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 Experiment 3'),
      ),
      body: Center(
        child: Image.asset('assets/hello.jpg'),
      ),
    ),
  );
 }
}
```

OUTPUT :