

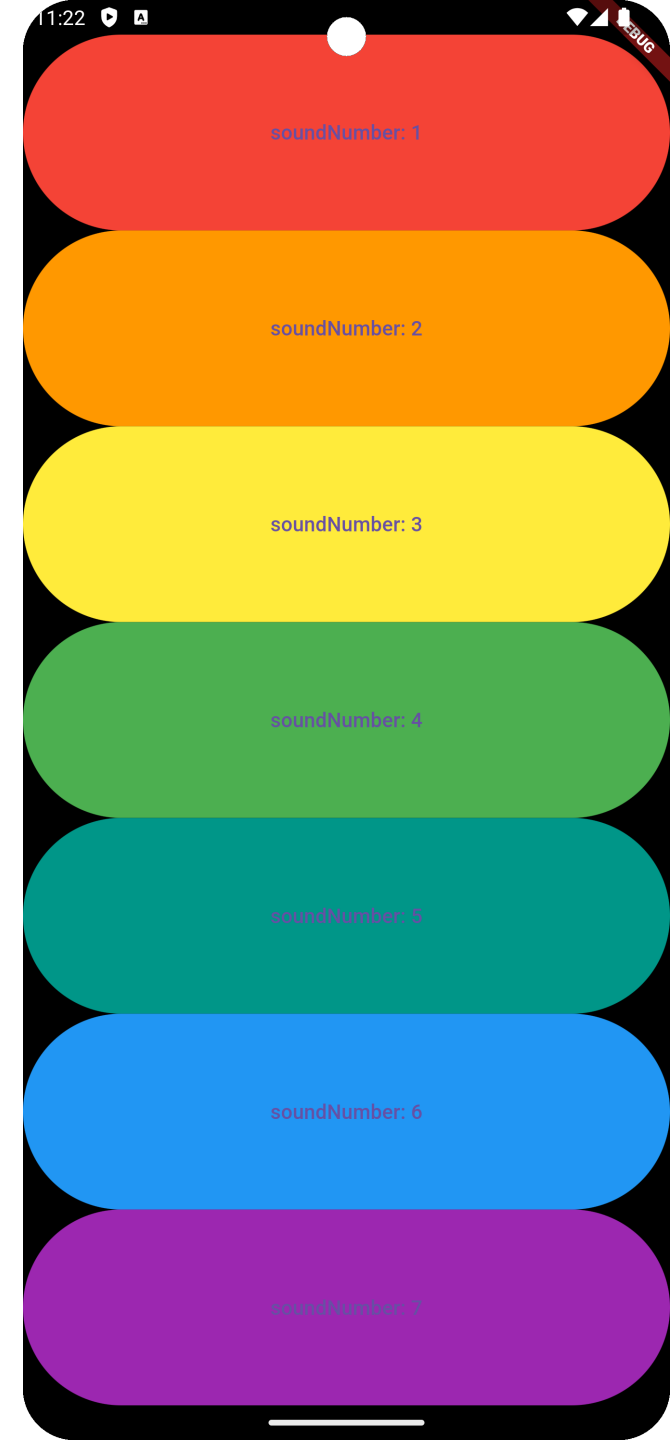
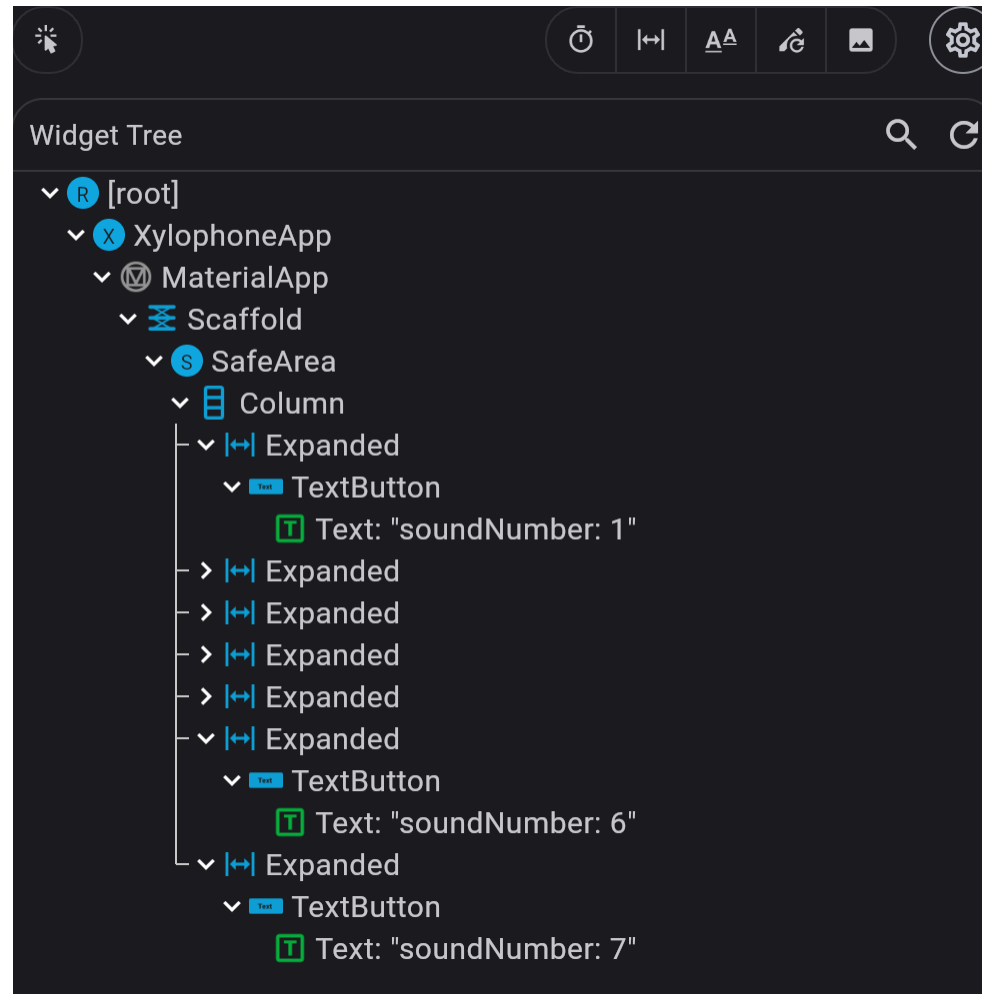
# Pemrograman Berbasis Mobile

