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Experiment-3

Aim: To include icons, images, fonts in Flutter app

Code:

main.dart

```
import 'package:flutter/material.dart';
void main() {
  runApp(const MyApp());
}
class MyApp extends StatelessWidget {
  const MyApp({Key? key}) : super(key: key);
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      title: 'Welcome to Flutter',
      home: Scaffold(
        appBar: AppBar(
          title: const Text('Welcome to Flutter'),
        ),
        body: Center(
          child: Image.asset('assets/comp.png'),
        ),
      ),
    );
  }
}
```

pubspec.lock

```
# To add assets to your application, add an assets section, like this:
assets:
  - assets/comp.png
# - images/a_dot_ham.jpeg
```

Output:

