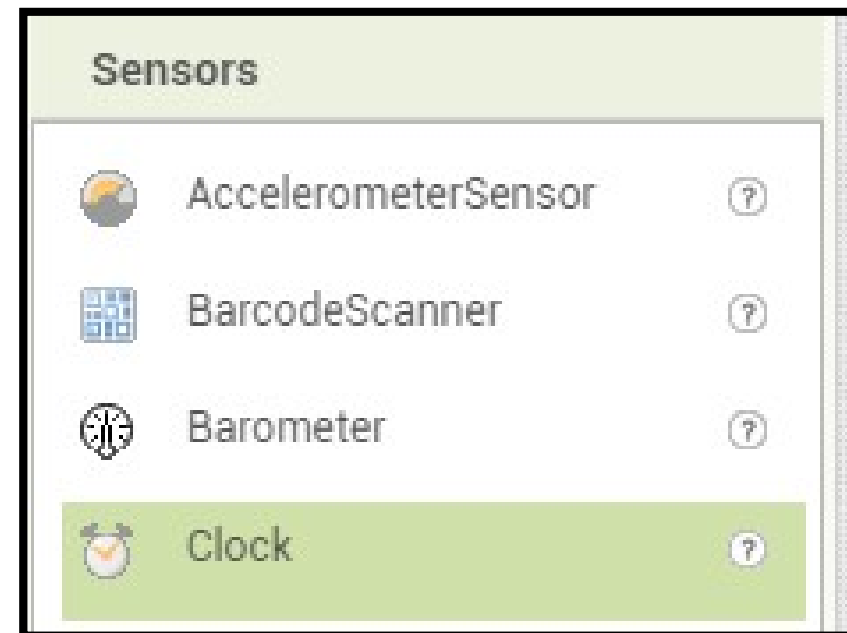
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Cek Komponen disamping



