

## Experiment No: 3

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**AIM:-** To add advanced Flutter UI by including widgets like Image, Fonts, Icons.

### **THEORY:-**

Flutter provides robust mechanisms for working with images, fonts, and icons in your app's user interface. Here's a summary of their functionalities and considerations:

#### **Images:**

- **Loading and Displaying:** Use the Image widget to load and display images from various sources like assets, network URLs, or files. Adjust properties like fit, alignment, and opacity for customization.
- **Asset Management:** Store images within your app's assets directory (usually under assets/images/). Flutter automatically handles different screen resolutions and densities.
- **Network Images:** Use the Image.network constructor to directly load images from URLs. Ensure proper internet connectivity and consider caching mechanisms for efficiency.
- **Caching and Performance:** Flutter automatically caches downloaded images. For complex scenarios, explore advanced caching libraries like cached\_network\_image.

#### **Fonts:**

- **Using System Fonts:** Access system fonts available on the device using the Text widget's fontFamily property.
- **Custom Fonts:** Include custom fonts in your app's pubspec.yaml file and integrate them using the GoogleFonts package or by loading font files manually.
- **Font Styling:** Control font properties like size, weight, color, and more using the TextStyle class within the Text widget.

- **Text Layouts and Effects:** Flutter offers rich text editing and layout features. Explore properties like `textAlign`, `overflow`, and `textSpan` for advanced text formatting and effects.

## Icons:

- **Material Icons:** Flutter provides built-in access to a vast collection of Material Design icons through the `Icons` class. Use them with the `Icon` widget for simple icon display.
- **Custom Icons:** You can create custom vector icons or use icon fonts. Popular packages like `flutter_icons` and `font_awesome_flutter` provide diverse icon sets.
- **Icon Styling:** Modify icons' colors, sizes, and other properties directly through the `Icon` widget's parameters.
- **Animations and Interactions:** Integrate icon animations and interactions using gestures, animations, and state management techniques.

## CODE:-

### main.dart

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

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

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

  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      themeMode: ThemeMode.dark,
      home: Scaffold(
        body: SafeArea(
          child: Column(
            children: [
              Stack(
                children: [
                  Padding(
                    padding: const EdgeInsets.fromLTRB(0, 100, 0, 0),
```

```

        child: Image.asset('assets/images/avocado_toast.jpg'),
      ),
      const Positioned(
        top: 20.0,
        left: 20.0,
        child: Text(
          'Buber Breakfast',
          style: TextStyle(
            color: Colors.black,
            fontSize: 24.0,
            fontWeight: FontWeight.bold,
          ),
        ),
      ),
    ),
    const Positioned(
      top: 50.0,
      left: 20.0,
      child: Text(
        'Vegan Sunshine',
        style: TextStyle(
          fontWeight: FontWeight.bold,
          color: Colors.black,
          fontSize: 16.0,
        ),
      ),
    ),
    const Positioned(
      top: 20.0,
      right: 20.0,
      child: Text(
        '9:41',
        style: TextStyle(color: Colors.black),
      ),
    ),
  ],
),
const Padding(
  padding: EdgeInsets.all(20.0),
  child: Text(

```

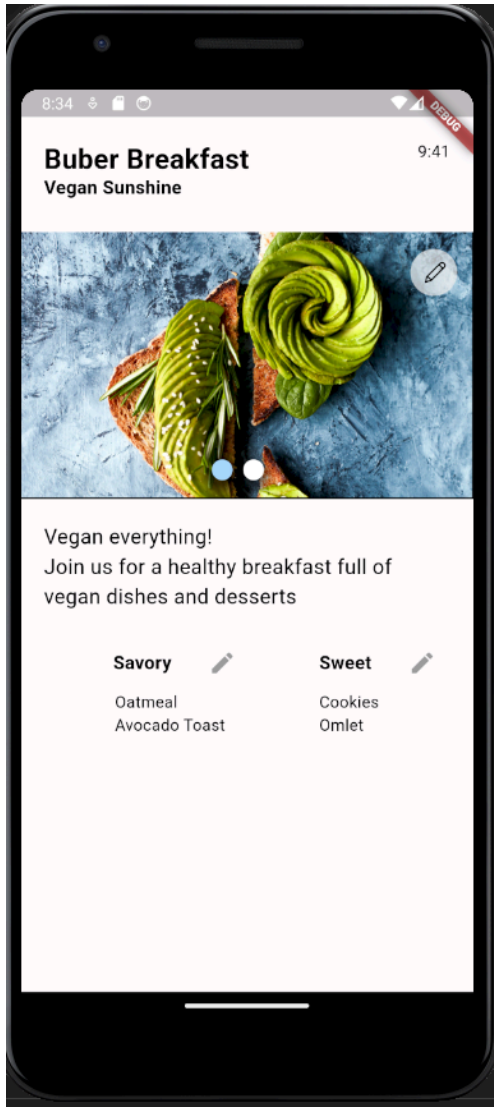
```
      'Vegan everything!\nJoin us for a healthy breakfast full  
of vegan dishes and desserts',
```

```
      style: TextStyle(  
        color: Colors.black,  
        fontSize: 18.0,  
      ),  
    ),  
  ),  
  const Row(  
    mainAxisAlignment: MainAxisAlignment.spaceEvenly,  
    children: [  
      Padding(  
        padding: EdgeInsets.fromLTRB(60, 0, 0, 0),  
        child: Text(  
          'Savory',  
          style: TextStyle(  
            fontFamily: 'Roboto',  
            color: Colors.black,  
            fontSize: 16.0,  
            fontWeight: FontWeight.bold,  
          ),  
        ),  
      ),  
      IconButton(  
        icon: Icon(  
          Icons.edit,  
          color: Colors.grey, // Adjust color as needed  
          // size: 24.0,  
        ),  
        onPressed: null),  
      Padding(  
        padding: EdgeInsets.fromLTRB(40, 0, 0, 0),  
        child: Text(  
          'Sweet',  
          style: TextStyle(  
            fontFamily: 'Roboto',  
            color: Colors.black,  
            fontSize: 16.0,  
            fontWeight: FontWeight.bold,  
          ),  
        ),  
      ),  
    ],  
  ),  
),
```

```

        ),
    ),
    IconButton(
        icon: Icon(
            Icons.edit,
            color: Colors.grey, // Adjust color as needed
            // size: 24.0,
        ),
        onPressed: null),
    ],
),
const Row(
    mainAxisAlignment: MainAxisAlignment.spaceEvenly,
    children: [
        Text(
            'Oatmeal\nAvocado Toast',
            style: TextStyle(color: Colors.black),
        ),
        Text(
            'Cookies\nOmlet',
            style: TextStyle(color: Colors.black),
        ),
    ],
),
),
),
),
),
);
}
}

```



**CONCLUSION:-** In this experiment, we explored the diverse tools Flutter offers for crafting engaging visuals and user experiences.

- **Images:** We learned how to seamlessly integrate images from various sources, ensuring optimal performance and accessibility.
- **Fonts:** We discovered the power of using system and custom fonts, allowing for expressive and personalized text displays.
- **Icons:** We delved into the world of Material Icons and custom icon options, adding interactivity and visual clarity to our interfaces