

MAD and PWA Lab

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.

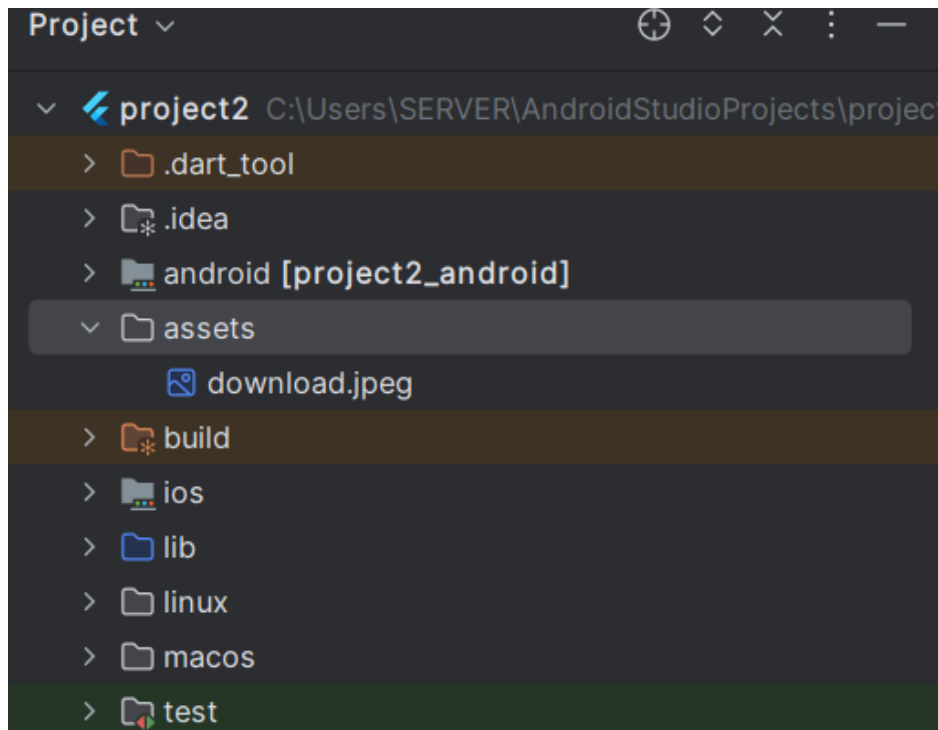
To add an image in the project, you need first to create an assets folder where

you keep your images and then add the below line in `pubspec.yaml` file.

assets:

- assets/images

FOLDER FORMAT:



CODE:

```
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'),
        ),
      ),
    );
  }
}
```

OUTPUT:

