

Shravani Pore
D15A
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Batch B

MAD PWA LAB 3

AIM:

To include icons, images, fonts in flutter app.

THEORY:

1. Icons:

Flutter provides the Icon widget for displaying material design icons. We can also use icon packages like font_awesome_flutter for additional icon options.

2.Images:

We can use the Image widget to display images in your Flutter app. Images can be loaded from assets, the internet, or other sources.

3.Fonts:

To use custom fonts in Flutter, you need to include the font files (usually .ttf or .otf) in your project and then reference them in your Flutter code.

SYNTAX:

1.Icons:

```
Icon(Icons.star);
```

If we are using FontAwesomeIcons Library:

```
Falcon(FontAwesomeIcons.star);
```

(Also this library needs to be added to pubspec.yaml file to be able to be used.)

2.Images:

Loading image from assets

```
Image.asset('assets/image.png');
```

Loading image from the internet

```
Image.network('https://example.com/image.jpg');
```

3.Fonts:

```
// Loading custom font
```

```
Text(
```

```
'Custom Font Text',
```

```
style: TextStyle(
```

```
fontFamily: 'Font Family',
```

```
fontSize: 16,  
,  
);
```

(This font family needs to be added to the pubspec.yaml file to be able to be used.)

WIDGETS AND PROPERTIES:

The widgets we focussed in this lab are:

- Images- We added the X logo image on the page.
- Icons- We added a facebook icon on the page from the FontAwesomelcons library along with person and lock icons for username and password field.
- Fonts-

CODE:

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

```
void main() {  
  runApp(MyApp());  
}
```

```
class MyApp extends StatelessWidget {  
  @override  
  Widget build(BuildContext context) {  
    return MaterialApp(  
      theme: ThemeData.dark(),  
      home: LoginPage(),  
    );  
  }  
}
```

```
class LoginPage extends StatelessWidget {  
  @override  
  Widget build(BuildContext context) {  
    return Scaffold(  
      body: Padding(  
        padding: const EdgeInsets.all(20.0),  
        child: Column(  
          mainAxisAlignment: MainAxisAlignment.center,  
          children: [  
            Image.asset(  
              'assets/Xicon.png', // Replace with your logo image path  
              height: 100,
```

```

        width: 100,
      ),
      SizedBox(height: 20),
      TextField(
        decoration: InputDecoration(
          labelText: 'Username',
          prefixIcon: Icon(Icons.person),
        ),
      ),
      SizedBox(height: 10),
      TextField(
        decoration: InputDecoration(
          labelText: 'Password',
          prefixIcon: Icon(Icons.lock),
        ),
        obscureText: true,
      ),
      SizedBox(height: 20),
      TextButton(
        onPressed: () {
        },
        child: Text('Sign In'),
      ),
      SizedBox(height: 10),
      Row(
        mainAxisAlignment: MainAxisAlignment.center,
        children: [
          Text("Don't have an account?"),
          SizedBox(width: 5),
          TextButton(
            onPressed: () {
              // Navigate to the sign-up page (not implemented in this example)
            },
            child: Text('Sign Up'),
          ),
        ],
      ),
      SizedBox(height: 10),
      Text('Or sign in with'),
      SizedBox(height: 10),
      Row(
        mainAxisAlignment: MainAxisAlignment.center,
        children: [
          SizedBox(width: 10),

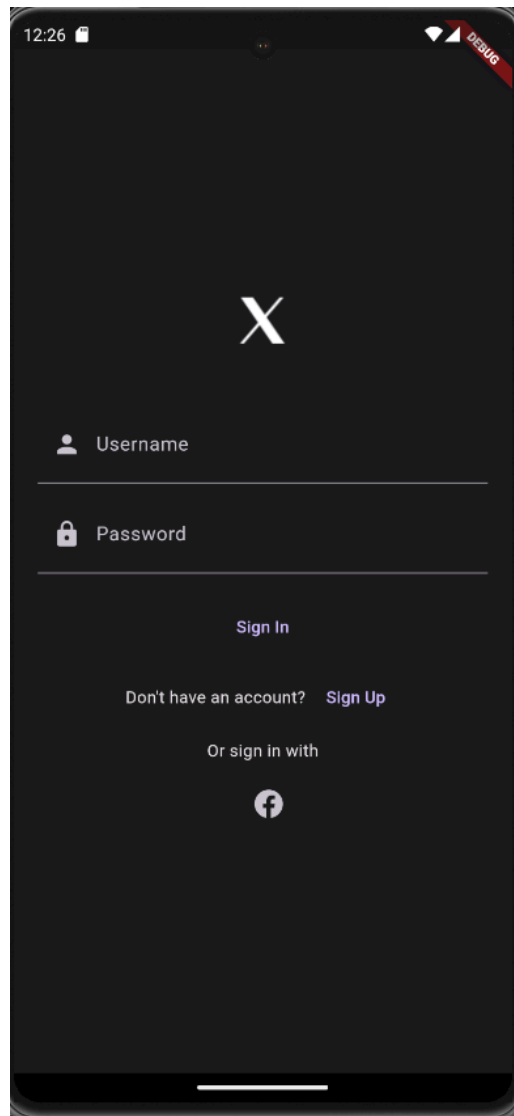
```

```

IconButton(
  icon: Falcon(FontAwesomeIcons.facebook),
  onPressed: () {
  },
),
],
),
],
),
),
);
}
}

```

OUTPUT:



CONCLUSION:

1. Learnt about fonts, images and icons in flutter.
2. Imported a new library for icons and added it to the pubspec.yaml file.
3. Faced errors in adding image due to usage of assets syntax instead of network syntax while using image from browser.