MAD and PWA Lab

Name: Sarvadnya Awaghad   Class: D15A   Roll no:04

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:
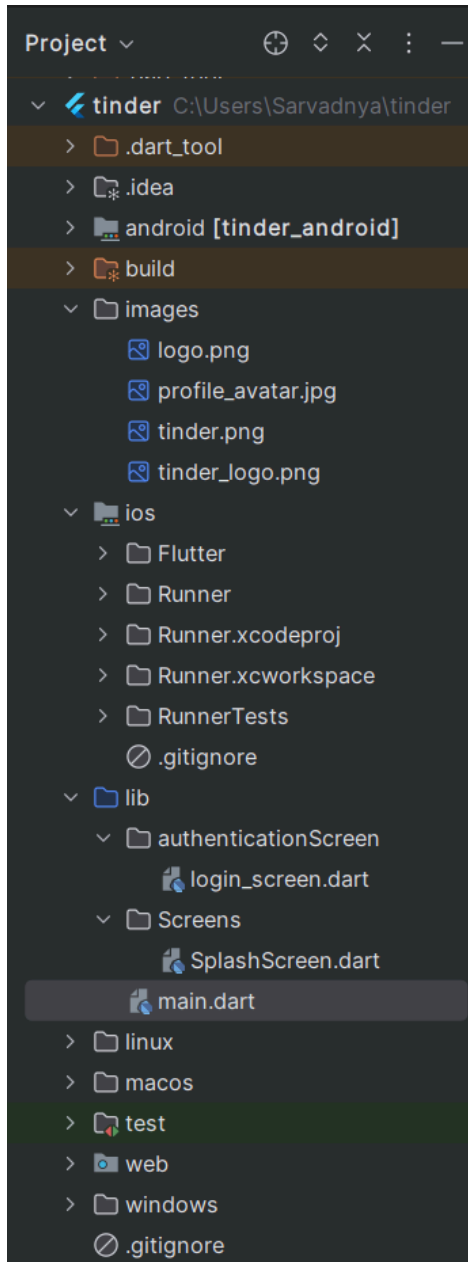
o Image: It is a generic image loader, which is used by ImageProvider.

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.
0     uses-material-design: true
1
2     # To add assets to your application, add an assets section, like this:
3     assets:
4       - images/
```

File Structure:

```
Project  ⌄                    ⊕  ⌄  ✕  ⋮  —

⌄  🎯 tinder  C:\Users\Sarvadnya\tinder
   >  📁 .dart_tool
   >  📁 .idea
   >  📁 android [tinder_android]
   >  📁 build
   ⌄  📁 images
         🖼 logo.png
         🖼 profile_avatar.jpg
         🖼 tinder.png
         🖼 tinder_logo.png
   ⌄  📁 ios
      >  📁 Flutter
      >  📁 Runner
      >  📁 Runner.xcodeproj
      >  📁 Runner.xcworkspace
      >  📁 RunnerTests
         ⊘ .gitignore
   ⌄  📁 lib
      ⌄  📁 authenticationScreen
            📄 login_screen.dart
      ⌄  📁 Screens
            📄 SplashScreen.dart
         📄 main.dart
   >  📁 linux
   >  📁 macos
   >  📁 test
   >  📁 web
   >  📁 windows
      ⊘ .gitignore
```

Code:

main.dart :

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

class LoginScreen extends StatefulWidget {
  const LoginScreen({Key? key}) : super(key: key);

  @override
  State<LoginScreen> createState() => _LoginScreenState();
}

class _LoginScreenState extends State<LoginScreen> {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      body: Container(
        decoration: BoxDecoration(
          gradient: LinearGradient(
            colors: [Colors.pink, Colors.orange],
            begin: Alignment.topLeft,
            end: Alignment.bottomRight,
          ),
        ),
        child: SingleChildScrollView(
          child: Center(
            child: Column(
              children: [
                const SizedBox(
                  height: 220,
                ),
                Image.asset(
                  "assets/images/tinder_logo.png",
                  width: 150,
                ),
                const SizedBox(
```

```dart
          height: 60,
        ),
        Text(
          "By clicking Login",
          style: TextStyle(
            fontSize: 13,
          ),
        ),
        Text(
          " you agree with our terms and conditions.",
          style: TextStyle(
            fontSize: 13,
          ),
        ),
        Text(
          " Learn how we process your data in Privacy Policy and cookies
policy",
          style: TextStyle(
            fontSize: 12,
          ),
        ),
        const SizedBox(
          height: 50,
        ),
        Container(
          decoration: BoxDecoration(
            gradient: LinearGradient(
              colors: [Colors.pink, Colors.orange],
              begin: Alignment.topLeft,
              end: Alignment.bottomRight,
            ),
            borderRadius: BorderRadius.circular(8),
          ),
          child: Column(
            children: [
              _buildButton(
```

```dart
          "Continue with Google",
          "assets/images/google.jpeg",
          () {
            // Implement your Google login logic here
          },
        ),
        const SizedBox(height: 40),
        _buildButton(
          "Continue with Facebook",
          "assets/images/fb.png",
          () {
            // Implement your Facebook login logic here
          },
        ),
        const SizedBox(height: 40),
        _buildButton(
          "Login with Phone Number",
          "assets/images/msg.png",
          () {
            // Implement your phone number login logic here
          },
        ),
        const SizedBox(
          height: 20,
        ),
        Text('Trouble Loggin in ?'),
        const SizedBox(height: 70),
      ],
    ),
  ),
),
],
),
),
),
),
),
);
```

```dart
  }

  Widget _buildButton(String text, String logoPath, VoidCallback onPressed) {
    return ElevatedButton(
      onPressed: onPressed,
      style: ElevatedButton.styleFrom(
        primary: Colors.transparent,
        onPrimary: Colors.white,
        padding: EdgeInsets.symmetric(horizontal: 40, vertical: 12),
        shape: RoundedRectangleBorder(
          borderRadius: BorderRadius.circular(8),
        ),
      ),
      child: Row(
        mainAxisAlignment: MainAxisAlignment.center,
        children: [
          Image.asset(
            logoPath,
            height: 24, // Adjust the height of the logo as needed
          ),
          SizedBox(width: 10),
          Text(
            text,
            style: TextStyle(fontSize: 18),
          ),
        ],
      ),
    );
  }
}
```

