Assignment -1

1. Displaying an Image from Assets:

- Create an `Image.asset` widget to display an image from the app's local assets.
- Add the image to your project's `assets` directory.
- Ensure the image path is properly configured in the `pubspec.yaml` file.
- Add properties like `width`, `height`, `fit`, and `alignment` to customize the image.

Tasks:

- Add a border radius to the image.
- Add a shadow effect for a more polished look.

Solution:-

`pubspec.yaml`

```
  # To add assets to your application, add an assets section, like this:
assets:
    - Images/3.png
    - Images/4.png
```

main.dart

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

void main() {
  runApp(
    MaterialApp(
      debugShowCheckedModeBanner: false,
      home: Scaffold(
        backgroundColor: Colors.cyan[200],
        appBar: AppBar(
          title: Text("Image app"),
          centerTitle: true,
          backgroundColor: Colors.blue,
        ),
          body: Center(
          child: Container(
```
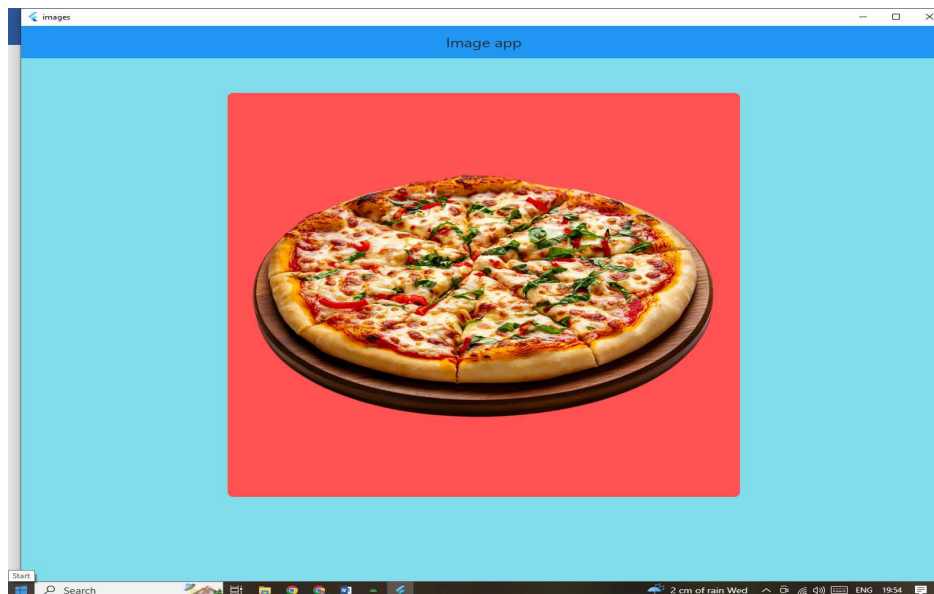
```dart
        child: Column(
          children: <Widget>[
            Container(
              margin: EdgeInsets.all(50),
              width: 500.0,
              height: 500.0,
              decoration: BoxDecoration(
                borderRadius:
BorderRadius.all(Radius.circular(8.0)),
                color: Colors.greenAccent,
              ),
              child: Image(
                image:
AssetImage("Images/3.png"),
                height: 400,
                width: 300,
              ), //Image
            ),//Container
          ], //<Widget>[]
        ), //Column
      ),//Container
    ),//Center
  ),//Scaffold
  ),//MaterialApp
 );
}
```

OUTPUT :-

2. Displaying an Image from the Network:

- Use the `Image.network` widget to display an image from a remote URL.
- Add properties like `width`, `height`, `fit`, and `alignment` for better control.
- Implement loading and error handling for a more user-friendly experience.

SOLUTION :-

INPUT :-

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

void main() {
  runApp(
    MaterialApp(
      debugShowCheckedModeBanner: false,
      home: Scaffold(
        backgroundColor: Colors.cyan[200],
        appBar: AppBar(
          title: Text("Image app"),
          centerTitle: true,
          backgroundColor: Colors.blue,
        ),
        body: Center(
          child: Container(
            child: Column(
              children: <Widget>[
                Container(
                  margin: EdgeInsets.all(60),
                  width: 700.0,
                  height: 700.0,
                  decoration: BoxDecoration(
                    borderRadius:
BorderRadius.all(Radius.circular(8.0)),
                    color: Colors.redAccent,
                  ),
                  child: Image(
                    image: NetworkImage(

'https://flutter.github.io/assets-for-api-
docs/assets/widgets/owl.jpg',
                    ),
                    height: 600,
                    width: 600,
```

```
        ), //Image
      ),//Container
    ], //<Widget>[]
   ), //Column
  ),//Container
 ),//Center
),//Scaffold
),//MaterialApp
);
}
```

OUTPUT:-