

| EXPERIMENT 3 | |
|---------------|----------------|
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| Sign | |

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

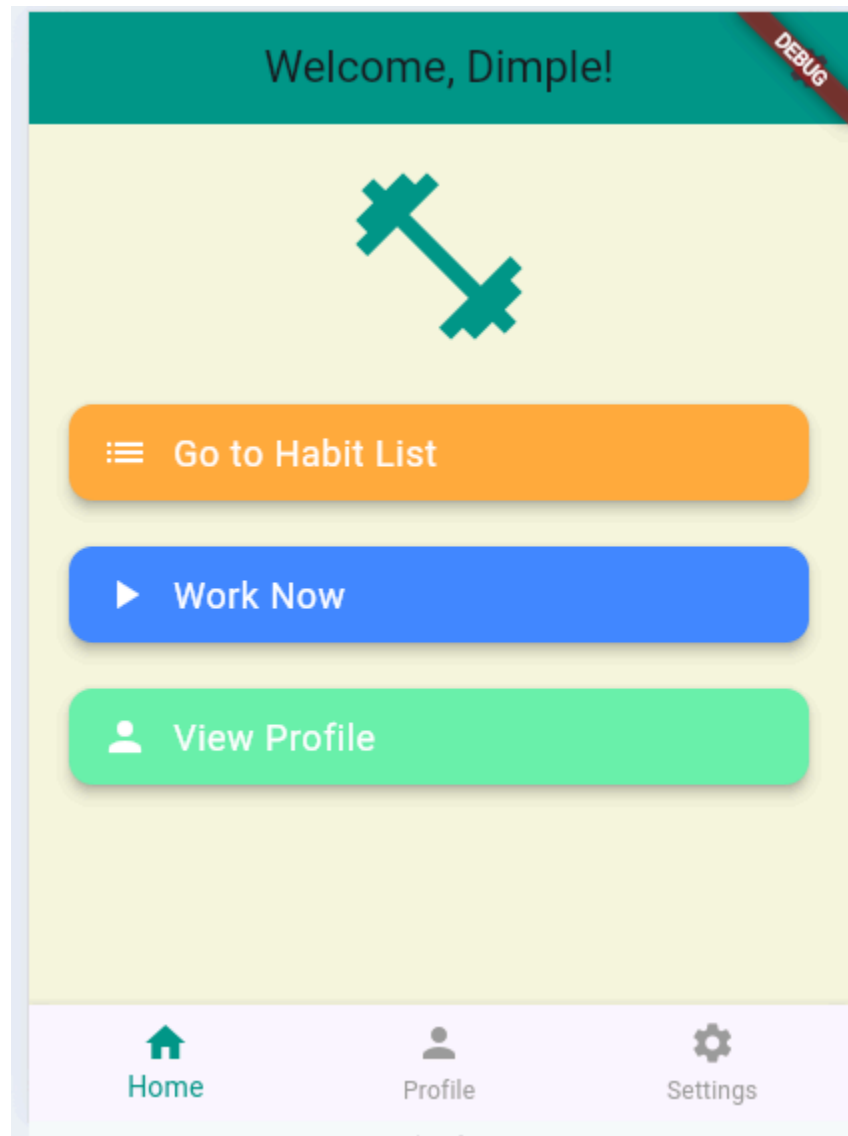
Github link: <https://github.com/dimpledalwani/mpl.git>

Theory: The aim of including **icons, images, and custom fonts** is clearly demonstrated in the **FitSync app**, contributing to a visually appealing and user-friendly interface. On the **HomePage**, multiple icons are used strategically to enhance navigation and help users quickly understand the function of different features. These icons improve usability and give the app a modern, intuitive feel.

Custom fonts are applied throughout the app using styled **Text** widgets, adding a sense of branding and ensuring visual consistency across different screens. The **LandingPage** effectively incorporates an asset image, which serves as a warm and engaging visual introduction to the app, helping to establish an emotional connection with users.

Together, these elements not only improve the aesthetics of the UI but also enrich the overall user experience. This reflects a thoughtful approach to design and highlights Flutter's powerful widget and styling capabilities in building polished and interactive mobile applications.

Output:



Conclusion: In conclusion, the FitSync app successfully demonstrates the use of icons, images, and fonts to enhance the overall user interface. By integrating these elements, the app becomes more visually appealing, user-friendly, and interactive. This implementation reflects good Flutter design practices and contributes to an engaging user experience.