

MAD and PWA Lab

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Experiment - 3

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

Theory:

Fonts:

In Flutter, the `TextStyle` class is used to define the styling for text within the `Text` widget or other widgets that involve displaying text. Here's an overview of how you can use the `TextStyle` class to set various font-related properties

`fontSize`:

You can set the size of the font using the `fontSize` property.

`fontWeight`:

The `fontWeight` property allows you to set the thickness of the characters in the text.

`fontStyle`:

The `fontStyle` property lets you specify whether the text should be in normal, italic, or oblique style.

`fontFamily`:

You can specify the font family using the `fontFamily` property. This refers to the specific font you want to use, and it should be available in your project.

`decoration`:

The `decoration` property allows you to add decorations to the text, such as underline or overline.

1. Text

A Text widget holds some text to display on the screen. We can align the text widget by using `textAlign` property, and style property allow the customization of Text that includes font, font weight, font style, letter spacing, color, and many more.

2. Button

This widget allows you to perform some action on click. Flutter does not allow you to use the Button widget directly; instead, it uses a type of buttons like a `FlatButton` and a `RaisedButton`.

3. Image

This widget holds the image which can fetch it from multiple sources like from the asset folder or directly from the URL. It provides many constructors for loading image, which are given below:

- o Image: It is a generic image loader, which is used by `ImageProvider`.
- o asset: It load image from your project asset folder.
- o file: It loads images from the system folder.
- o memory: It load image from memory.
- o network: It loads images from the network.

To add an image in the project, you need first to create an assets folder where you keep your images and then add the below line in `pubspec.yaml` file.

```
assets:  
- assets/images
```

```

4  # The following section is specific to Flutter packages.
5  flutter:
6
7  # The following line ensures that the Material Icons font is
8  # included with your application, so that you can use the icons in
9  # the material Icons class.
10  uses-material-design: true
11
12  # To add assets to your application, add an assets section, like this:
13  assets:
14    - images/

```

Code:

explore_screen.dart

```

import 'package:flutter/material.dart';
import 'package:flutter_svg/flutter_svg.dart';
import 'package:get/get.dart';
import 'package:tinder/authenticationScreen/chat_screen.dart';
import 'package:tinder/authenticationScreen/explore_screen.dart';
import 'package:tinder/authenticationScreen/main_page.dart';
import 'package:tinder/authenticationScreen/profile_screen.dart';
void main() {
  runApp(ExploreScreen());
}

```

```

class ExploreScreen extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      title: 'Tinder Clone',
      theme: ThemeData(
        primarySwatch: Colors.blue,
        visualDensity: VisualDensity.adaptivePlatformDensity,
      ),
      home: InterestSelectionScreen(),
    );
  }
}

```

```

class InterestSelectionScreen extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Column(
          mainAxisAlignment: MainAxisAlignment.start,
          crossAxisAlignment: CrossAxisAlignment.start,
          children: [
            const SizedBox(
              height: 20,
            ),