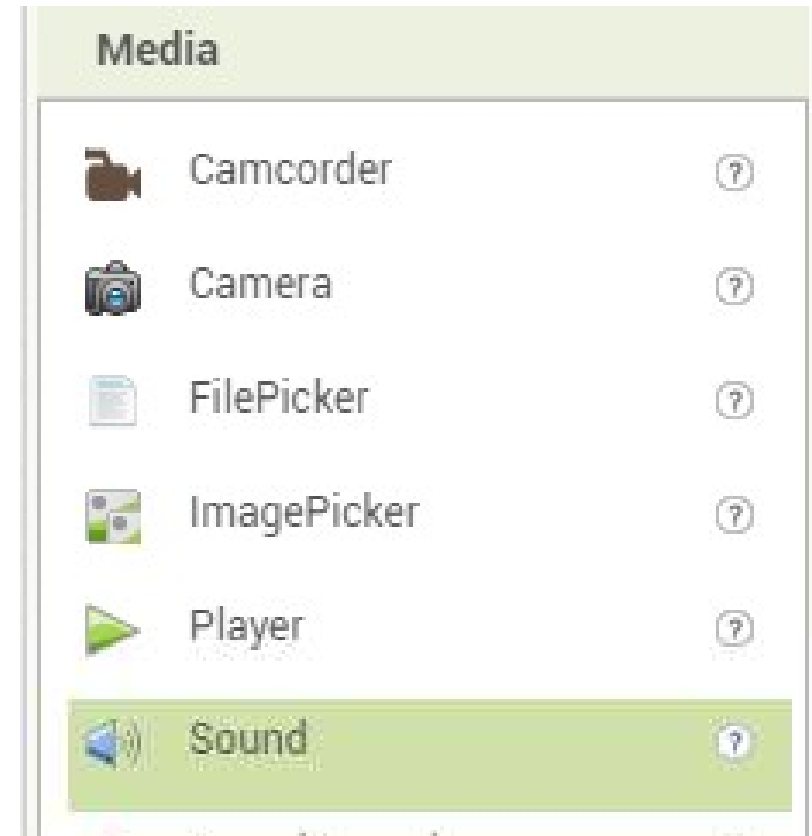
# MIT App Inventor

Cek Komponen disamping

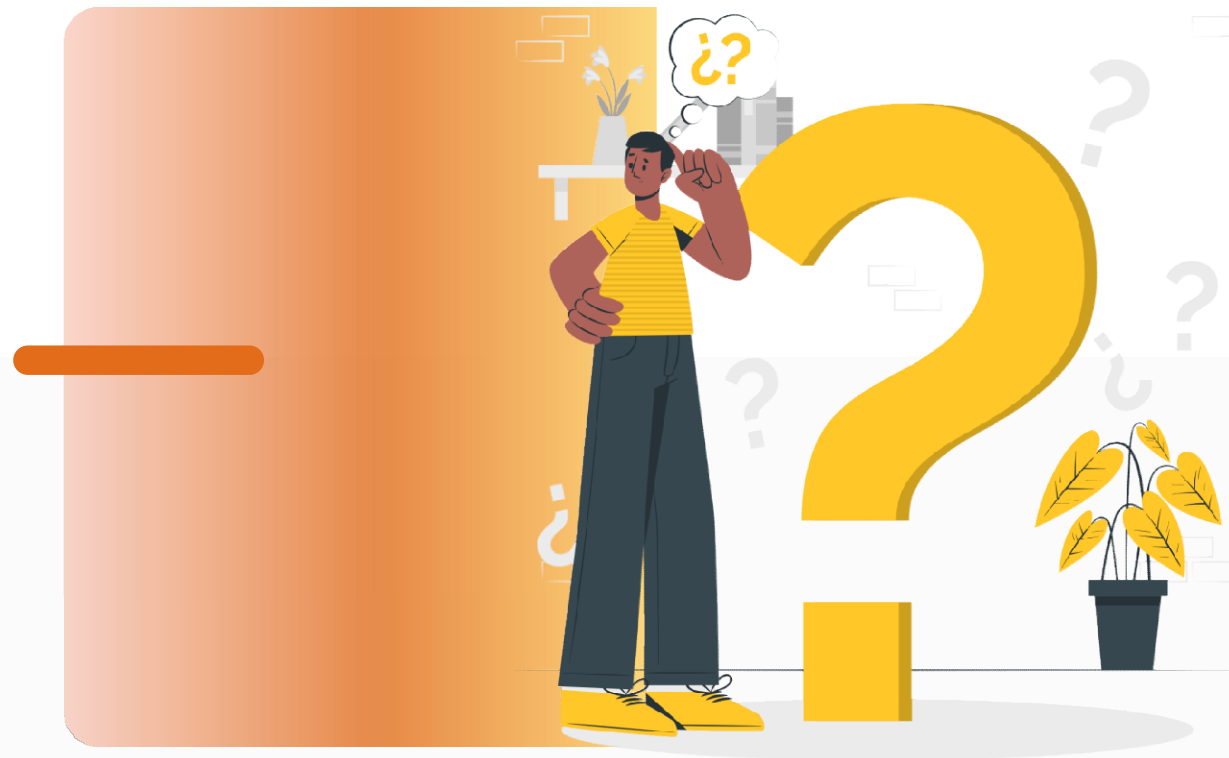


# MIT App Inventor

Cek Komponen disamping



# MOBILE APPLICATION DEVELOPMENT



# DESAIN

# MIT App Inventor

1. Komponen apa saja yang dibutuhkan dari aplikasi disamping



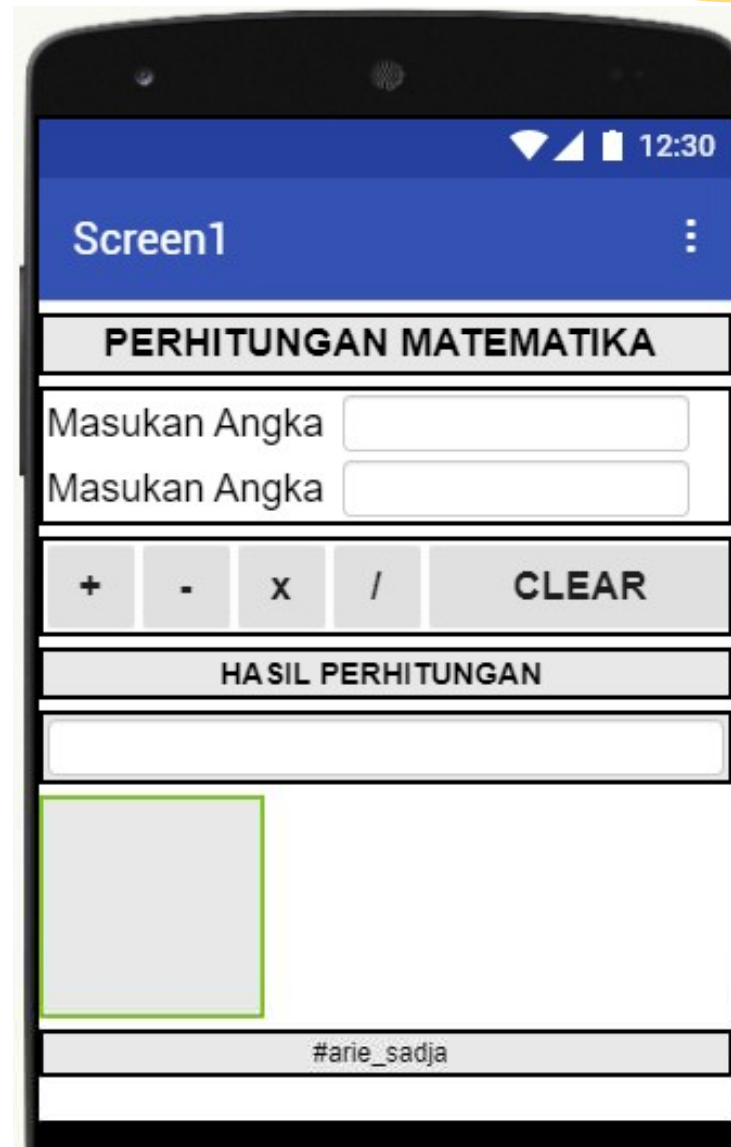
# MIT App Inventor

1. Komponen apa saja yang dibutuhkan dari aplikasi disamping



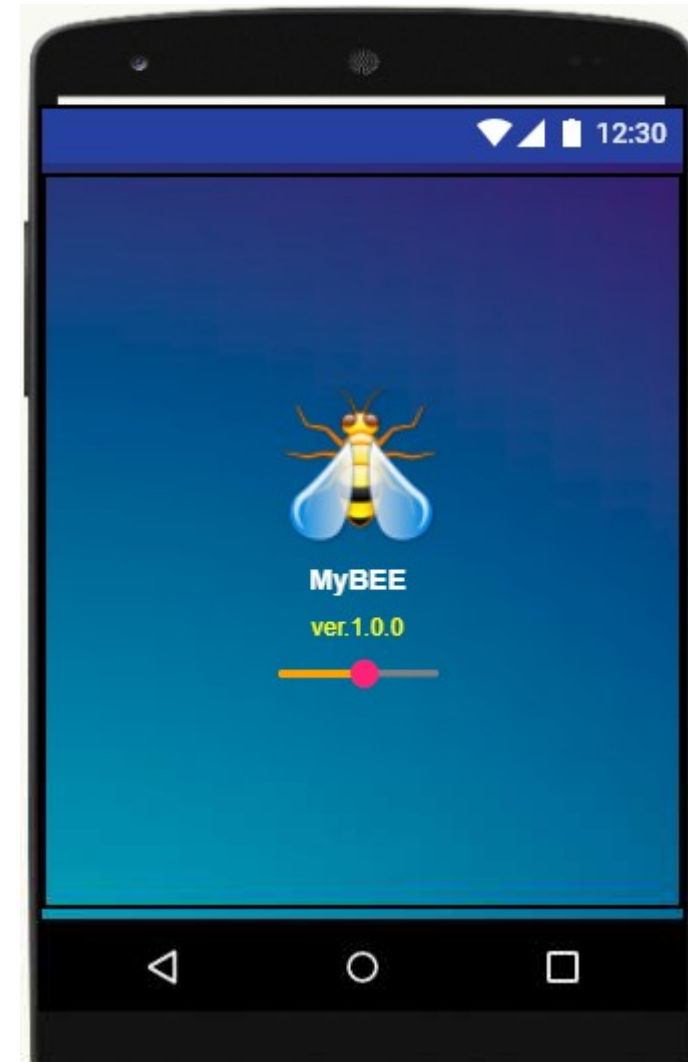
