Name: Anuj Chitari

 Class: D15A Roll no:11

Experiment - 3

Aim: To include icons, images, fonts in Flutter app

Theory:

Fonts:

In Flutter, the TextStyle class is used to define the styling for text within the

Text widget or other widgets that involve displaying text. Here's an overview of

how you can use the TextStyle class to set various font-related properties

fontSize:

You can set the size of the font using the fontSize property.

fontWeight:

The fontWeight property allows you to set the thickness of the characters in the text.

fontStyle:

The fontStyle property lets you specify whether the text should be in normal, italic,

or oblique style.

fontFamily:

You can specify the font family using the fontFamily property. This refers to the

specific font you want to use, and it should be available in your project.

decoration:

The decoration property allows you to add decorations to the text, such as underline

or overline.

1. Text

A Text widget holds some text to display on the screen. We can align the text
widget by using textAlign property, and style property allow the customization of
Text that includes font, font weight, font style, letter spacing, color, and many
more.

2. Button

This widget allows you to perform some action on click. Flutter does not allow
you to use the Button widget directly; instead, it uses a type of buttons like a
FlatButton and a RaisedButton.

3. Image

This widget holds the image which can fetch it from multiple sources like
from the asset folder or directly from the URL. It provides many constructors for
loading image, which are given below:

o Image: It is a generic image loader, which is used by ImageProvider.

o asset: It load image from your project asset folder.

o file: It loads images from the system folder.

o memory: It load image from memory.
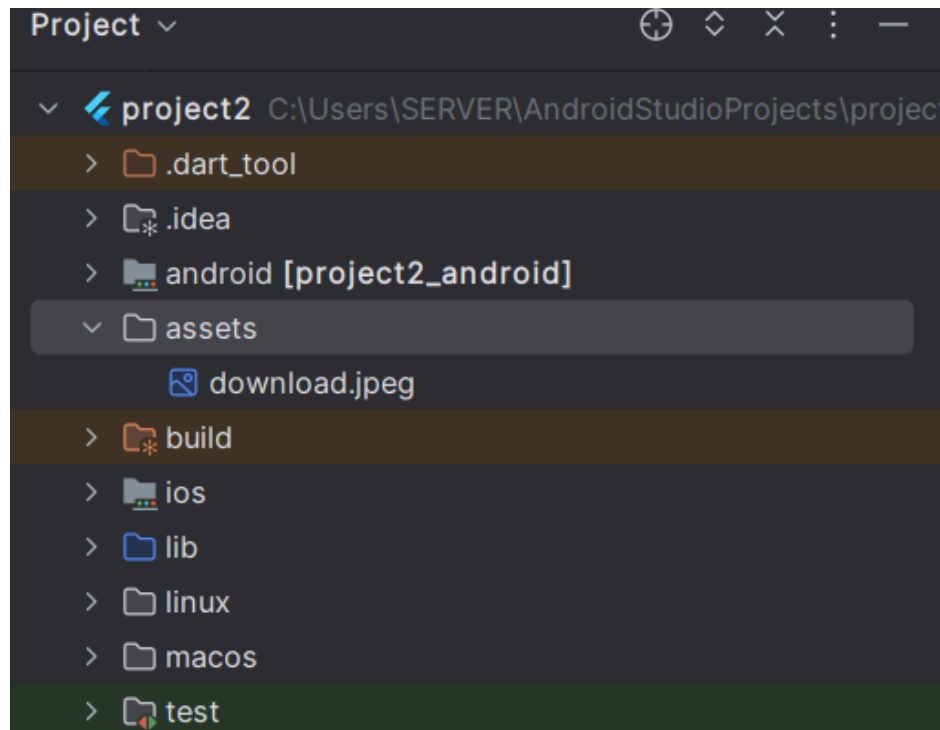
o network: It loads images from the network.

To add an image in the project, you need first to create an assets folder where
you keep your images and then add the below line in pubspec.yaml file.

assets:

- assets/images

FOLDER FORMAT:

CODE:

```dart
import 'package:flutter/material.dart';
void main() {
runApp(const MyApp());
}
class MyApp extends StatelessWidget {
const MyApp({Key? key}) : super(key: key);
@override
Widget build(BuildContext context) {
return MaterialApp(
title: 'Welcome to Flutter',
home: Scaffold(
appBar: AppBar(
title: const Text('Welcome to UBEREATS!!'),
),
body: Center(
child: Image.asset('assets/download.jpeg'),
),
),
);
}
}
```