```

```

    ),
    Image.asset(
      'images/text_logo.png',
      width: 100,
    ),
  ],
),
body: Column(
  mainAxisAlignment: MainAxisAlignment.start,
  crossAxisAlignment: CrossAxisAlignment.start,
  children: [
    Container(
      // Add a container for the rectangular image
      padding: EdgeInsets.all(10),
      height: 150, // Set the desired height
      width: double.infinity,
      child: Image.asset(
        'images/verified.jpg',
        fit: BoxFit.cover,
      ),
    ),
    Padding(
      padding:
        const EdgeInsets.only(left: 15.0), // Adjust the left padding
      child: Text(
        'Welcome To Explore',
        style: TextStyle(
          fontSize: 14,
          fontWeight: FontWeight.bold,
        ),
      ),
    ),
  ],
),
Expanded(
  child: SingleChildScrollView(
    child: Padding(
      padding: const EdgeInsets.all(16.0),
      child: GridView.builder(
        gridDelegate: SliverGridDelegateWithFixedCrossAxisCount(
          crossAxisCount: 2,
          crossAxisSpacing: 8.0,
          mainAxisSpacing: 8.0,
        ),
        shrinkWrap: true,
        physics: NeverScrollableScrollPhysics(),
        itemCount: 8,
        itemBuilder: (context, index) {
          return InterestTile(image: 'images/image$index.jpg');
        },
      ),
    ),
  ),
),
],
),
class InterestTile extends StatelessWidget {

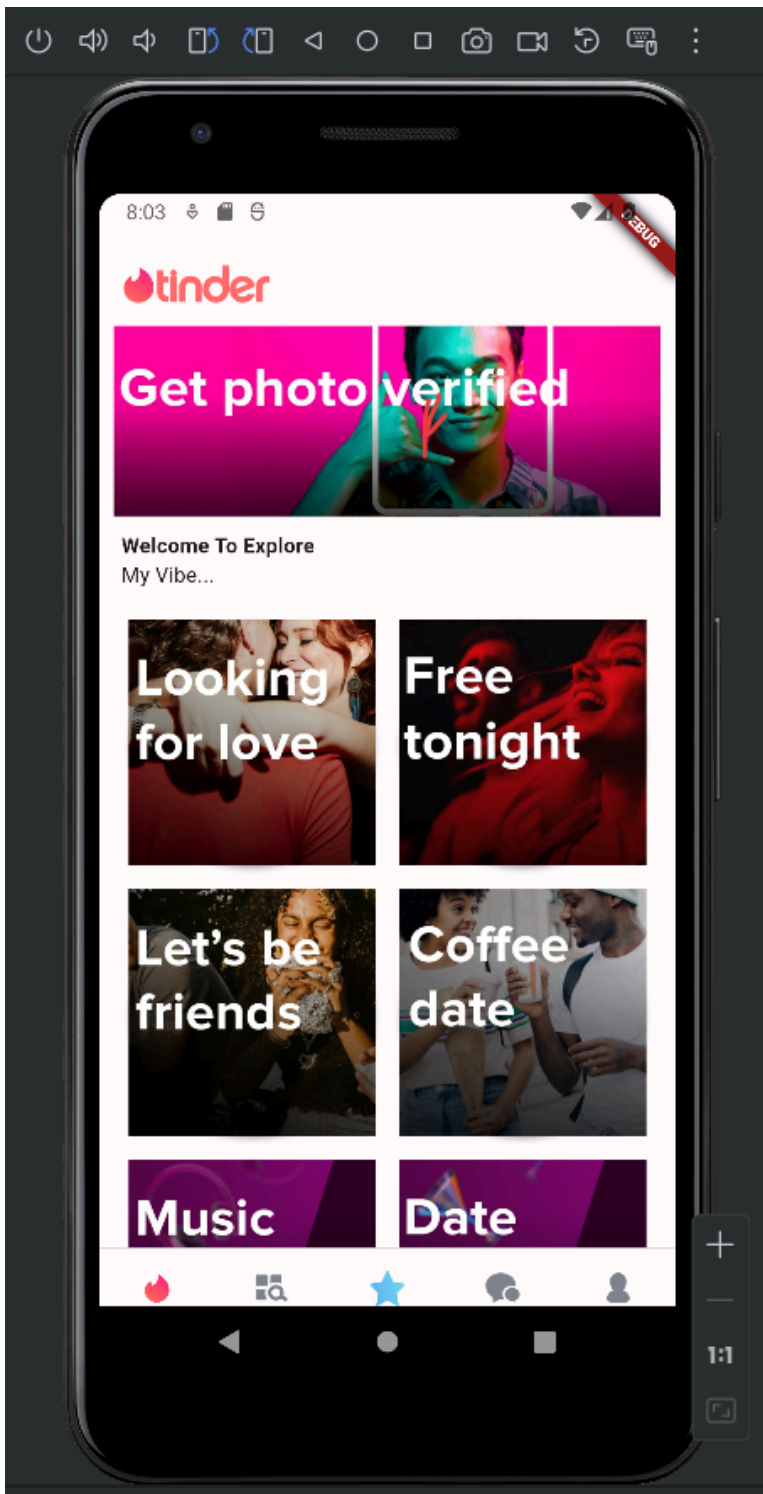
```

```
final String image;

InterestTile({required this.image});

@override
Widget build(BuildContext context) {
  return GestureDetector(
    onTap: () {
      Navigator.push(
        context,
        MaterialPageRoute(builder: (context) => MainPage()),
      );
    },
    child: Card(
      elevation: 3,
      shape: RoundedRectangleBorder(
        borderRadius: BorderRadius.circular(105.0),
      ),
      child: Container(
        height: 200,
        width: double.infinity,
        child: Image.asset(
          image,
          fit: BoxFit.cover,
        ),
      ),
    ),
  );
}
```

Output:



Conclusion:

In this experiment, we have successfully imported and inserted image in the flutter and used font style to enter text and successfully created button for it. All concept of image, font are implemented successfully.