# MIT App Inventor

1. Komponen apa saja yang dibutuhkan dari aplikasi disamping

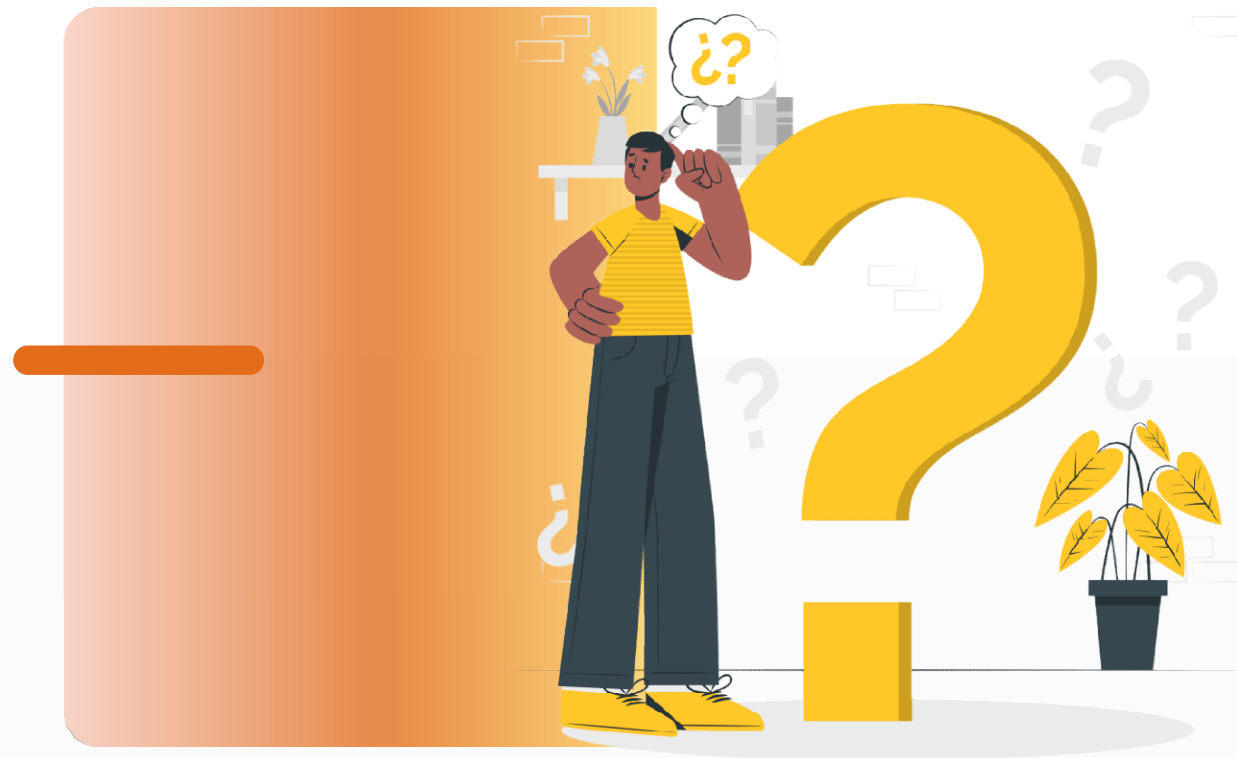


# MIT App Inventor

1. Komponen apa saja yang dibutuhkan dari aplikasi disamping



# MOBILE APPLICATION DEVELOPMENT



# BLOCK

# MIT App Inventor

Buka Panel Blok dan pilih komponen yang ingin Anda logikakan



# MIT App Inventor

Apa Maksud dari kode block dibawah ini



# MIT App Inventor

Apa Maksud dari kode block dibawah ini



# MIT App Inventor

Apa Maksud dari kode block dibawah ini



```
when tbltambah .Click
do
  set txtHasil .Text to
    txtAngka1 .Text + txtAngka2 .Text
```

# MIT App Inventor

Apa Maksud dari kode block dibawah ini

A screenshot of a MIT App Inventor code block. The block is a brown 'when' block with a dropdown menu set to 'tblclear' and a '.Click' event. Inside the 'do' section, there are three green 'set' blocks stacked vertically. Each 'set' block has a dropdown menu for the target (txtHasil, txtAngka1, and txtAngka2), a 'Text' dropdown for the property, and a red '0' block for the value.

```
when tblclear .Click  
do  
  set txtHasil Text to 0  
  set txtAngka1 Text to 0  
  set txtAngka2 Text to 0
```

# MIT App Inventor

Apa Maksud dari kode block dibawah ini



```
when tblbagi . Click
do
  set txtHasil . Text to
    txtAngka1 . Text / txtAngka2 . Text
```

