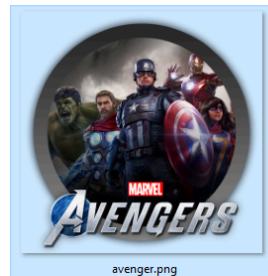
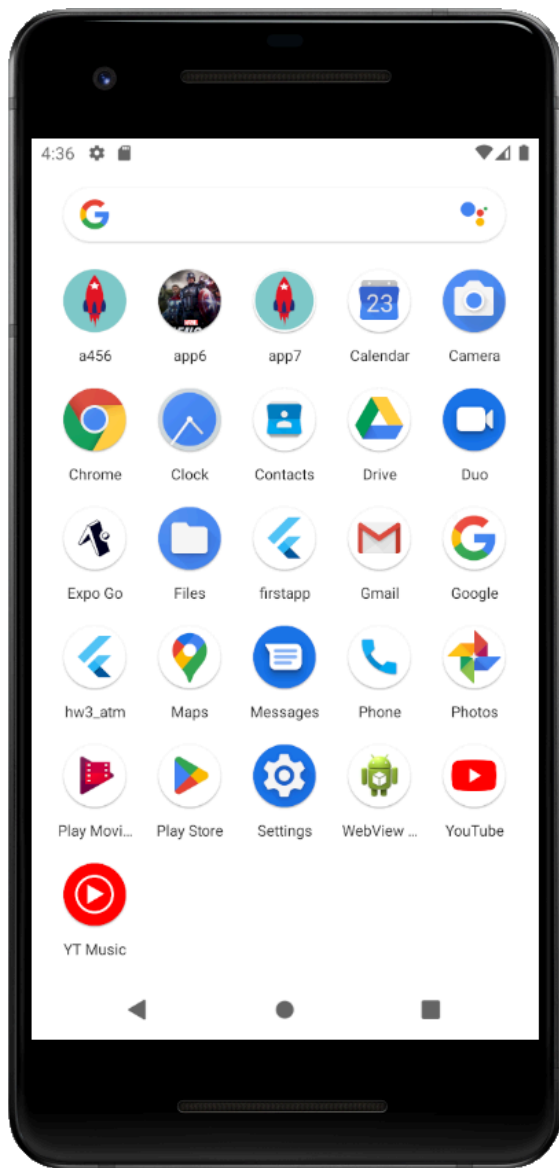
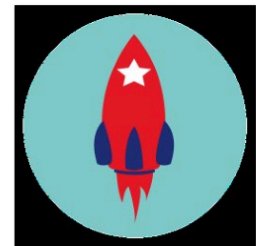


Flutter Change App Icon



avenger.png



icon2.png



ig.png



line.png

https://pub.dev/packages/flutter_launcher_icons

flutter_launcher_icons 0.14.2

Published 17 days ago •  fluttercommunity.dev Dart 3 compatible

[SDK](#) [DART](#) [FLUTTER](#) [PLATFORM](#) [ANDROID](#) [IOS](#) [LINUX](#) [MACOS](#) [WINDOWS](#)

 7.2K

[Readme](#) [Changelog](#) [Example](#) [Installing](#) [Versions](#) [Scores](#)

Use this package as a library

Depend on it

Run this command:


With Dart:

```
$ dart pub add flutter_launcher_icons
```




With Flutter:

```
$ flutter pub add flutter_launcher_icons
```



This will add a line like this to your package's pubspec.yaml (and run an implicit `dart pub get`):

```
dependencies:  
  flutter_launcher_icons: ^0.14.2
```



Alternatively, your editor might support `dart pub get` or `flutter pub get`. Check the docs for your editor to learn more.

