

Experiment - 03

AIM : To include images , fonts in flutter app.

THEORY :

A flutter app when built has both assets (resources) and code. Assets are available and deployed during runtime. The asset is a file that can include static data, configuration files, icons, and images. The Flutter app supports many image formats, such as JPEG, WebP, PNG, GIF, animated WebP/GIF, BMP, and WBMP.

To display an image in Flutter, do the following steps:

Step 1: First, we need to create a new folder inside the root of the Flutter project and named it assets. We can also give it any other name if you want.

Step 2: Next, inside this folder, add one image manually.

Step 3: Update the pubspec.yaml file. Suppose the image name is tablet.png, then pubspec.yaml file is:

assets:

- *assets/tablet.png*
- *assets/background.png*

Displaying images from the internet or network is very simple. Flutter provides a built-in method `Image.network` to work with images from a URL. The `Image.network` method also allows you to use some optional properties, such as height, width, color, fit, and many more.

```
Image.network(  
  'https://picsum.photos/250?image=9',  
)
```

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('Gomati Iyer 25 Experiment 2'),  
  ),  
  body: Center(  
    child: Image.asset('assets/hello.jpg'),  
  ),  
),  
);  
}
```

OUTPUT :

