

Kode ISH3J4 – Pemrograman Aplikasi Bergerak

Pemrograman Mobile

Rahmat Fauzi, S.T.,M.T

Sistem Informasi – Fakultas Rekayasa Industri

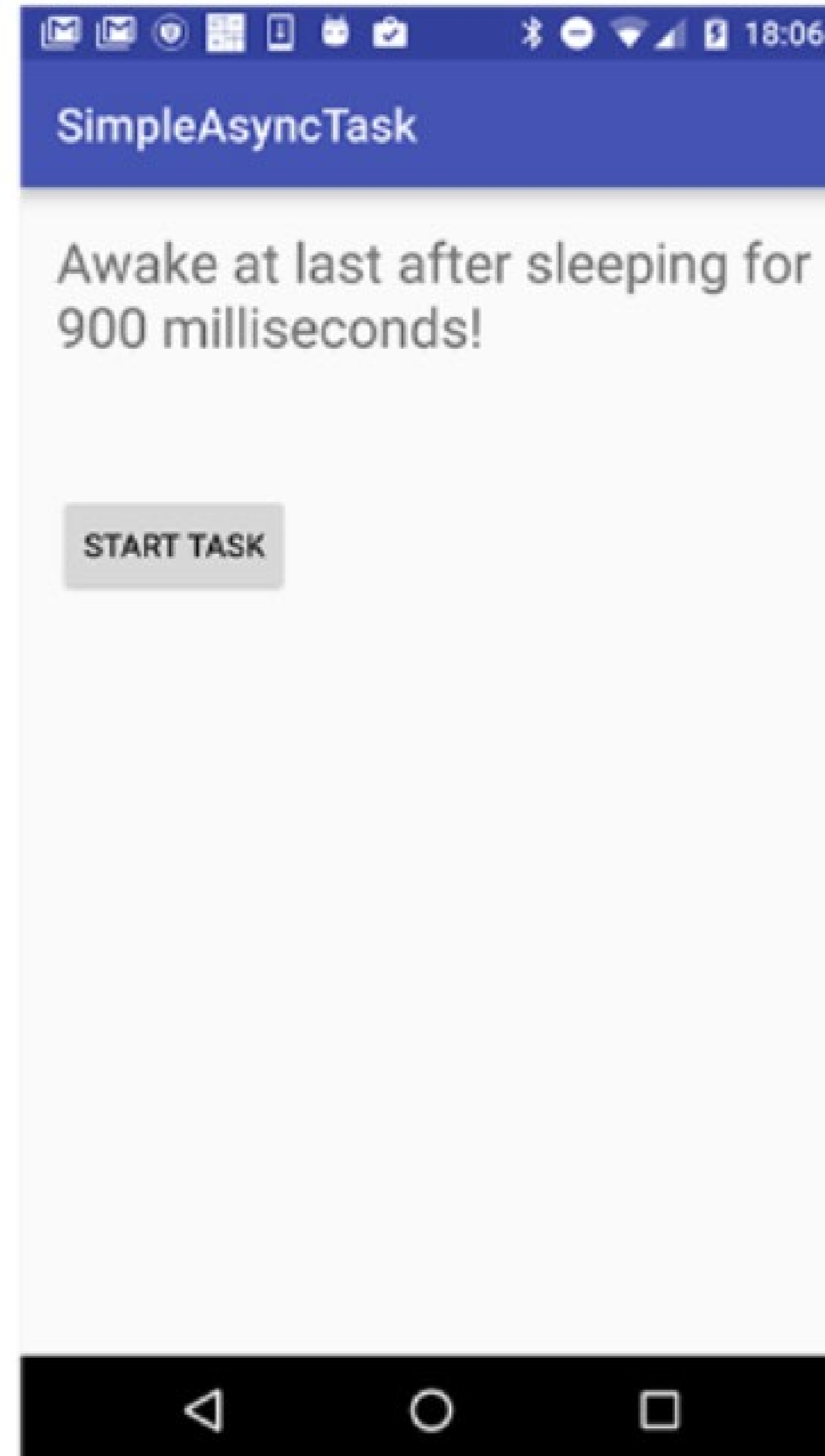


Unit 3: Working in the background

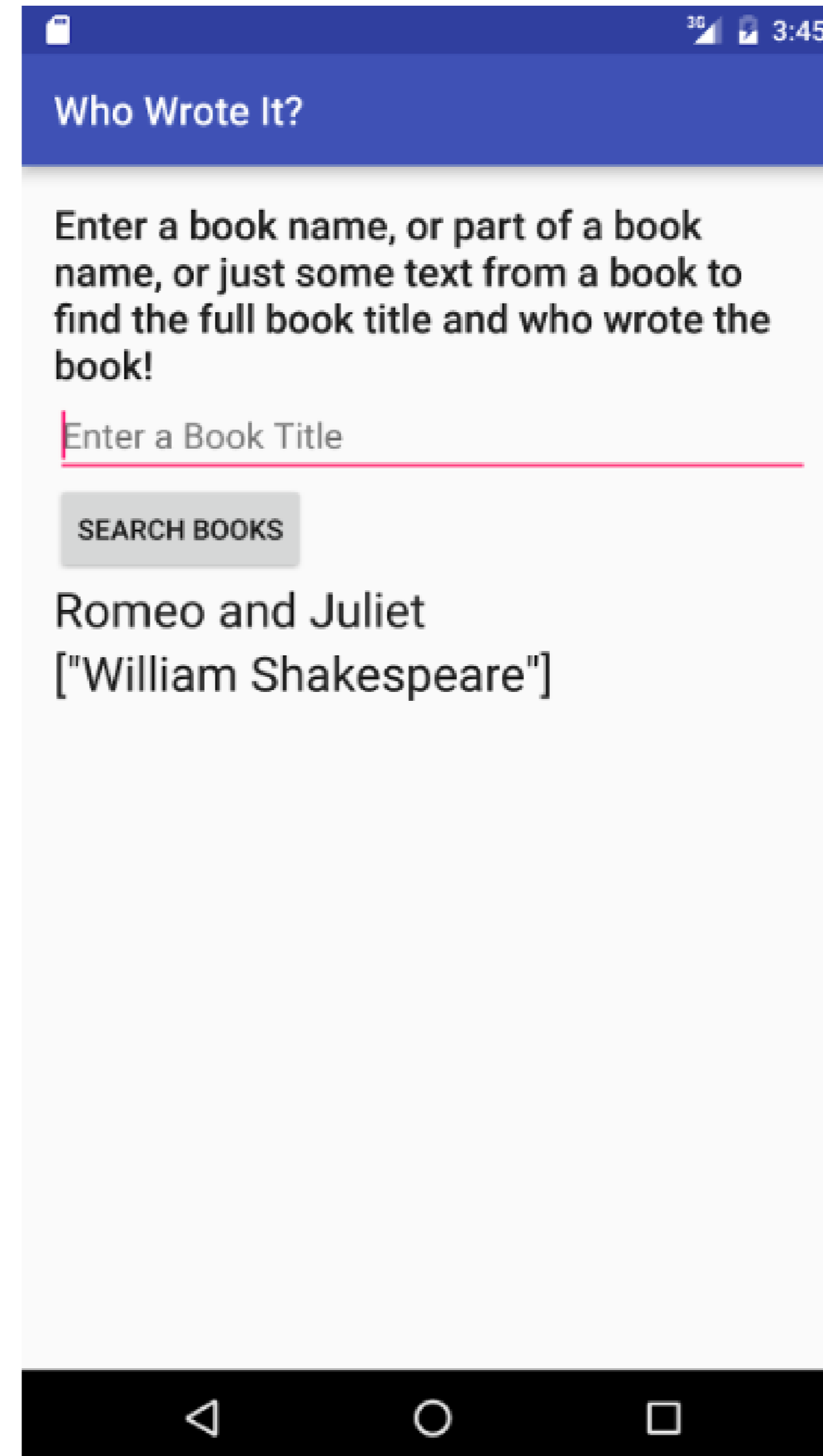
Rencana Pengajaran Mata Kullah Pengembangan Aplikasi Bergerak			
Pertemuan 1: Introduction		Pertemuan 7: Background Tasks ←	
0.1 Peraturan kelas dan Rencana Mengajar		7.1: AsyncTask and AsyncTaskLoader	
0.2 Why Mobile?		7.2: Connect to the Internet	
0.3 Trend Mobile (Android, IOS, Black berry)		7.3: Broadcast Receivers	
		7.4: Services	
Pertemuan 2: Build your first app		Pertemuan 8: UTS	
1.0: Introduction to Android			
1.1: Create Your First Android App			
1.2: Layouts, Views and Resources		Pertemuan 9: Firebase and AdMob	
1.3: Text and Scrolling Views		14.1: Firebase and AdMob	
1.4: Resources to Help You Learn			
Pertemuan 3: Activities and Intents		Pertemuan 10: Presentasi Progress Tubes	
2.1: Understanding Activities and Intents			
2.2: The Activity Lifecycle and Managing State		Pertemuan 11: Preferences and Settings	
2.3: Activities and Implicit Intents		9.0: Storing Data	
		9.1: Shared Preferences	
Pertemuan 4: Testing, debugging, and using support libraries		9.2: App Settings	
3.1: The Android Studio Debugger		Pertemuan 12: Storing data using SQLite	
3.2: Testing your App		10.0: SQLite Primer	
3.3: The Android Support Library		10.1: SQLite Database	
Pertemuan 5: User interaction		Pertemuan 13: Storing data with Room	
4.1: Buttons and clickable images		10.0 : Room, LiveData, and ViewModel	
4.2: Input controls		10.1 Part A: Room, LiveData, and ViewModel	
4.3: Menus and pickers		10.1 Part B: Deleting data from a Room database	
4.4: User navigation			
4.5: RecyclerView		Pertemuan 14: Presentasi Final Tubes	
Pertemuan 6: Delightful user experience			
5.1: Drawables, Styles, and Themes		NB:	
5.2: Material Design		Praktikum	
5.3: Providing Resources for Adaptive Layouts		Ujian	

