

## MAD PWD LAB EXPERIMENT 3

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AIM:To make use icons,fonts and images in flutter UI

### THEORY:

Icons, fonts, and images are essential elements in UI design, providing visual representation, branding, and enhancing user experience.

#### 1. Icons:

Icons are small, graphical representations of actions, objects, or concepts.

They serve as visual cues to convey meaning or functionality in an application.

Icons help users quickly recognize and interact with various elements within the user interface.

Code for adding icons in flutter ui:

```
SizedBox(height: 20.0),  
Icon(  
  Icons.favorite,  
  size: 56.0,  
  color: Colors.purpleAccent,  
) , // Icon  
SizedBox(height: 20.0),
```

#### 2.Fonts:

Fonts are sets of typefaces or styles used to display text in a consistent and visually appealing manner.

They contribute to the overall aesthetics and readability of the UI.

Different fonts evoke different emotions and can reflect the brand's identity or theme of the application.

Code for adding fonts:

```
Text(  
  'Hello, Flutter!',  
  style: TextStyle(  
    fontFamily: 'Roboto',  
    fontSize: 24.0,  
    fontWeight: FontWeight.bold,  
  ), // TextStyle  
) // Text
```

### 3.Images

Images are visual representations of objects, scenes, or graphics used to enhance the UI.

They provide context, branding, and visual appeal to the application.

Images can be in various formats, such as PNG, JPEG, GIF, SVG, etc.

In Flutter, images can be loaded from local assets, network URLs, or memory.

Local images are typically stored in the assets folder of the Flutter project and can be displayed using the `Image.asset` widget.

Code for adding images:

```

    SizedBox(height: 20.0),
    Image.asset(
      'assets/th.jpeg',
      width: 400,
      height: 400,
    ), // Image.asset
  // <Widget>[]

```

icons, fonts, and images play crucial roles in UI design by providing visual cues, enhancing readability, and contributing to the overall aesthetics and user experience of the application.

Code:

```

import 'package:flutter/material.dart';

void main() {
  runApp(MyApp());
}

class MyApp extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      home: Scaffold(
        appBar: AppBar(
          title: Text('WELCOME PAGE'),
        ),
        body: Center(
          child: Column(
            mainAxisAlignment: MainAxisAlignment.center,
            children: <Widget>[
              Text(
                'Hello, Flutter!',
                style: TextStyle(
                  fontFamily: 'Roboto',
                  fontSize: 24.0,
                  fontWeight: FontWeight.bold,
                ),
              ),
            ],
          ),
        ),
      ),
    );
  }
}

```

```
        SizedBox(height: 20.0),
        Icon(
          Icons.favorite,
          size: 56.0,
          color: Colors.purpleAccent,
        ),
        SizedBox(height: 20.0),
        Image.asset(
          'assets/th.jpeg',
          width: 400,
          height: 400,
        ),
      ],
    ),
  ),
),
);
}
```

Output:

7:39



DEBUG

# WELCOME PAGE

## Hello, Flutter!



**Conclusion:** Successfully made use of flutter widgets like fonts, icons and images in Flutter UI.