Experiment - 3

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

Theory:
In Flutter, you can easily incorporate icons, images, and custom fonts into your app to enhance its visual appeal and user experience.

- Icons:
  Icons are small graphical symbols used to represent actions, objects, or concepts in a graphical user interface. In Flutter, icons can be represented using the Icon widget, which allows developers to easily include built-in icons provided by the Flutter framework. These icons are accessed through the Icons class, which offers a wide range of commonly used symbols.
- Images:
  Images are visual representations that can enhance the visual appeal and functionality of a Flutter app. In Flutter, images can be displayed using the Image widget, which supports various image sources, including assets, network URLs, and memory. To use images in a Flutter app, developers typically include image files in the assets directory of their project and specify them in the pubspec.yaml file. This allows Flutter to bundle the images with the app and access them programmatically. Images can be loaded asynchronously for improved performance.
- Fonts:
  Fonts play a crucial role in shaping the visual appearance and readability of text in a Flutter app. In addition to the default system fonts, Flutter allows developers to use custom fonts to achieve a unique and consistent typography style. Custom fonts are included in a Flutter app by adding font files (typically TrueType or OpenType) to the assets directory and specifying them in the pubspec.yaml file. Once added, developers can apply custom fonts to text widgets using the TextStyle class, which provides properties for font family, size, weight, and other typographic attributes. Custom fonts help maintain brand identity, improve readability, and enhance the overall design aesthetic of a Flutter app.

Syntax:

1. Icon-
   Icon(Icons.favorite); // Using a built-in icon
   For custom icons import them as assets.

2. Image-
   Image.asset()
   //include your image files in the assets section of your pubspec.yaml file.

3. Font-
   TextStyle()

Add the necessary configurations in your pubspec.yaml file to include assets and fonts:

```
flutter:
  assets:
    - assets/images/
    - assets/fonts/
  fonts:
    - family:
      fonts:
        - asset: assets/fonts/fontName.ttf
          weight: <weight>
```

Widget and Properties:

In-built Phone icon, telegram logo image are used.

Code and Output:

```
import 'package:flutter/cupertino.dart';
import 'package:flutter/material.dart';
import 'login/phone_verify_screen.dart';

class LoginScreen extends StatefulWidget {
 @override
 State<StatefulWidget> createState() => LoginScreenState();
}

class LoginScreenState extends State<LoginScreen>{
 var phoneCt = TextEditingController();
 @override
```

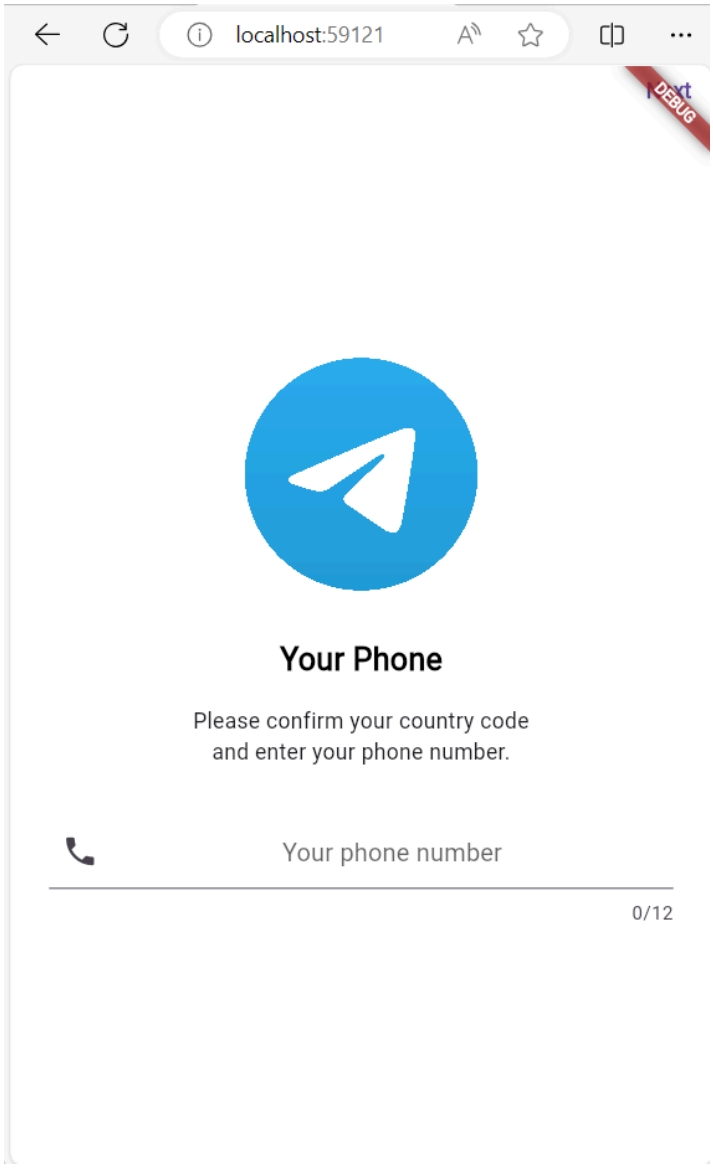
```
 Widget build(BuildContext context){
  return Scaffold(
    backgroundColor: Colors.white,
    appBar: PreferredSize(
      preferredSize: const Size.fromHeight(0),
      child: Container(),
    ),
    body: SizedBox(
      width: double.infinity,
      height: double.infinity,
      child: Center(
        child: Column(
          mainAxisSize: MainAxisSize.min,
          children: <Widget>[
            Align(alignment: Alignment.topRight, child:
            TextButton(onPressed: (){
              Navigator.push(
                  context,
                  MaterialPageRoute(
                      builder: (context) =>
                          PhoneVerifyScreen()));
            },
              child: const Text("Next", style: TextStyle(fontWeight: FontWeight.bold), textDirection:
TextDirection.ltr,),

            ),),
            const Spacer(),
            SizedBox(
              width: 150,
              child: Image.asset('assets/images/telegram_logo.png'),
            ),
            Container(height: 30,),
            const Text("Your Phone", style: TextStyle(fontSize: 20, fontWeight: FontWeight.bold,
color: Colors.black),textDirection: TextDirection.ltr, ),
            Container(height: 15,),
            const Text('Please confirm your country code \nand enter your phone number.',
textAlign: TextAlign.center, textDirection: TextDirection.ltr,),
            Container(height: 30,),
            Container(
              margin: const EdgeInsets.only(left: 25, right: 25),
```

```
            child: TextField(

              textAlign: TextAlign.center,
              controller: phoneCt,
              maxLength: 12,
              maxLines: 1,
              keyboardType: TextInputType.phone,
              decoration: const InputDecoration(
                 prefixIcon: Icon(Icons.phone),
                 hintText: 'Your phone number'
              ),
            ),
          ),

          const Spacer(),
        ],
      ),
    ),
  ),
 );
}
}
```


localhost:59121
DEBUG
Your Phone
Please confirm your country code
and enter your phone number.
Your phone number
0/12