

### Flutter – Asset Image:

A flutter app when built has both assets (resources) and code. Assets are available and deployed during runtime. The asset is a file that can include static data, configuration files, icons, and images. The Flutter app supports many image formats, such as JPEG, WebP, PNG, GIF, animated WebP/GIF, BMP, and WBMP.

#### Syntax:

`Image.asset('image name')`

#### Steps to Add an Image:

1. Create a new folder
  - It should be in the root of your flutter project. You can name it whatever you want, but assets are preferred.
  - If you want to add other assets to your app, like fonts, it is preferred to make another subfolder named images.
2. Now you can copy your image to images sub-folder. The path should look like `assets/images/yourImage`. Before adding images also check the above-mentioned supported image formats.
3. Register the assets folder in `pubspec.yaml` file and update it.
  - a) To add images, write the following code:

```
flutter:  
  assets:  
    - assets/images/yourFirstImage.jpg  
    - assets/image/yourSecondImage.jpg
```

- b) If you want to include all the images of the assets folder then add this:

```
flutter:  
  assets:  
    - assets/images/
```

4. Insert the image code in the file, where you want to add the image.  
`Image.asset('assets/images/FAMTIT.jpg')`

### Flutter Chart:

We can display data in different types of charts such as bar charts, line charts, pie charts etc. using this `charts_flutter` package. We are creating bar charts to compare data in this practical.

## 11. Installation Steps / Performance Steps and Results –

Q1	Use flutter icons in flutter App development.
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#### Source code:

```
import 'package:flutter/material.dart';  
  
void main() => runApp(MyApp());  
  
class MyApp extends StatelessWidget {  
  // This widget is the root of your application.  
  @override  
  Widget build(BuildContext context) {
```

```

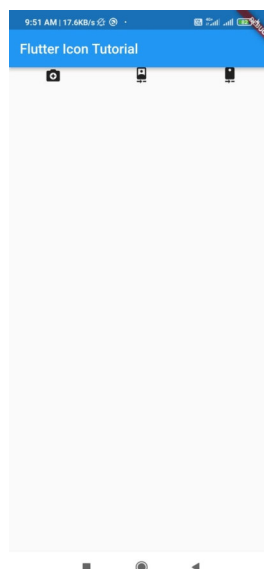
    return MaterialApp(
      theme: ThemeData(
        primarySwatch: Colors.blue,
      ),
      home: MyIconPage(),
    );
  }
}

class MyIconPage extends StatefulWidget {
  @override
  _MyIconPageState createState() => _MyIconPageState();
}

class _MyIconPageState extends State<MyIconPage> {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text('Flutter Icon Tutorial'),
      ),
      body: Row(
        mainAxisAlignment: MainAxisAlignment.spaceAround,
        children: <Widget>[
          Icon(Icons.camera_enhance),
          Icon(Icons.camera_front),
          Icon(Icons.camera_rear),
        ],
      ),
    );
  }
}

```

**Output:**



Q2	Use flutter image.asset to add image in flutter App development.
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**Source code:**

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

void main() => runApp(MyApp());

class MyApp extends StatelessWidget {
  // This widget is the root
  // of your application

  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      home: Scaffold(
        appBar: AppBar(
          title: Text('Insert Image Demo'),
        ),
        body: Center(
          child: Column(
            children: <Widget>[
              Image.asset('assets/images/famtitlab.jpg'),
            ],
          ),
        ),
      ),
    );
  }
}
```

**Output:**