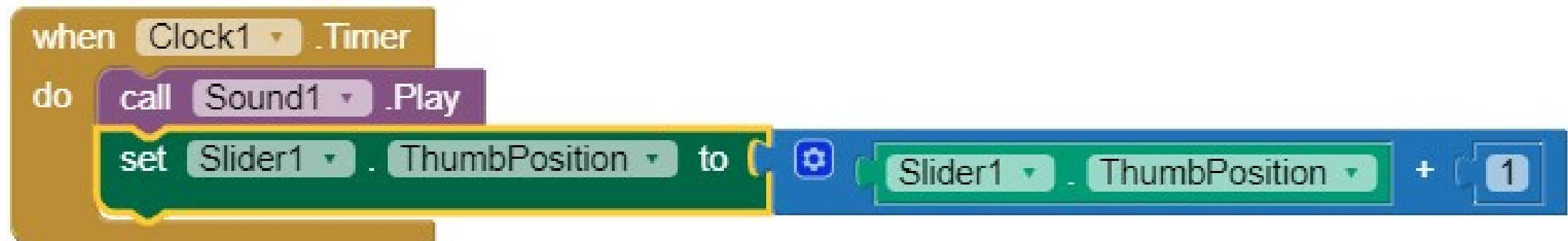
# MIT App Inventor

Apa Maksud dari kode block dibawah ini



# MIT App Inventor

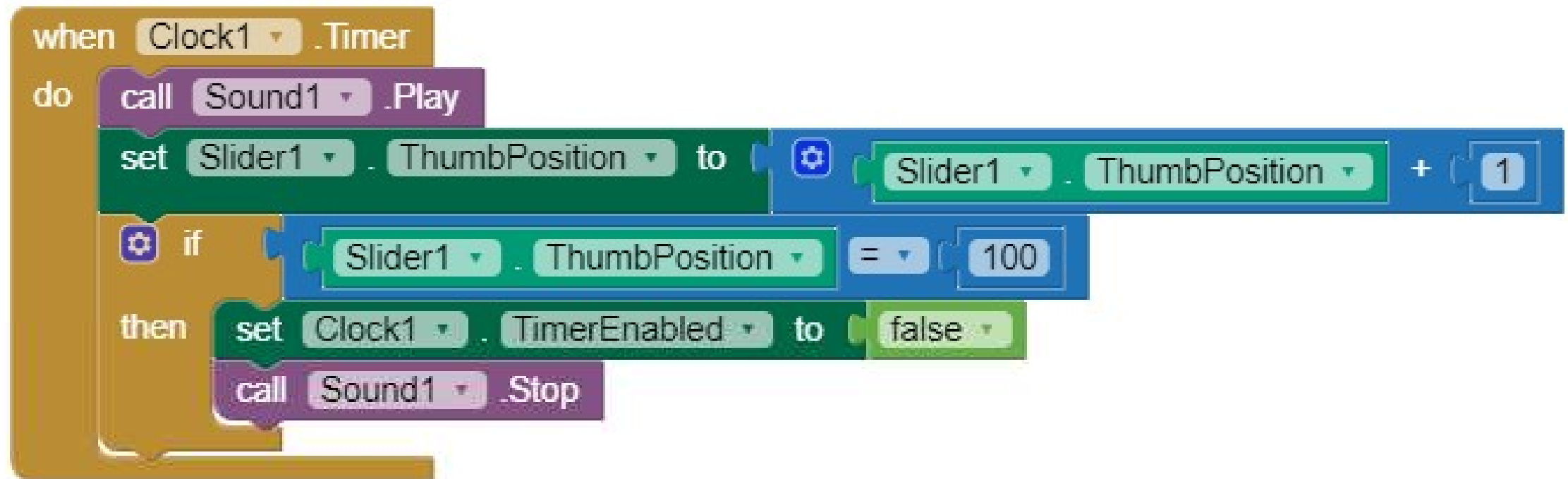
Apa Maksud dari kode block dibawah ini



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

# MIT App Inventor

Apa Maksud dari kode block dibawah ini

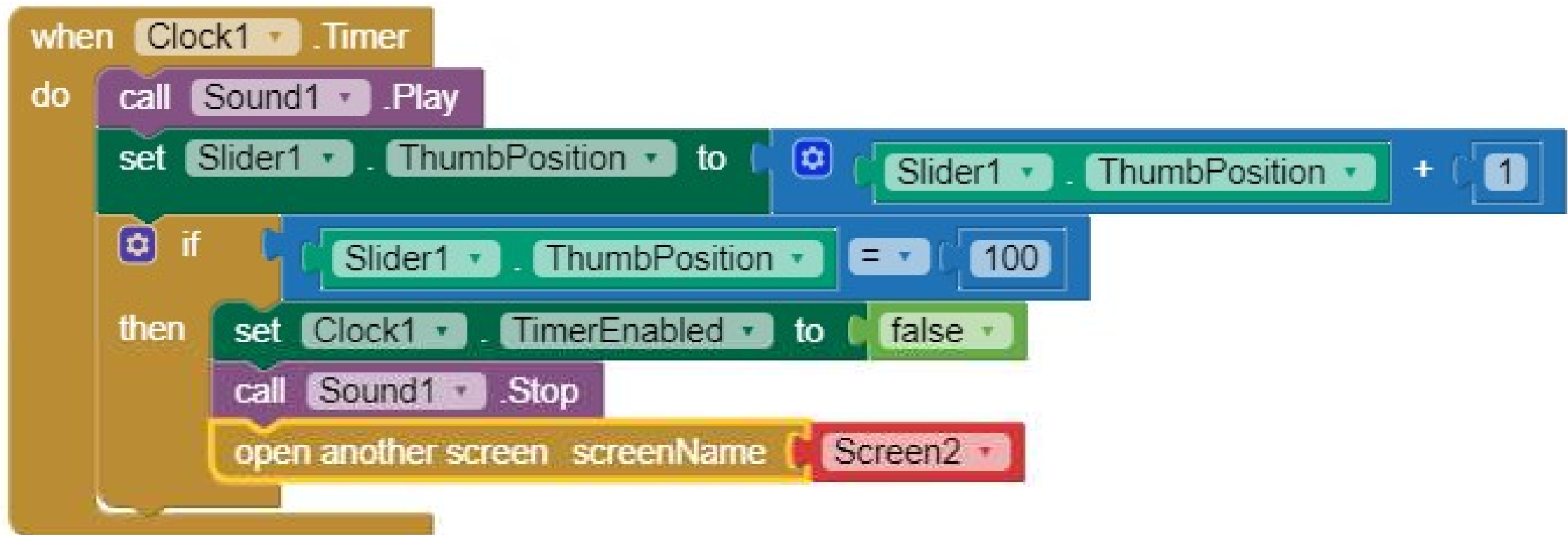


```
when Clock1.Timer do
  call Sound1.Play
  set Slider1.ThumbPosition to Slider1.ThumbPosition + 1
  if Slider1.ThumbPosition = 100 then
    set Clock1.TimerEnabled to false
    call Sound1.Stop
```

