Experiment 03

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

Theory:

In a Flutter app, icons, images, and fonts are essential elements for creating visually appealing and interactive user interfaces. Let's explore the theory behind each of these components:

1. Icons:

- Icons in Flutter are graphical symbols that represent actions, objects, or features in your application.
- Flutter provides a set of built-in icons, which can be easily used with the `Icon` widget. Examples include icons for navigation, action buttons, and more.
- Custom icons or icons from external sources can be incorporated using the 'Icon' widget with a specified font package or image.

2. Images:

- Images are essential for displaying graphics, logos, and other visual elements in a Flutter app.
- Flutter supports various image formats, including JPEG, PNG, GIF, and WebP.
- The `Image` widget is used to display images in Flutter, and you can load images from the network, assets, or local files.

3. Fonts:

- Fonts play a crucial role in defining the text style and visual appeal of your app.
- Flutter allows you to use custom fonts in your app, and you can load them from assets or network resources.
- The `TextStyle` class is used to define the appearance of text, including font family, size, color, etc.

4. Asset Management:

- To use images, icons, or custom fonts, you need to manage assets in your Flutter project.
- Add the assets to your 'pubspec.yaml' file, and use the 'pubspec.yaml' file to specify the location of these assets

5. Network Resources:

• In addition to local assets, Flutter also allows you to load images and fonts from network resources using widgets like `Image.network` or by specifying the font URL.

Code:

Main.dart:

```
import 'package:flutter/material.dart';
```

```
import 'package:weather app/pages/home page.dart';
void main() {
 runApp(const MyApp());
 const MyApp({super.key});
 @override
 Widget build(BuildContext context) {
   return MaterialApp(
     theme: ThemeData(
       colorScheme: ColorScheme.fromSeed(seedColor: Colors.deepPurple),
 const MyHomePage({super.key, required this.title});
 final String title;
 @override
```

```
class _MyHomePageState extends State<MyHomePage> {
   @override
   Widget build(BuildContext context) {
     return HomePage();
   }
}
```

home_page.dart:

```
import 'package:flutter/material.dart';
import 'package:intl/intl.dart';
import 'package:weather app/consts.dart';
class HomePage extends StatefulWidget {
 const HomePage({Key? key}) : super(key: key);
 @override
 State<HomePage> createState() => HomePageState();
 final WeatherFactory wf = WeatherFactory(OPENWEATHER API KEY);
 Weather? weather;
 TextEditingController locationController = TextEditingController();
 @override
 void initState() {
   super.initState();
   _getLocationWeather("Mumbai"); // Default location, you can change this
 void getLocationWeather(String location) {
   wf.currentWeatherByCityName(location).then((w) {
     setState(() {
       weather = w;
     });
```

```
@override
Widget build(BuildContext context) {
  return Scaffold(
   body: _buildUI(),
Widget buildUI() {
 if ( weather == null) {
   return const Center (
     child: CircularProgressIndicator(),
   );
       SizedBox(
         height: MediaQuery.of(context).size.height * 0.05,
        locationHeader(),
        SizedBox(
         height: MediaQuery.of(context).size.height * 0.05,
        ),
       dateTimeInfo(),
        SizedBox(
         height: MediaQuery.of(context).size.height * 0.05,
        ),
        SizedBox(
         height: MediaQuery.of(context).size.height * 0.02,
       currentTemp(),
        SizedBox(
         height: MediaQuery.of(context).size.height * 0.02,
```

```
SizedBox(height: 20),
        locationInput(),
Widget locationHeader() {
      fontWeight: FontWeight.w500,
  return Column (
    children: [
      ),
      ),
      Row (
         Text(
          Text(
```

```
" ${DateFormat("d.M.y").format(now)}",
 Widget weatherIcon() {
   return Column (
     crossAxisAlignment: CrossAxisAlignment.center,
     children: [
       Container (
         height: MediaQuery.of(context).size.height * 0.20,
"https://openweathermap.org/img/wn/${    weather?.weatherIcon}@4x.png",
           ),
         weather?.weatherDescription ?? "",
         style: const TextStyle(
           color: Colors.black,
           fontSize: 20,
 Widget currentTemp() {
   return Text (
     "${ weather?.temperature?.celsius?.toStringAsFixed(0)}°C",
```

```
color: Colors.black,
   fontSize: 90,
   fontWeight: FontWeight.w500,
return Container (
  height: MediaQuery.of(context).size.height * 0.15,
 width: MediaQuery.of(context).size.width * 0.80,
   color: Colors.deepPurpleAccent,
   borderRadius: BorderRadius.circular(20),
   mainAxisAlignment: MainAxisAlignment.spaceEvenly,
   children: [
      Row (
        mainAxisAlignment: MainAxisAlignment.spaceEvenly,
            "Max: ${ weather?.tempMax?.celsius?.toStringAsFixed(0)}°C",
            style: const TextStyle(
             color: Colors.white,
             fontSize: 15,
            ),
          ),
            "Min: ${ weather?.tempMin?.celsius?.toStringAsFixed(0)}°C",
              color: Colors.white,
```

```
Row (
          mainAxisAlignment: MainAxisAlignment.spaceEvenly,
          children: [
              "Wind: ${ weather?.windSpeed?.toStringAsFixed(0)}m/s",
              style: const TextStyle(
                color: Colors.white,
               fontSize: 15,
              ),
            ),
              "Humidity: ${ weather?.humidity?.toStringAsFixed(0)}%",
               fontSize: 15,
Widget locationInput() {
  return Padding (
    padding: const EdgeInsets.all(16.0),
     controller: locationController,
          icon: Icon(Icons.search),
            _getLocationWeather(_locationController.text);
```

```
),
),
),
);
}
}
```

Output:



Conclusion:

By using icons, images, and fonts effectively, you can enhance the visual appeal and user experience of your Flutter applications.