pubspec.yaml

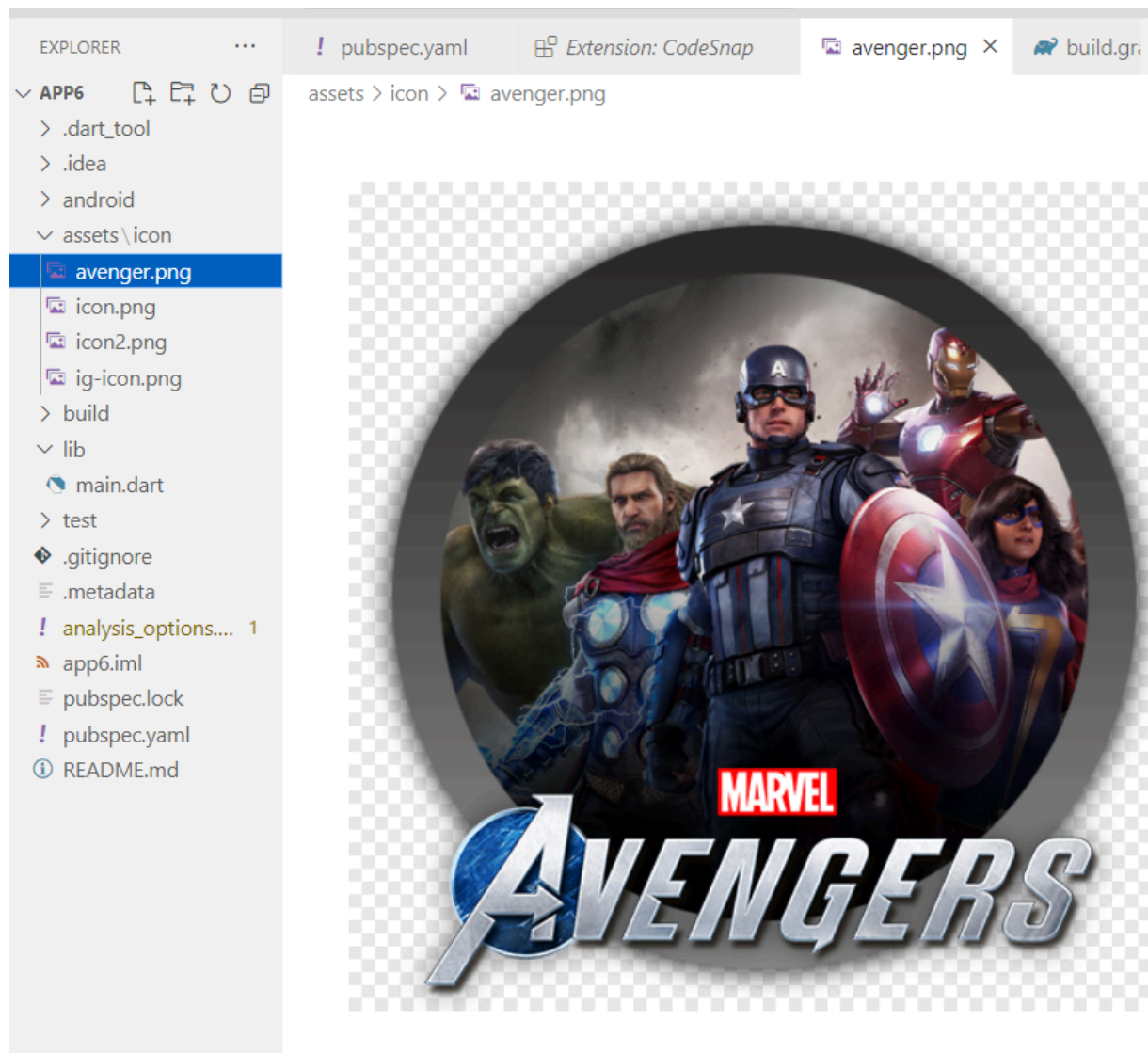


```
1  name: app6
2  description: "A new Flutter project."
3
4  publish_to: 'none'
5
6  version: 1.0.0+1
7
8  environment:
9    sdk: ^3.5.4
10
11  dependencies:
12    flutter:
13      sdk: flutter
14
15    cupertino_icons: ^1.0.8
16
17  dev_dependencies:
18    flutter_test:
19      sdk: flutter
20    flutter_launcher_icons: "^0.14.2"
21
22  flutter_launcher_icons:
23    android: "ic_launcher"
24    #ios: true
25    image_path: "assets/icon/avenger.png"
26    adaptive_icon_background: "#ffffff"
27    adaptive_icon_foreground: "assets/icon/avenger.png"
28
29    flutter_lints: ^4.0.0
30
31  flutter:
32    uses-material-design: true
33
34  assets:
35    - assets/
```

Command

App\> flutter pub run flutter_launcher_icons

Path of icon : assets \ icon \ icon.png



Command

```
App\> flutter run
```

