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### MPL Practical 03

**Aim: To learn how to add icons, images, and custom fonts in a Flutter application.**

#### Theory:

In Flutter, icons, images, and fonts help in enhancing the UI and user experience.

1. Icons:
  - Flutter provides built-in icons through the `Icons` class.
  - Custom icons can be added using the `Icon` widget.
2. Images:
  - Images can be displayed using the `Image.asset()` method for local assets or `Image.network()` for online images.
  - Local images must be stored in the `assets/` folder and declared in `pubspec.yaml`.
3. Fonts:
  - Custom fonts can be added by placing font files in the `assets/fonts/` directory.
  - The font must be registered in `pubspec.yaml` and set using `fontFamily` in `TextStyle`.

#### Implementation in Our Code:

- Icons: Used `Icons.sports_soccer` in the `AppBar` and `Icons.add_circle`, `Icons.search` in buttons.
- Image: Displayed `team_finder_logo.png` using `Image.asset()`.
- Custom Font: Added "Poppins" font in `pubspec.yaml` and applied it globally.

#### CODE:

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

```
void main() {  
  runApp(TeamFinderApp());  
}
```

```
class TeamFinderApp extends StatelessWidget {  
  @override  
  Widget build(BuildContext context) {  
    return MaterialApp(  
      debugShowCheckedModeBanner: false,  
      title: 'Team Finder',  
      theme: ThemeData(  
        primarySwatch: Colors.blue,  
        fontFamily: 'Poppins', // Custom font  
        colorScheme: ColorScheme.fromSwatch().copyWith(  
          primary: Colors.blue[900],  
          secondary: Colors.blue[700],  
        ),  
      ),  
    );  
  }  
}
```

```

    ),
    visualDensity: VisualDensity.adaptivePlatformDensity,
  ),
  home: HomePage(),
);
}
}

```

```

class HomePage extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text('Welcome to Team Finder', style: TextStyle(fontWeight: FontWeight.bold)),
        leading: Icon(Icons.sports_soccer), // Icon in AppBar
      ),
      body: HomeContent(),
    );
  }
}

```

```

class HomeContent extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return Padding(
      padding: EdgeInsets.all(16.0),
      child: Column(
        crossAxisAlignment: CrossAxisAlignment.center,
        children: [
          Center(
            child: Image.asset('assets/team_finder_logo.png', height: 150), // Display image
          ),
          SizedBox(height: 10),
          Text(
            'Team Finder App',
            style: TextStyle(fontSize: 24, fontWeight: FontWeight.bold, color: Colors.blue[900]),
          ),
          SizedBox(height: 10),
          Text(
            'Find and join local teams for practice, form your own team, and connect with fellow athletes.',
            textAlign: TextAlign.center,

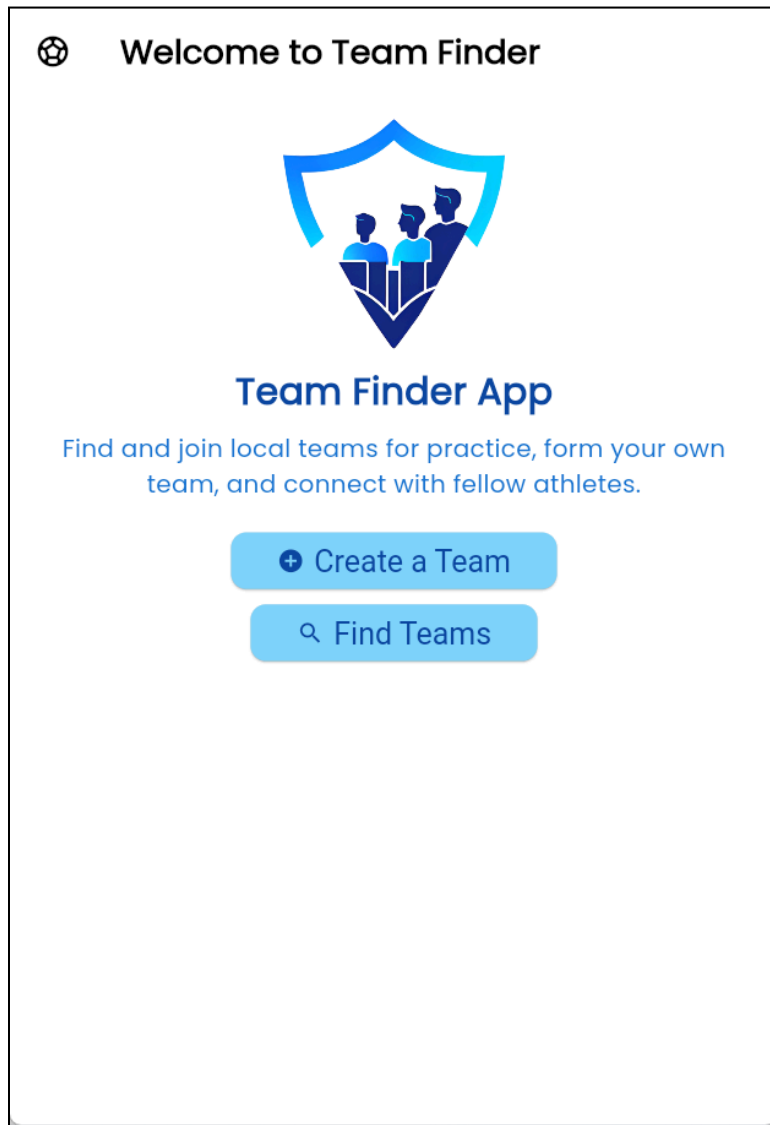
```

```

        style: TextStyle(fontSize: 16, color: Colors.blue[700]),
      ),
      SizedBox(height: 20),
      ElevatedButton.icon(
        onPressed: () {},
        icon: Icon(Icons.add_circle), // Button icon
        label: Text('Create a Team'),
        style: ElevatedButton.styleFrom(
          backgroundColor: Colors.lightBlue[200],
          padding: EdgeInsets.symmetric(horizontal: 30, vertical: 15),
          textStyle: TextStyle(fontSize: 20),
          shape: RoundedRectangleBorder(
            borderRadius: BorderRadius.circular(10),
          ),
        ),
      ),
      SizedBox(height: 10),
      ElevatedButton.icon(
        onPressed: () {},
        icon: Icon(Icons.search), // Button icon
        label: Text('Find Teams'),
        style: ElevatedButton.styleFrom(
          backgroundColor: Colors.lightBlue[200],
          padding: EdgeInsets.symmetric(horizontal: 30, vertical: 15),
          textStyle: TextStyle(fontSize: 20),
          shape: RoundedRectangleBorder(
            borderRadius: BorderRadius.circular(10),
          ),
        ),
      ),
    ],
  ),
];
};
}
}

```

## OUTPUT:



## Conclusion:

In this experiment, we successfully implemented icons, images, and custom fonts to enhance the UI of our Flutter app. Initially, we faced an issue where the custom font was not applying because it was not properly declared in `pubspec.yaml`, but we resolved it by correctly specifying the font path and restarting the app.