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

```
# The following section is specific to Flutter packages.
flutter:

  # The following line ensures that the Material Icons font is
  # included with your application, so that you can use the icons in
  # the material Icons class.
  uses-material-design: true

  # To add assets to your application, add an assets section, like this:
  assets:
    - images/
```

Code:

```
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',
```

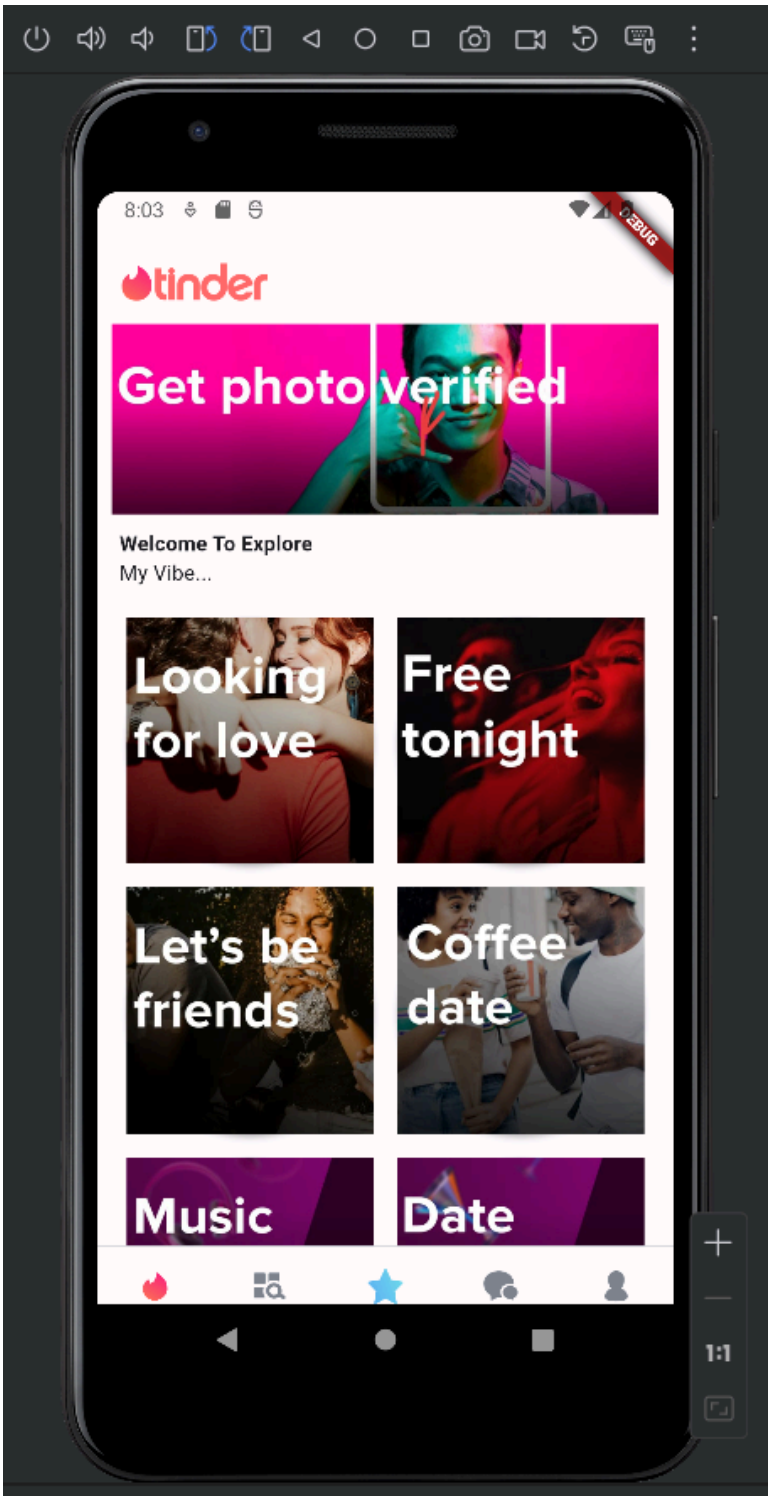
```
          width: 100,
        ),
      ],
    ),
  ),
  body: Column(
    mainAxisAlignment: MainAxisAlignment.start,
    crossAxisAlignment: CrossAxisAlignment.start,
    children: [
      Container(
        // Add a container for the rectangular image
        padding: EdgeInsets.all(10),
        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 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.