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Experiment No 3

Aim: To include images and fonts in flutter app

Code:

```
import
'package:facebook_clone/features/auth/presentation/screens/create_account_
screee.dart';
import
'package:facebook_clone/features/auth/providers/auth_provider.dart';
import 'package:flutter/material.dart';
import 'package:flutter_riverpod/flutter_riverpod.dart';

import '/core/constants/constants.dart';
import '/core/widgets/round_button.dart';
import '/core/widgets/round_text_field.dart';
import '/features/auth/utils/utils.dart';

final _formKey = GlobalKey<FormState>();

class LoginScreen extends ConsumerStatefulWidget {
  const LoginScreen({super.key});

  @override
  ConsumerState<LoginScreen> createState() => _LoginScreenState();
}

class _LoginScreenState extends ConsumerState<LoginScreen> {
  late final TextEditingController _emailController;
  late final TextEditingController _passwordController;

  bool isLoading = false;

  @override
  void initState() {
    _emailController = TextEditingController();
```

```

    _passwordController = TextEditingController();
    super.initState();
  }
  @override
  void dispose() {
    _emailController.dispose();
    _passwordController.dispose();
    super.dispose();
  }
  Future<void> login() async {
    if (_formKey.currentState!.validate()) {
      _formKey.currentState!.save();
      setState(() => isLoading = true);
      await ref.read(authProvider).signIn(
        email: _emailController.text,
        password: _passwordController.text,
      );
      setState(() => isLoading = false);
    }
  }
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(),
      body: Padding(
        padding: Constants.defaultPadding,
        child: Column(
          mainAxisAlignment: MainAxisAlignment.max,
          mainAxisAlignment: MainAxisAlignment.spaceAround,
          children: [
            Image.asset(
              'assets/icons/fb_logo.png',
              width: 60,
            ),
            Form(
              key: _formKey,
              child: Column(
                children: [
                  RoundTextField(
                    controller: _emailController,

```

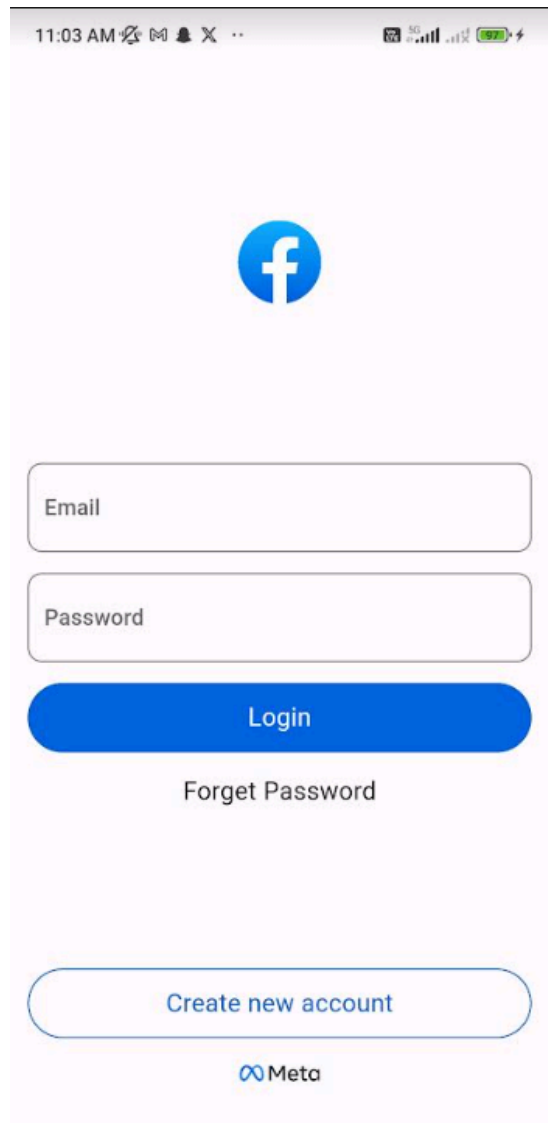
```

        hintText: 'Email',
        keyboardType: TextInputType.emailAddress,
        textInputAction: TextInputAction.next,
        validator: validateEmail,
    ),
    const SizedBox(height: 15),
    RoundTextField(
        controller: _passwordController,
        hintText: 'Password',
        keyboardType: TextInputType.visiblePassword,
        textInputAction: TextInputAction.done,
        isPassword: true,
        validator: validatePassword,
    ),
    const SizedBox(height: 15),
    RoundButton(onPressed: login, label: 'Login'),
    const SizedBox(height: 15),
    const Text(
        'Forget Password',
        style: TextStyle(fontSize: 18),
    ),
    ],
),
),
Column(
    children: [
        RoundButton(
            onPressed: () {
                Navigator.of(context).pushNamed(
                    CreateAccountScreen.routeName,
                );
            },
            label: 'Create new account',
            color: Colors.transparent,
        ),
        Image.asset(
            'assets/icons/meta.png',
            height: 50,
        ),
    ],
),

```

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

Output:



The screenshot shows the Facebook login interface on a mobile device. At the top, the status bar displays the time as 11:03 AM, along with various notification icons and a battery level of 97%. The main content area features the Facebook logo at the top center. Below the logo are two input fields: one labeled "Email" and another labeled "Password". A prominent blue "Login" button is positioned below these fields. Underneath the "Login" button is a link that says "Forget Password". At the bottom of the login section is a button labeled "Create new account". The footer of the app shows the Meta logo.