Experiment no.3
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Aim:To include icons, images, fonts in Flutter app

Theory:

Images in Flutter

Images in Flutter are represented using the Image widget. They can be displayed from various sources such as assets, network, memory, or files. Flutter supports popular image formats like PNG, JPEG, GIF, WebP, and BMP. You can customize the display of images using properties like fit, width, height, and more.

Icons in Flutter

Icons in Flutter are vector graphics used to represent actions, categories, or entities in an app's user interface. Flutter includes a set of built-in Material Design icons and Cupertino icons (for iOS-style design). You can easily incorporate icons into your app using the Icon widget, specifying the desired icon from the available icon sets.

Fonts in Flutter

Fonts in Flutter allow you to customize the typography and appearance of text in your app. Flutter supports both system fonts and custom fonts. Custom fonts can be declared in the pubspec.yaml file, specifying the font family name and the font files' paths. Once declared, you can use custom fonts by setting the fontFamily property in the TextStyle widget when styling text widgets.

Overall, images, icons, and fonts are fundamental elements in Flutter that contribute to creating visually appealing and engaging user interfaces in Flutter apps. They provide

developers with the flexibility to customize the look and feel of their apps and enhance the user experience.

Code:

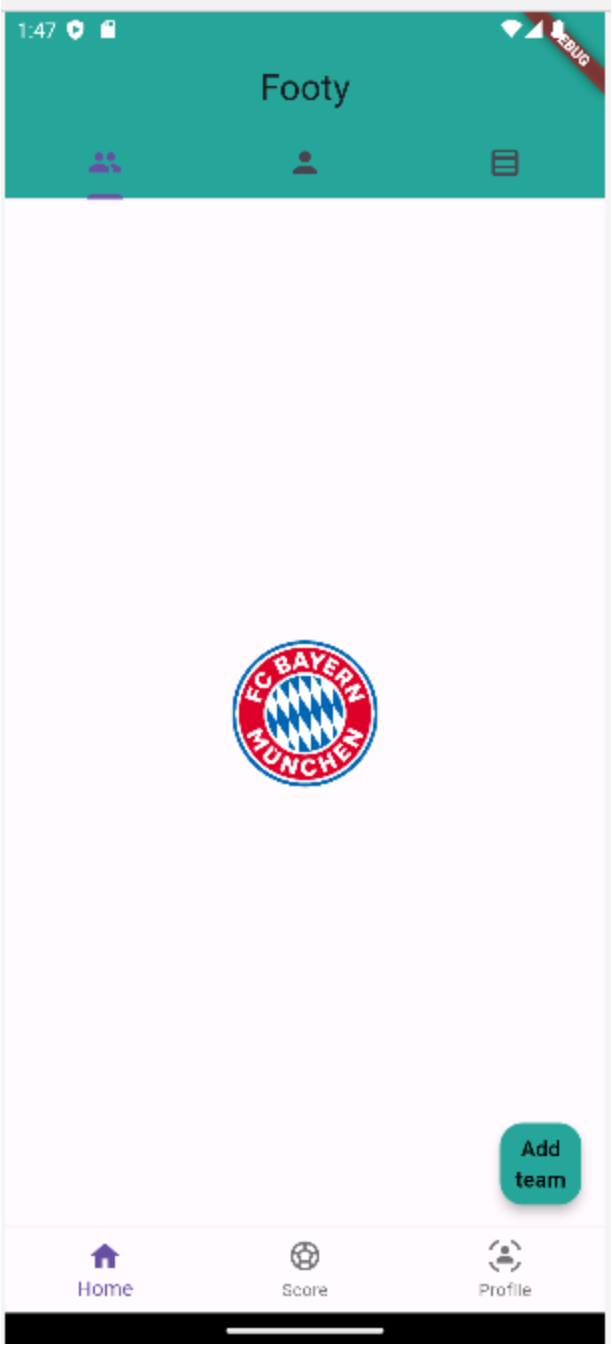
```
import 'package:flutter/material.dart';

void main()=> runApp(MaterialApp(
 home: Home(),
 theme: ThemeData(
   fontFamily: 'Teko',
 ),
));


class Home extends StatelessWidget {
 const Home({super.key});

 @override
 Widget build(BuildContext context) {
   return DefaultTabController(
     initialIndex: 0,
     length: 3,
     child: Scaffold(
       appBar: AppBar(
         title:Text("Footy",
           style: TextStyle(
               fontSize: 25
           ),
         ),
         centerTitle: true,
         backgroundColor: Colors.teal[400],
         bottom: TabBar(
           tabs: [
             Tab(
               icon: Icon(Icons.people),
             ),
             Tab(
               icon: Icon(Icons.person),
             ),
             Tab(
```

```
        icon: Icon(Icons.table_rows_outlined),
      ),
    ],
  ),
),
body:
TabBarView(
  children: <Widget>[
    Center(
      child: Image.asset('Assets/bayern.png',
        width: 100,
        height: 100,
      )
    ),
    Center(
      child: Text("Player Stats",
        style: TextStyle(
          fontSize: 30,
          fontFamily: 'Teko',
        ),
      ),
    ),
    Center(
      child: Text("Points table",
        style: TextStyle(
          fontSize: 30,
          fontFamily: 'Teko',
        ),
      ),
    ),

  ],

),
```

```
      bottomNavigationBar:Bottombar(),
      floatingActionButton:FloatingActionButton(
        onPressed: () {},
        child:Text("Add team",
          textAlign: TextAlign.center,
          style: TextStyle(
            fontFamily: 'Teko',
            color: Colors.black,
            fontSize: 15,
          ),),
        backgroundColor: Colors.teal[400],

      ),
    ),
  );
 }
}

class Bottombar extends StatelessWidget {
 const Bottombar({super.key});

 @override
 Widget build(BuildContext context) {
  return BottomNavigationBar(
    items: [
      BottomNavigationBarItem(
        icon: Icon(Icons.home),
        label: 'Home',
        backgroundColor: Colors.deepOrange,
      ),
      BottomNavigationBarItem(
        icon: Icon(Icons.sports_soccer),
        label: 'Score',
        backgroundColor: Colors.green,
      ),
      BottomNavigationBarItem(
        icon: Icon(Icons.sensor_occupied),
        label: 'Profile',
        backgroundColor: Colors.green,
      ),
```

```
    ],
  );
 }
}
```

```yaml
fonts:
 - family: Roboto
   fonts:
      - asset: Fonts/RobotoCondensed-VariableFont_wght.ttf
 - family: Teko
   fonts:
     - asset: Fonts/Teko-VariableFont_wght.ttf
 - family: Anton
   fonts:
     - asset: Fonts/Anton-Regular.ttf
assets:
     - Assets/bayern.png
```



Conclusion: Hence, we were able to successfully add assets like images, fonts and icons into our project and were able to enhance it