The image shows a sequence of MIT App Inventor code blocks. It starts with a 'when Clock1.Timer' block, followed by a 'do' block containing: 'call Sound1.Play', 'set Slider1.ThumbPosition to Slider1.ThumbPosition + 1', an 'if' block with the condition 'Slider1.ThumbPosition = 100', and a 'then' block containing 'set Clock1.TimerEnabled to false' and 'call Sound1.Stop'.

# MIT App Inventor

Apa Maksud dari kode block dibawah ini



```
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
```

The image shows a sequence of MIT App Inventor code blocks. It starts with a 'when' block for 'Clock1.Timer'. Inside the 'do' loop, there are several blocks: 'call Sound1.Play', 'set Slider1.ThumbPosition to Slider1.ThumbPosition + 1', an 'if' block with the condition 'Slider1.ThumbPosition = 100'. Inside the 'if' block, there is a 'then' block containing 'set Clock1.TimerEnabled to false', 'call Sound1.Stop', and 'open another screen screenName Screen2'.

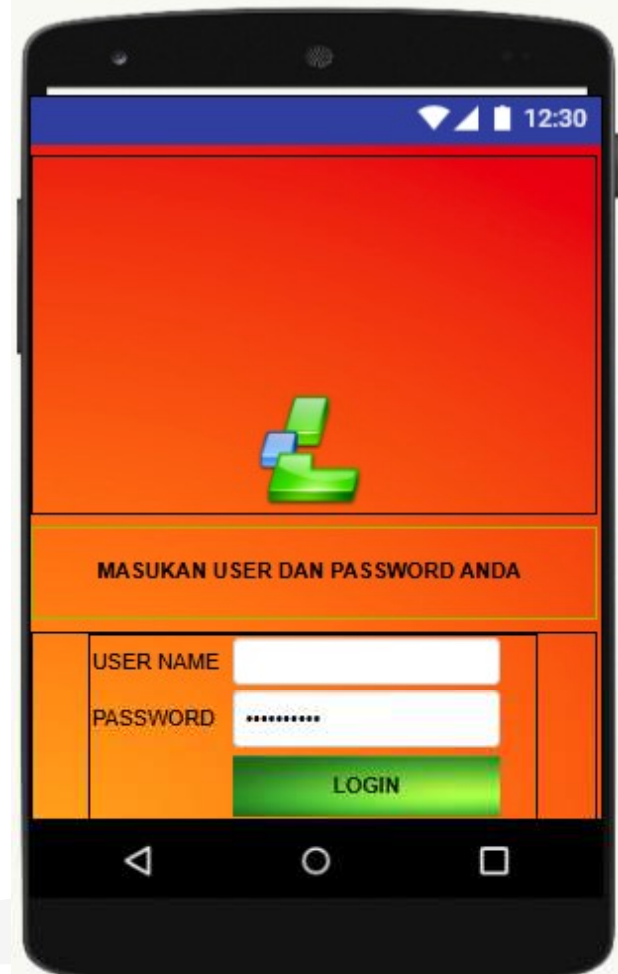
# MIT App Inventor

Berikan Kode

```
when Button1 . Click
do
  if
    compare texts TextBox1 . Text = " admin " and compare texts PasswordTextBox1 . Text = " password "
  then
    open another screen screenName Screen2
  else
    call Notifier1 . ShowAlert
      notice " User atau Password Anda SALAH "
```

# 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**