Output:
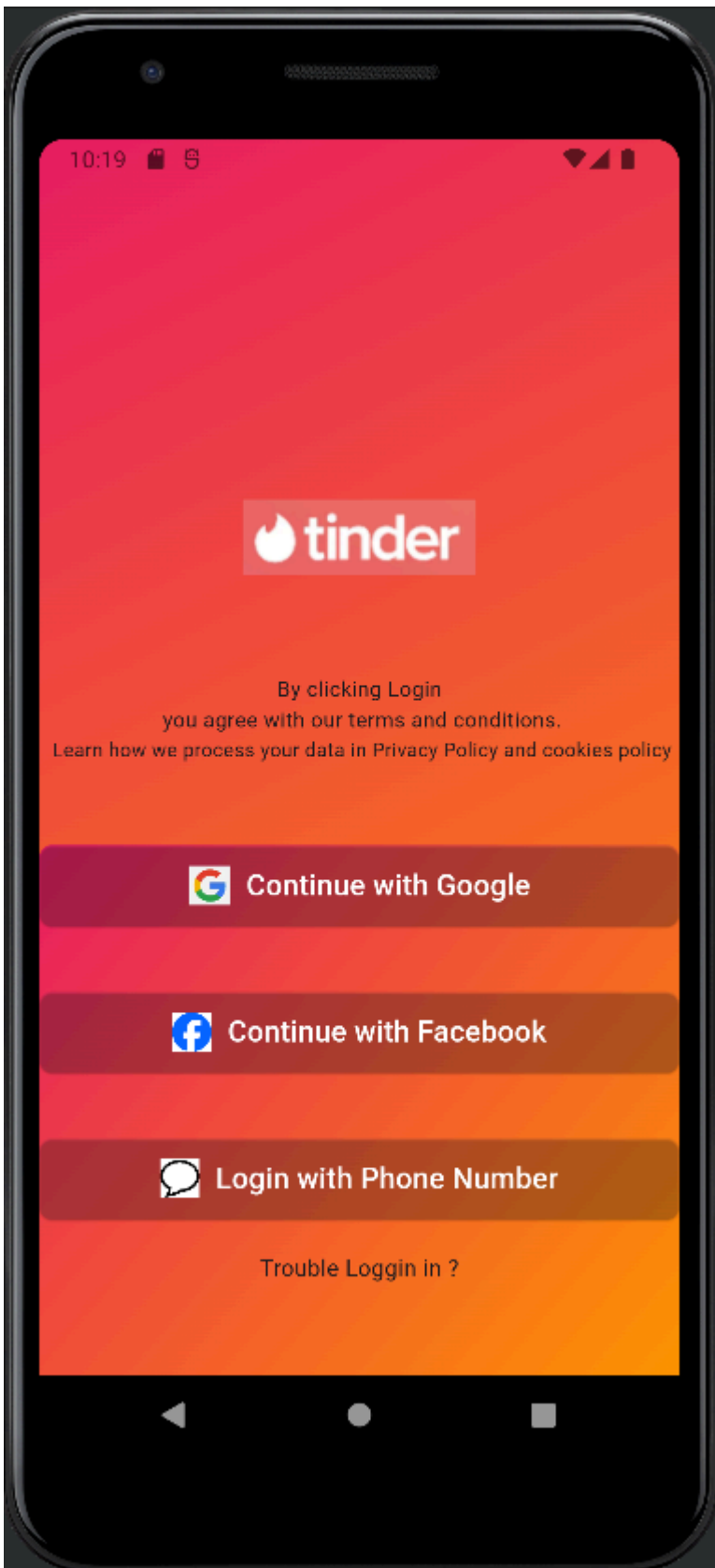
Conclusion:

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