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Roll no: 02

EXPERIMENT NO: 02

Aim :To design Flutter UI by including common widgets.

Theory :

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.**
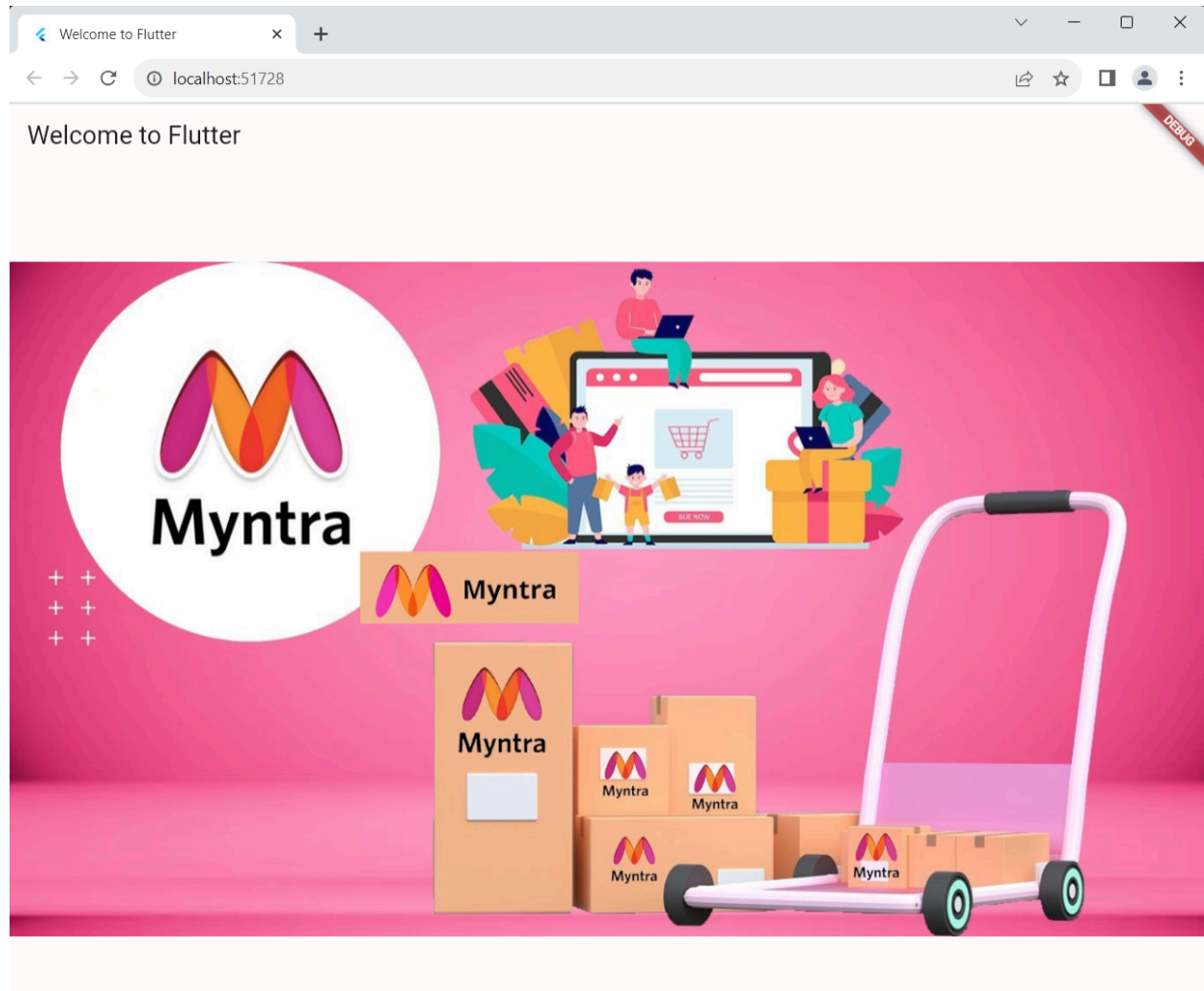
assets:
- assets/comp.jpg

CODE:

```
M↓ README.md          main.dart  ×       Y pubspec.lock       Y pubspec.yaml

 1       import 'package:flutter/material.dart';
 2 ≫    void main() {
 3         runApp(const MyApp());
 4       }
 5       class MyApp extends StatelessWidget {
 6         const MyApp({Key? key}) : super(key: key);
 7         @override
 8 ○↑    Widget build(BuildContext context) {
 9         return MaterialApp(
10           title: 'Welcome to Flutter',
11         ─ home: Scaffold(
12           ─ appBar: AppBar(
13           ─ title: const Text('Welcome to Flutter'),
14           ),  // AppBar
15           ─ body: Center(
16           ─ child: Image.asset('assets/comp.jpg'),
17           ),  // Center
18         ),  // Scaffold
19       );  // MaterialApp
20       }
21     }
```

OUTPUT:

Device(CHROME WEB)