

## EXPERIMENT NO : 03

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AIM: - To include icons, images, fonts in Flutter app.

Theory: -

Flutter is a versatile open-source UI framework , which allows developers to build natively compiled applications for mobile, web, and desktop platforms from a single codebase. One of the key strengths of Flutter is its flexibility in creating highly customizable UIs. This focuses on incorporating essential visual elements—icons, images, and custom fonts—into a Flutter application. These elements enhance the visual appeal and usability of the app, providing an engaging experience for users.

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.

Visual elements play a significant role in app development.

- Enhanced User Experience: Images and icons make your app visually appealing and user friendly.
- Information Conveyance: They convey information quickly and intuitively. A well chosen icon can replace lengthy text.
- Branding: Custom icons and images reinforce your app's branding, making it memorable. I.e, web, and desktop platforms from a single codebase.

Codes:

Bottom\_nav\_widget.dart

```
import 'package:flutter/material.dart';  
import '../screens/profile_page.dart'; // Import the ProfilePage
```

```
class BottomNavWidget extends StatefulWidget {  
  const BottomNavWidget({super.key});  
  
  @override  
  _BottomNavWidgetState createState() => _BottomNavWidgetState();  
}
```

```
class _BottomNavWidgetState extends State<BottomNavWidget> {  
  int _selectedIndex = 0;  
  
  void _onItemTapped(int index) {  
    setState(() {  
      _selectedIndex = index;
```

```

});
// Handle navigation based on the selected index
switch (index) {
  case 0:
    // Navigate to home
    Navigator.pushNamed(context, '/home');
    break;
  case 1:
    // Navigate to create post
    Navigator.pushNamed(context, '/create_post');
    break;
  case 2:
    // Navigate to notifications
    Navigator.pushNamed(context, '/notifications');
    break;
  case 3:
    // Navigate to profile
    Navigator.push(
      context,
      MaterialPageRoute(builder: (context) => const ProfilePage()),
    );
    break;
}
}
}

```

```

@override
Widget build(BuildContext context) {
  return BottomNavigationBar(
    type: BottomNavigationBarType.fixed,
    backgroundColor: Colors.white,
    selectedItemColor: Colors.blue,
    unselectedItemColor: Colors.grey,
    items: const <BottomNavigationBarItem>[
      BottomNavigationBarItem(
        icon: Icon(Icons.home),
        label: 'Home',
      ),
      BottomNavigationBarItem(
        icon: Icon(Icons.add_box),
        label: 'Create Post',
      ),
      BottomNavigationBarItem(
        icon: Icon(Icons.notifications),
        label: 'Notifications',

```

```

    ),
    BottomNavigationBarItem(
      icon: Icon(Icons.person),
      label: 'Profile',
    ),
  ],
  currentIndex: _selectedIndex,
  onTap: _onItemTapped,
);
}
}

```

Profile\_avatar.dart

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

```
class ProfileAvatar extends StatelessWidget {
  final VoidCallback onTap;
```

```
  const ProfileAvatar({super.key, required this.onTap});
```

```
  @override
```

```
  Widget build(BuildContext context) {
```

```
    return GestureDetector(
```

```
      onTap: onTap,
```

```
      child: Stack(
```

```
        children: [
```

```
          CircleAvatar(
```

```
            radius: 40,
```

```
            backgroundColor: Colors.blue,
```

```
          ),
```

```
          Positioned(
```

```
            bottom: 0,
```

```
            right: 0,
```

```
            child: CircleAvatar(
```

```
              radius: 12,
```

```
              backgroundColor: Colors.black,
```

```
              child: Icon(Icons.camera_alt, color: Colors.white, size: 15),
```

```
            ),
```

```
          ),
```

```
        ],
```

```
      ),
```

```
    );
```

```
  }
```

```
}
```

```

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

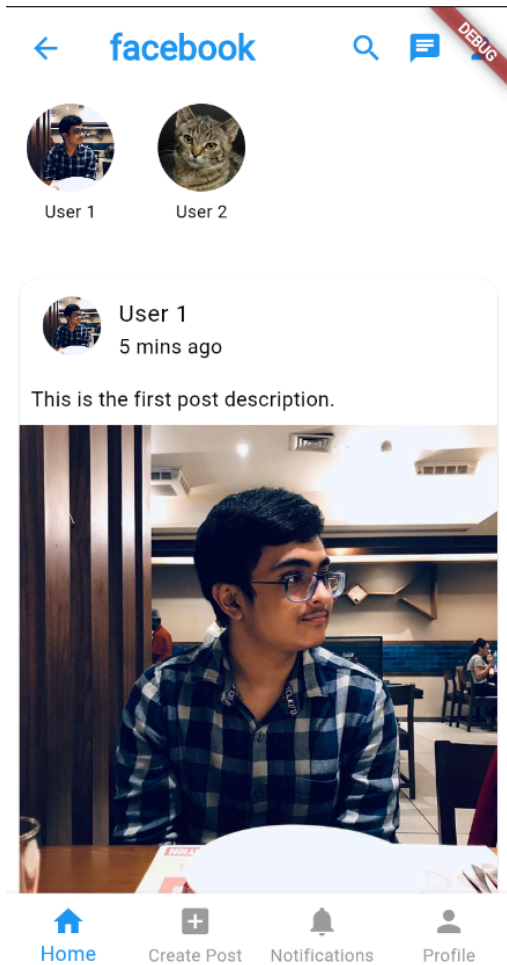
class StoriesWidget extends StatelessWidget {
  final List<String> imageUrls;

  const StoriesWidget({required this.imageUrls, super.key});

  @override
  Widget build(BuildContext context) {
    return Container(
      height: 100.0,
      margin: const EdgeInsets.symmetric(vertical: 10.0),
      child: ListView.builder(
        scrollDirection: Axis.horizontal,
        itemCount: imageUrls.length,
        itemBuilder: (context, index) {
          return Container(
            width: 80.0,
            margin: const EdgeInsets.symmetric(horizontal: 5.0),
            child: Column(
              children: [
                CircleAvatar(
                  radius: 30.0,
                  backgroundImage: AssetImage(imageUrls[index]),
                ),
                const SizedBox(height: 5.0),
                Text(
                  'User ${index + 1}',
                  style: const TextStyle(fontSize: 12.0, color: Colors.black),
                  overflow: TextOverflow.ellipsis,
                ),
              ],
            ),
          );
        },
      ),
    );
  }
}

```

Output:



## ← Notificatio...

- 
- A list of seven notifications, each with a bell icon, a title, a description, and a three-dot menu icon. A red "DEBUG" banner is visible in the top right corner.
- Notification 1  
This is a notification description.
  - Notification 2  
This is a notification description.
  - Notification 3  
This is a notification description.
  - Notification 4  
This is a notification description.
  - Notification 5  
This is a notification description.
  - Notification 6  
This is a notification description.
  - Notification 7  
This is a notification description.



## Profile

DEBUG



**Atharva Prabhu**

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About

This is the about section.



Photos



Settings



Logout