# **Experiment 03: To include icons, images and fonts in flutter app.**

Experiment No 3  1:Including icons, images and fonts in flutter app	
ROLL NO	48
NAME	Shivani Nikam
CLASS	D15-B
SUBJECT	MAD & PWA Lab
LO-MAPPED	

**Aim:** To include icons, images and fonts in flutter app.

# Theory:

#### 1. Icons:

#### Flutter Icons:

Flutter comes with its set of built-in icons, and you can easily use them in your app. These icons are part of the Icons class, and you can directly reference them in your code.

#### **Custom Icons:**

For custom icons, you can use Flutter's flutter\_launcher\_icons package or create your custom icons using tools like FlutterIcon.

To use custom icons, add the image to your project and reference it in your code:

## 2. Images:

## Asset Images:

Include images in your Flutter app by placing them in the assets directory. To use these images, add them to the pubspec.yaml file:

## Copy code

flutter:

assets:

- assets/images/image1.png
- assets/images/image2.jpg

Then, use Image.asset to display them:

Image.asset('assets/images/image1.png');Network Images:

Load images from the network using the Image.network widget:

dart

#### 3. Fonts:

## **Custom Fonts:**

To include custom fonts, place the font files (e.g., .ttf or .otf) in a fonts directory. Update the pubspec.yaml file:

Then, use the TextStyle with your custom font:

Copy code

Text(

'Custom Font Text',

style: TextStyle(

fontFamily: 'CustomFont',

),

);

# 4. Using Packages:

## Icon Packages:

Consider using icon packages like flutter\_icons or font\_awesome\_flutter for a wide range of icons.

## **Image Packages:**

For managing and loading images efficiently, you can use packages like cached\_network\_image for network images or image\_picker for accessing device images. Font Packages:

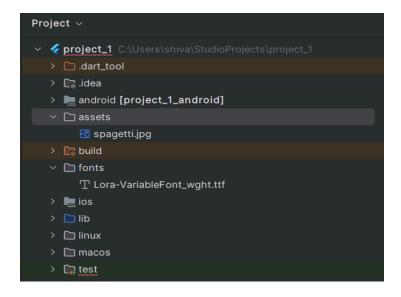
Explore font packages like google\_fonts to easily use Google Fonts in your app.

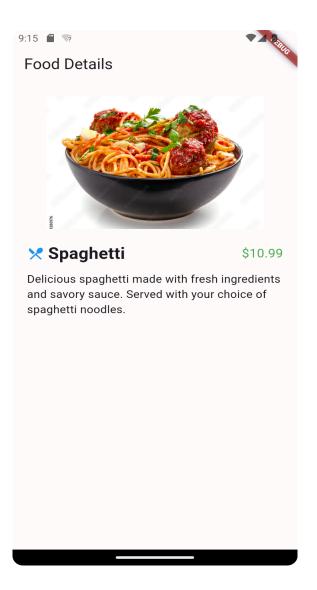
## Code:

```
import 'package:flutter/material.dart';
void main() {
 runApp(MyApp());
}
class MyApp extends StatelessWidget {
 @override
 Widget build(BuildContext context) {
  return MaterialApp(
   title: 'Food Details',
   theme: ThemeData(
    primarySwatch: Colors.blue,
   home: FoodDetailsPage(),
  );
class FoodDetailsPage extends StatelessWidget {
 @override
 Widget build(BuildContext context) {
  return Scaffold(
   appBar: AppBar(
    title: Text('Food Details'),
   body: Center(
    child: Column(
```

```
crossAxisAlignment: CrossAxisAlignment.start,
children: [
 SizedBox(height: 20), // Adding margin from the top
 Center(
  child: Image.asset(
   'assets/spagetti.jpg',
   width: 300,
   height: 200,
   fit: BoxFit.cover,
  ),
 ),
 SizedBox(height: 20), // Adding margin between the image and title
 // Title, Icon, and Price row
 Padding(
  padding: EdgeInsets.symmetric(horizontal: 20),
  child: Row(
   mainAxisAlignment: MainAxisAlignment.spaceBetween,
   children: [
    // Title and Icon
    Row(
      children: [
       Icon(
        Icons.restaurant menu, // Restaurant icon
        size: 24,
        color: Colors.blue,
       SizedBox(width: 5),
       Text(
        'Spaghetti',
        style: TextStyle(
         fontSize: 24,
         fontWeight: FontWeight.bold,
        ),
       ),
      ],
    ),
    // Price
    Text(
      '\$10.99',
     style: TextStyle(
```

```
fontSize: 18,
             color: Colors.green,
        ),
       SizedBox(height: 10),
       // Description
       Padding(
        padding: EdgeInsets.symmetric(horizontal: 20),
        child: Text(
            'Delicious spaghetti made with fresh ingredients and savory sauce. Served with your
choice of spaghetti noodles.',
         style: TextStyle(
           fontSize: 16,
```





# **Conclusion:**

Integrating icons, images, and fonts in Flutter enriches the app's visual experience, fostering design flexibility and user engagement. Thus, here we have successfully integrated icons, images and text in our food app.