

ImagePicker: Latest Version

In the next lecture, we use the ImagePicker package.

It generally works as shown but if you're using its latest version, you need to adjust the code we're going to write a little bit.

Use this code:

```
1. import 'dart:io'; // at beginning of file
2. ...
3. final picker = ImagePicker();
4. final pickedImage = await picker.getImage(...);
5. final pickedImageFile = File(pickedImage.path); // requires import 'dart:io';
```

instead of

```
1. final pickedImageFile = await ImagePicker.pickImage(...);
```

(which we're going to write).

The code shown in the lectures also still works (i.e. changing it is indeed optional) but switching to the new syntax is the future-proof way of using that package.

The options you can set and how you use the image hasn't changed.