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CLASS: D15A  
BATCH : B  
ROLL NO. 39

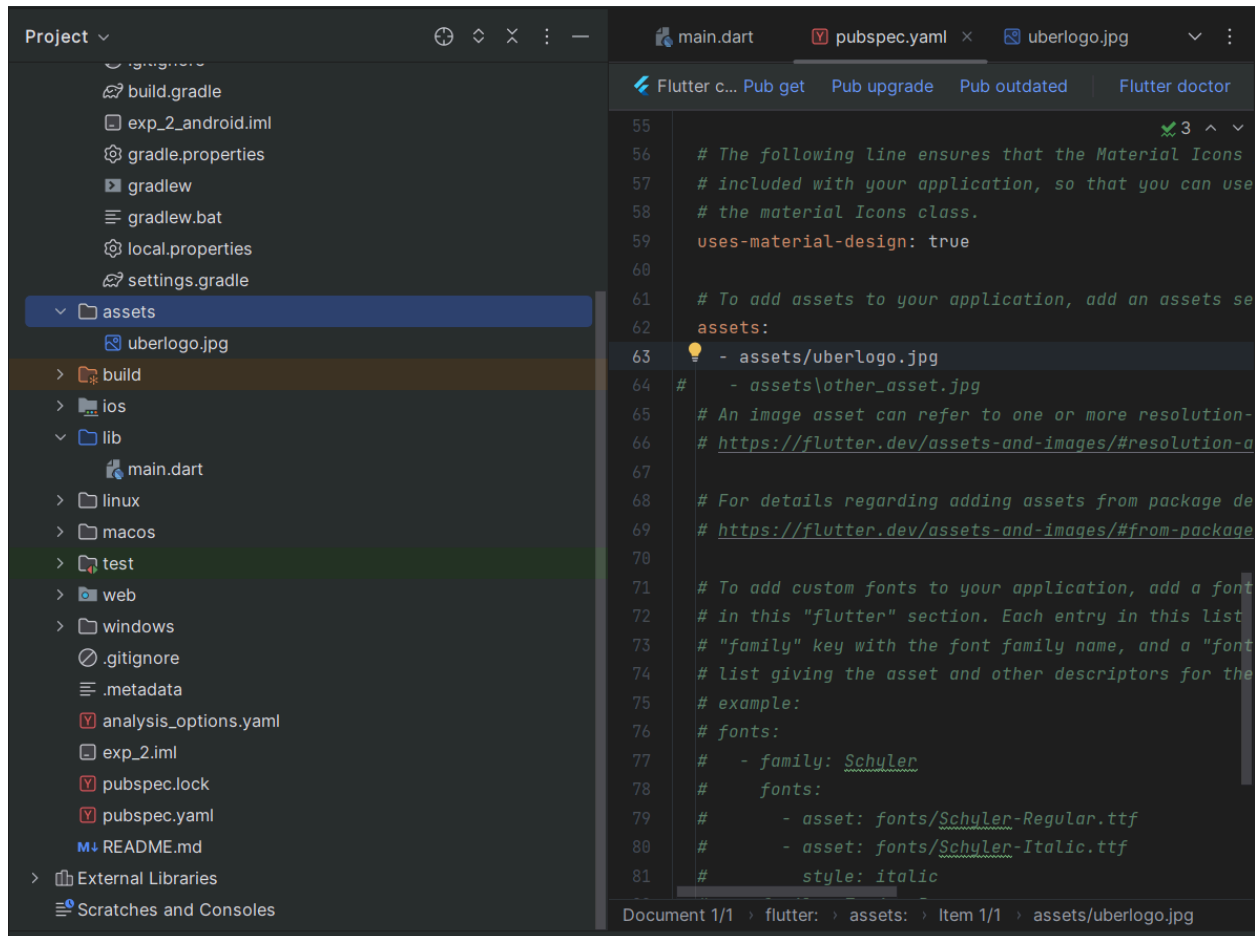
**AIM : To Design Flutter UI by including common widgets**

**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 Flutter'),
        ),
        body: Center(
          child: Image.asset('assets/uberlogo.jpg'),
        ),
      ),
    );
  }
}
```

## STEPS TO BE FOLLOWED:

1. Make an assets folder/directory and save the image in the folder.
2. Edit the pubspec.yaml file lines 62,63 wherein the path of the image is given.
3. After saving the image make sure to change the name in the main.dart file in Image.asset



## OUTPUT:

