Apr 2022

MOBILE APPLICATION PROGRAMMING (MAPG)

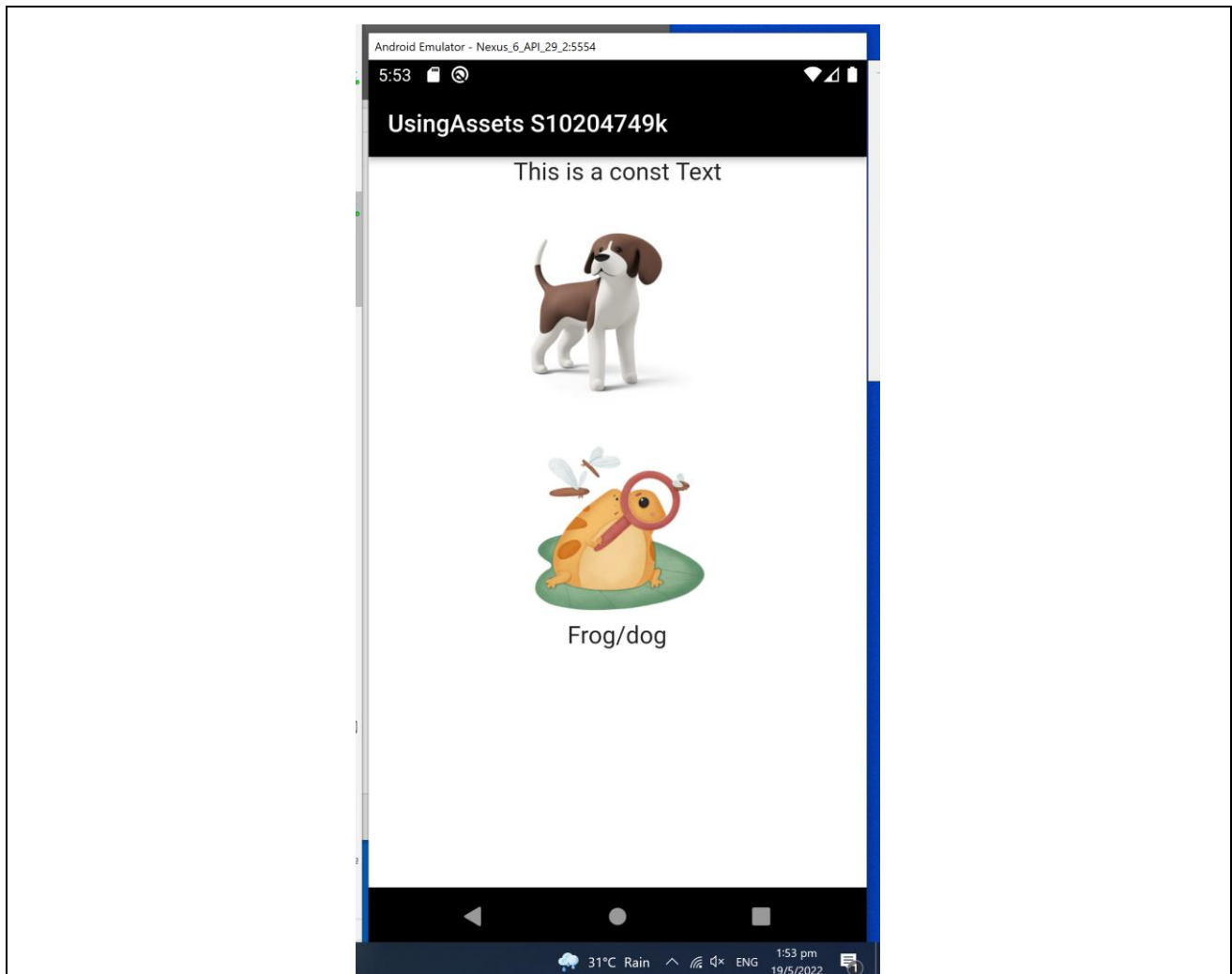# Lab 8 Using Assets

Name of Student: Jamie Gonzales Esguerra   **Student ID**:

1. Exercise 1:

1) Paste the screenshot of the layout here:

2) **Paste (Ctrl + V)** the codes of main.dart file here. (**Note: <u>Do not paste the screenshots</u>**)

```dart
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(
```

```
      home: Scaffold(
        backgroundColor: Colors.white,
        appBar: AppBar(
          title: const Text('UsingAssets S10204749k'),
          foregroundColor: Colors.white,
          backgroundColor: Colors.black,
        ),
        body: Align(
          child: Column(
            mainAxisAlignment: MainAxisAlignment.start,
            children: [
              const Text(
                'This is a const Text',
                style: TextStyle(fontSize: 20),
                textAlign: TextAlign.center,
              ),
              const SizedBox(height: 20.0),
              const SizedBox(height: 20.0),
              Image.asset(
                'images/dog.png',
                height: 150,
                width: 150,
              ),
              const SizedBox(height: 20.0),
              Image.asset(
                'images/Frog.png',
                height: 150,
                width: 2150,
              ),
              FutureBuilder(
                  future: DefaultAssetBundle.of(context)
                      .loadString("files/tshirtSpec.txt"),
                  builder: (context, snapshot) {
                    return Text(
                      '${snapshot.data}',
                      style: const TextStyle(fontSize: 20),
                    );
                  }),
            ],
          ),
        ),
      ),
      debugShowCheckedModeBanner: false,
    );
  }
}
```

End of Exercise