Flutter: Widget

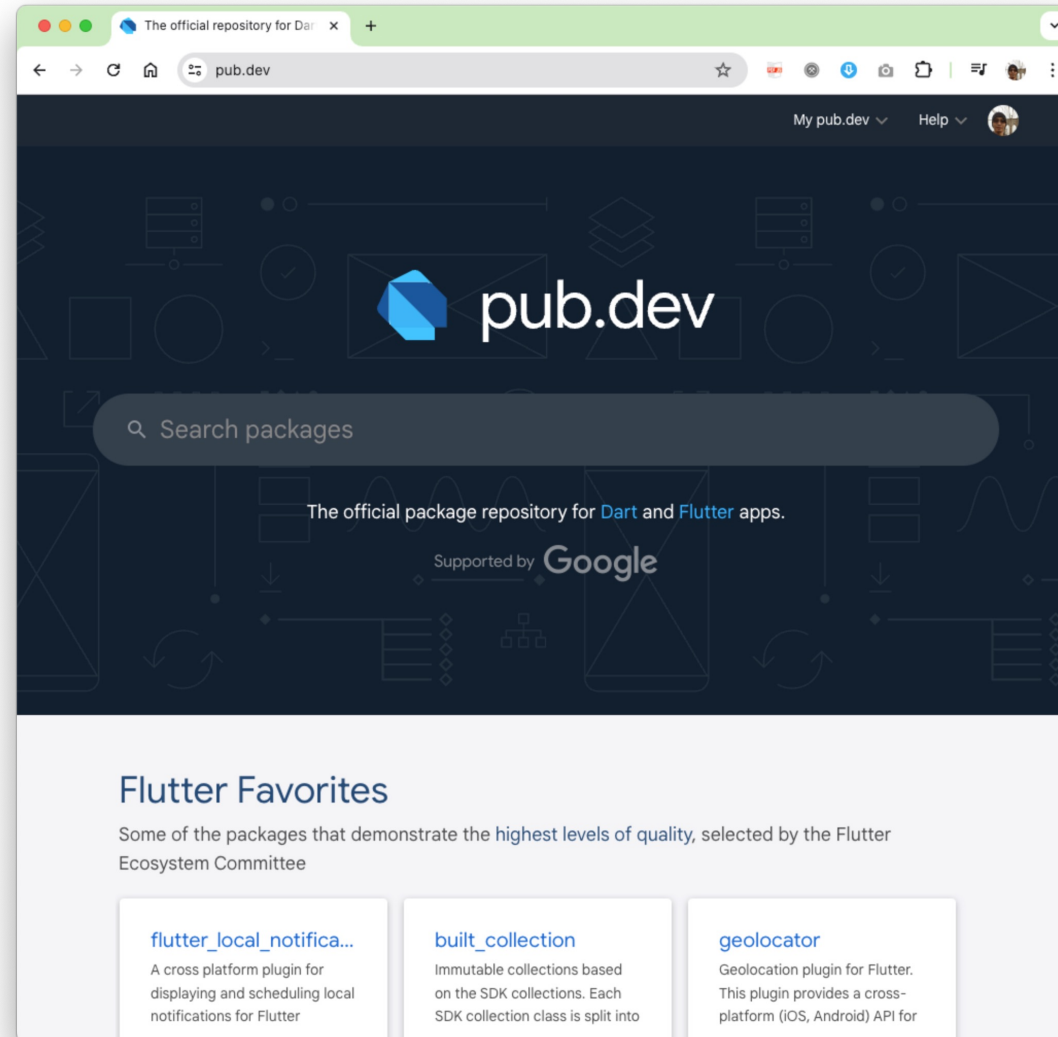
Adi Wahyu Pribadi

Teknik Informatika Universitas Pancasila

# 05 Xylophone



# Flutter & Dart Packages



# Flutter & Dart Packages

- Dart Package Manager (pub) adalah pengelola paket di ekosistem Dart.
- Untuk mencari packages dapat dilihat di pub.dev
- <https://pub.dev/packages/audioplayers>
- [https://github.com/bluefireteam/audioplayers/blob/main/getting\\_started.md](https://github.com/bluefireteam/audioplayers/blob/main/getting_started.md)

Search results for audioplayers

pub.dev/packages?q=audioplayers

pub.dev

My pub.dev Help

audioplayers

Platforms

☐ Android

☐ iOS

☐ Linux

☐ macOS

☐ Web

☐ Windows

SDKs

License

Advanced

RESULTS 189 packages

SORT BY SEARCH RELEVANCE

audioplayers

A Flutter plugin to play multiple audio files simultaneously

v 6.0.0 (25 days ago) blue-fire.xyz MIT Dart 3 compatible

SDK FLUTTER PLATFORM ANDROID IOS LINUX MACOS WEB WINDOWS

API result: audioplayers/audioplayers-library.html

2751 140 100%

LIKES PUB POINTS POPULARITY

audioplayers\_web

Web implementation of audioplayers, a Flutter plugin to play multiple audio files simultaneously

v 5.0.0 (25 days ago) blue-fire.xyz MIT Dart 3 compatible

