Code

main.dart

```dart
List<File> images = List<File>();

class MyHomePage extends StatefulWidget {
  @override
  _MyHomePageState createState() => _MyHomePageState();
}

class _MyHomePageState extends State<MyHomePage> {
  void getGallery() async {
    images.add(await ImagePicker.pickImage(source: ImageSource.gallery));
  }

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      backgroundColor: Colors.black,
      appBar: AppBar(
        title: Text("Image_Picker"),
      ),
      body: Center(
        child: Padding(
          padding: const EdgeInsets.all(8.0),
          child: Container(
            height: 1200,
            child: GridView.count(
              crossAxisCount: 2,
              mainAxisSpacing: 6,
              crossAxisSpacing: 6,
              children: List.generate(images.length, (index) {
                return Container(
                  height: 200,
                  child: GestureDetector(
                    onTap: () {
                      Navigator.push(
                        context,
                        MaterialPageRoute(
                          builder: (context) => bigger_picture(
                            file: images[index],
                          )));
                    },
                    child: ClipRRect(
                      child: Image.file(images[index], fit: BoxFit.fill),
                      borderRadius: BorderRadius.circular(2),
                    ),
                  ),
                );
              }),
            ),
          ),
        ),
      ),

      floatingActionButton: FloatingActionButton(
        onPressed: () {
          setState(() {
            getGallery();
          });
        },
        child: Icon(Icons.add),
      ), // This trailing comma makes auto-formatting nicer for build methods.
    );
  }
}
```

Bigger_image.dart

```dart
final File file;

  const bigger_picture({Key key, this.file}) : super(key: key);

  @override
  _bigger_pictureState createState() => _bigger_pictureState();
}

class _bigger_pictureState extends State<bigger_picture> {
```

```
@override
Widget build(BuildContext context) {
  return Scaffold(
    body: Container(
      height: 1200,
      width: double.infinity,

      child: Image.file(widget.file,),

    )
  );
}
}
```

libraries used

image_picker: ^0.6.7+4

used to pick images from device.