import 'package:flutter/material.dart';  
  
void main() => runApp(MyApp());  
  
class MyApp extends StatelessWidget {  
 @override  
 Widget build(BuildContext context) {  
 return MaterialApp(  
 home: Scaffold(  
 backgroundColor: Colors.*teal*,  
 body: SafeArea(  
 child: Column(  
 children: [  
 CircleAvatar(  
 backgroundImage: AssetImage('images/aa2.jpg'),  
 radius: 100.0,  
 ),  
 ],  
 ),  
 ),  
 ),  
 );  
 }  
}