SDK FLUTTER PLATFORM WEB

API results: ▶ audioplayers\_web/audioplayers\_web-library.html

10 130 92%

LIKES PUB POINTS POPULARITY

audioplayers\_windows

Windows implementation of audioplayers, a Flutter plugin to play multiple audio files simultaneously

v 4.0.0 (25 days ago) blue-fire.xyz MIT Dart 3 compatible

9 130 91%

LIKES PUB POINTS POPULARITY

audioplayers | Flutter package

pub.dev/packages/audioplayers

pub.dev

My pub.dev Help


# audioplayers 6.0.0

Published 25 days ago • [blue-fire.xyz](#) Dart 3 compatible

SDK FLUTTER PLATFORM ANDROID IOS LINUX MACOS WEB WINDOWS

2.7K

[Readme](#) [Changelog](#) [Example](#) [Installing](#) [Versions](#) [Scores](#)



A Flutter plugin to play multiple simultaneously audio files, works for Android, iOS, Linux, macOS, Windows, and web.

pub v6.0.0 build passing chat 645 online maintained with melos

2751  
LIKES

140  
PUB POINTS

100%  
POPULARITY

Publisher

[blue-fire.xyz](#)

Metadata

A Flutter plugin to play multiple audio files simultaneously

[Homepage](#)[Repository \(GitHub\)](#)[View/report issues](#)

Documentation

[API reference](#)

License

[MIT \(LICENSE\)](#)

AudioPlayers example

Pl P2 P3 P4

Src Cat Stream Ctr Log

next, see a recording?

