**Experiment 3:** To include icons, images, <u>fonts</u> in Flutter app

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

We can split the Flutter widget into two categories:

Visible (Output and Input)

Invisible (Layout and Control)

Visible widget

The visible widgets are related to the user input and output data. Some of the important types of this widget are:

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. We can use it as like below code snippets. new Text( 'Hello, ALL!', textAlign: TextAlign.center, style: new TextStyle(fontWeight: FontWeight.bold),

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. We can use it as like below code snippets

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.
- 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.

## Code:

```
import 'package:flutter/material.dart';
class WelcomePage extends StatelessWidget {
 const WelcomePage({super.key});
        .pushNamedAndRemoveUntil(Routes.login, (route) => false);
   showModalBottomSheet(
         padding: const EdgeInsets.symmetric(vertical: 10),
         child: Column(
           children: [
```

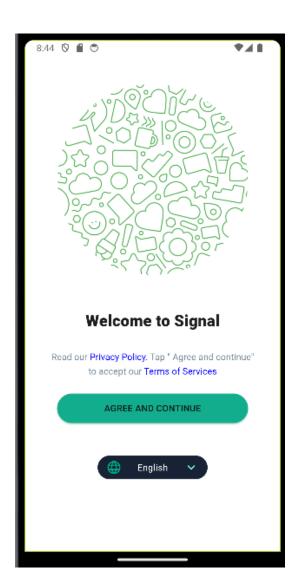
```
color: context.theme.greyColor!.withOpacity(0.5),
  borderRadius: BorderRadius.circular(10),
children: [
    onPressed: () => Navigator.of(context).pop(),
    splashColor: Colors.transparent,
    splashRadius: 22,
      color: Color.fromARGB(255, 255, 0, 0),
    style: TextStyle(
color: context.theme.greyColor!.withOpacity(0.2),
  style: TextStyle(color: context.theme.greyColor),
value: false,
groupValue: true,
```

```
onChanged: (value) {},
              title: const Text(" मराठी "),
             groupValue: true,
                style: TextStyle(color: context.theme.greyColor),
Widget build(BuildContext context) {
      children: [
            child: Padding(
              padding:
                  const EdgeInsets.symmetric(horizontal: 50, vertical: 10),
               color: Colors.green,
```

```
child: Column (
 children: [
      child: Center(
        child: Text(
          style: TextStyle(
      textStyle: TextStyle(),
          showBottomSheet(context);
        borderRadius: BorderRadius.circular(22),
        splashFactory: InkSplash.splashFactory,
```

```
padding: const EdgeInsets.symmetric(
              child: Row(
1,
```

## Output:



## **Conclusion:**

In this experiment, we have successfully imported and inerted image in the flutter and used font style to enter text and successfully created button for it. All concept of image, font are implemented successfully.