Sprint 1

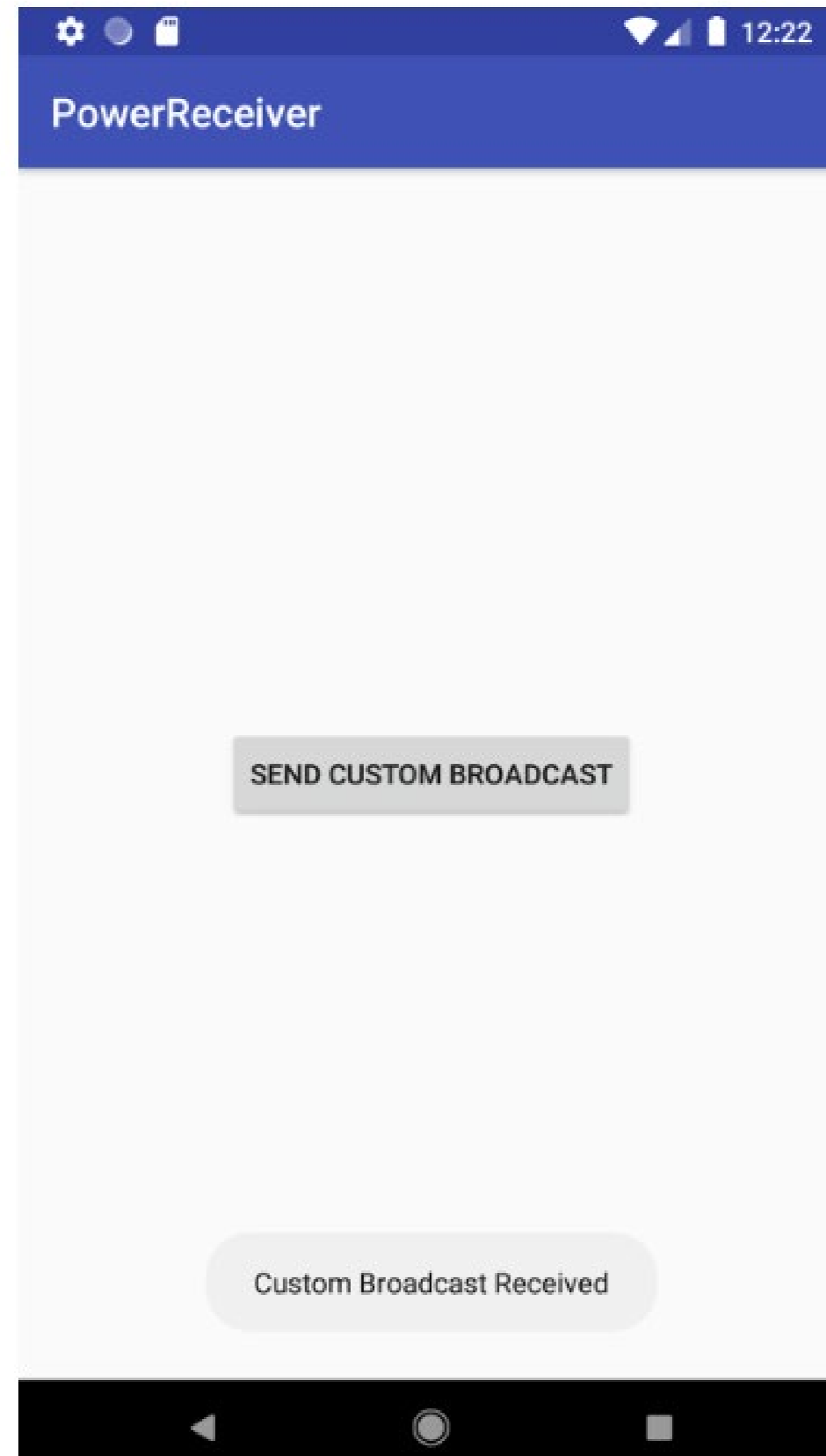
7.1: AsyncTask



7.2: AsyncTask and AsyncTaskLoader



7.3: Broadcast receivers



Pengumpulan Tugas

SI4108 : bit.ly/Video6SI4108

**(Terakhir 23.59 Selasa, 16 Maret
2020)**



Let's Practice

Open CodeLabs Google



**Thank You
Any Question ?**

Daftar Referensi

1) <https://developer.android.com/courses/fundamentals-training/toc-v2>