Remote URL, M3U8  
SBC stream

Remote URL, MP3A  
Tones stream

Asset 1  
tones.wav

Pl P2 P3 P4

Volume

Balance

Rate

Player Mode

Pl P2 P3 P4

Next Stop Resume Release

6.6 6.5 6.4 6.3

2.4 2.3 2.2 2.1

6.6 6.5 6.4 6.3

Next/Play Instantly

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Next/Play Instantly

audioplayers/getting\_started

github.com/bluefireteam/audioplayers/blob/main/getting\_started.md

Files

main

Go to file

> .github

> images

> packages

.clang-format

.editorconfig

.gitignore

.swift-format

CHANGELOG.md

LICENSE

README.md

contributing.md

feature\_parity\_table.md

getting\_started.md

melos.yaml

migration\_guide.md

pubspec.yaml

troubleshooting.md

audioplayers / getting\_started.md

PreviewCodeBlame379 lines (253 loc) · 13.9 KB

RawCopyDownloadEdit

↑ Top

Sources

Each `AudioPlayer` is created empty and has to be configured with an audio source (and it can only have one; changing it will replace the previous source).

The source (cf. `packages/audioplayers/lib/src/source.dart`) is basically what audio you are playing (a song, sound effect, radio stream, etc), and it can have one of 4 types:

1. **UrlSource**: get the audio from a remote URL from the Internet. This can be a direct link to a supported file to be downloaded, or a radio stream.
2. **DeviceFileSource**: access a file in the user's device, probably selected by a file picker.
3. **AssetSource**: play an asset bundled with your app, by default within the `assets` directory. To customize the prefix, see [AudioCache](#).
4. **BytesSource** (only some platforms): pass in the bytes of your audio directly (read it from anywhere).

In order to set the source on your player instance, call `setSource` with the appropriate source object:

```
await player.setSource(AssetSource('sounds/coin.wav'));
```

Alternatively, call the shortcut method:

```
await player.setSourceUrl(url); // equivalent to setSource(UrlSource(url));
```

Or, if you want to set the url and start playing, using the `play` shortcut:

```
await player.play(DeviceFileSource(localFile)); // will immediately start playing
```

Controls

# Operator => atau Arrow Function

- Memberikan cara cepat untuk mendefinisikan fungsi.
- Khusus hanya untuk fungsi yang memiliki satu baris ekspresi saja untuk dikembalikan

```
// Normal function syntax  
int addNumbers(int a, int b) {  
    return a + b;  
}
```

```
// Short function syntax menggunakan =>  
int multiplyNumbers(int a, int b) => a * b;
```



# Operator => atau Arrow Function

```
void main() {  
    runApp(const XylophoneApp());  
}
```

Disingkat menjadi

```
void main() => runApp(const XylophoneApp());
```

# freesound.org

Platform online yang menawarkan koleksi suara, efek, dan sampel audio yang berlisensi Creative Commons.

Freesound

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**Enchanted Lobby Loop (140 BPM...**  
kanaizo ⬇️75 Ⓞ ★5.0  
April 8th, 2024  
This loop features a progressive layering approach, ad...



▶22:12


**industrial river 1216 220802\_047...**  
klankbeeld ⬇️40 📍 ⓘ ★3.7  
April 11th, 2024  
Ambiance at industrial river. Waves against the stone ...



▶0:36


**Space Journey Through Nebulae ...**  
UNIVERSFIELD ⬇️92 💬2 ⓘ ★5.0  
April 7th, 2024  
This background music sets the tone, evokes emotion, a...

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▶0:29

**BIRDS**  
KVV\_Audio ⬇️1 ⬇️2 📍 ⓘ  
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This pack has no description.



▶0:04

**Sci-Fi Pack**  
HarqoGames ⬇️2 ⬇️3 ⓘ  
April 12th, 2024  
This pack has no description.



▶2:11

**PS Sounds UK**  
sangampanta ⬇️2 📍 ⓘ  
April 7th, 2024  
This pack has no description.

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in Articles, by [Sadiquecat](#)  
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in Production Techniques, Music Gear, Tips and Tricks, by [Sadiquecat](#)  
2 days, 9 hours ago

Remove explicit lable from sound I just uploaded.  
in Bug Reports, Errors and Feature Requests, by [Headphaze](#)  
2 days, 22 hours ago

Reply to comment function  
in Freesound Project, by [danislug](#)  
2 days, 22 hours ago

Do you miss the old UI, becuae I do.  
in Beast Whoosh beta UI feedback, by [nchnvraudio](#)  
3 days ago

How long?  
in Freesound Project, by [roxiesizemore](#)  
3 days ago

# Aplikasi Koleksi Suara Tradisional

Aplikasi Basuri?