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D15A Roll No: 37

Exp No: 3

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

Theory:

1) NetworkImage:

Purpose: The NetworkImage widget is specifically designed to load and display images from URLs on the internet.

Usage: You provide the URL of the image you want to display as a string parameter to the NetworkImage constructor.

Loading: It handles the process of fetching the image from the network asynchronously, which means it won't block the UI thread while waiting for the image to download.

Caching: Flutter's image caching mechanism helps improve performance by caching images, reducing unnecessary network requests.

2) Icon:

Purpose: The Icon widget is used to display vector icons in Flutter apps. It's commonly used to represent actions, buttons, or other UI elements.

IconData: Icons are represented by IconData objects, each of which uniquely identifies an icon. Flutter provides a set of built-in icons through the Icons class.

Customization: Icons can be customized using the color, size, and semanticLabel properties. Additionally, you can customize the appearance of icons using the IconTheme widget.

3) Image

Purpose: The Image widget is a versatile tool for displaying images in Flutter apps, supporting various image sources such as assets, files, memory, and network URLs.

Source Types: Depending on the source of the image, you can use different constructors such as AssetImage, FileImage, MemoryImage, and NetworkImage.

Performance: Flutter optimizes image loading and rendering for better performance. It also provides features like image caching and image format decoding to improve efficiency.

Code:

```
import 'package:flutter/cupertino.dart';
import 'package:flutter/material.dart';
import 'package:igclone/utils/colors.dart';
import 'package:igclone/utils/global_variables.dart';
class MobileScreenLayout extends StatefulWidget {
 const MobileScreenLayout({Key? key}) : super(key: key);
 @override
 State<MobileScreenLayout> createState() => _MobileScreenLayoutState();
}
class _MobileScreenLayoutState extends State<MobileScreenLayout> {
 int _page = 0;
 late PageController pageController;
 @override
 void initState() {
  super.initState();
  pageController = PageController();
 }
 @override
 void dispose() {
  pageController.dispose();
  super.dispose();
 }
 void onPageChanged(int page) {
  setState(() {
   _page = page;
  });
```

```
}
void navigationTapped(int page) {
 pageController.jumpToPage(page);
}
@override
Widget build(BuildContext context) {
 return Scaffold(
  body: PageView(
   children: homeScreenItems,
   physics: NeverScrollableScrollPhysics(),
   controller: pageController,
   onPageChanged: onPageChanged,
  ),
  bottomNavigationBar: CupertinoTabBar(
   items: [
    BottomNavigationBarItem(
     icon: Icon(
      Icons.home,
      color: _page == 0 ? primaryColor : secondaryColor,
     label: ", // Removed empty string label
     backgroundColor: primaryColor,
    ),
    BottomNavigationBarItem(
     icon: Icon(
      Icons.search,
      color: _page == 1 ? primaryColor : secondaryColor,
     ),
     label: ", // Removed empty string label
     backgroundColor: primaryColor,
    BottomNavigationBarItem(
     icon: Icon(
```

```
Icons.add_circle,
       color: _page == 2 ? primaryColor : secondaryColor,
      ),
      label: ", // Removed empty string label
      backgroundColor: primaryColor,
    ),
     BottomNavigationBarItem(
      icon: Icon(
       Icons.favorite,
       color: _page == 3 ? primaryColor : secondaryColor,
     ),
      label: ", // Removed empty string label
      backgroundColor: primaryColor,
    ),
     BottomNavigationBarItem(
      icon: Icon(
       Icons.person,
       color: _page == 4 ? primaryColor : secondaryColor,
      ),
      label: ", // Removed empty string label
      backgroundColor: primaryColor,
    ),
   ],
   onTap: navigationTapped,
  ),
 );
}
```

Output:

