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# - Including Icons in Flutter

Flutter provides built-in icons via the Icons class and allows the use of custom icons through the pubspec.yaml file.

#### 1.1 Using Built-in Icons

Flutter provides an extensive set of material icons that can be used as follows:

```
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("Flutter Icons")),
body: Center( child: Icon(
Icons.favorite,
                    color: Colors.red,
size: 50.0,
      ),
     ),
   ),
  );
 }}
```

### 1.2 Using Custom Icons

To use custom icons, first, download or generate an icon font using <u>FlutterIcon</u> and add it to the pubspec.yaml file:

```
flutter:
fonts: -
family:
CustomIcon
s fonts:
- asset: assets/fonts/custom icons.ttf
```

Use it in your app:

lcon(lconData(0xe900, fontFamily: 'CustomIcons'))

### - Including Images in Flutter

Flutter supports various ways to include images, such as from the assets folder, network URLs, and memory.

#### 2.1 Adding Image Assets

- 1. Place images inside the assets/images/ directory.
- 2. Declare them in pubspec.yaml:

flutter:

assets:

- assets/images/sample.png
  - 3. Use them in your app:

Image.asset('assets/images/sample.png', width: 200, height: 200)

#### 2.2 Using Network Images

Load images directly from the internet:

Image.network('https://example.com/sample.jpg')

## - Including Custom Fonts in Flutter

Custom fonts can enhance the UI by providing unique typography.

### **3.1 Adding Custom Fonts**

- 1. Place font files in assets/fonts/.
- 2. Declare them in pubspec.yaml:

flutter:

fonts:

- family: CustomFont

fonts:

- asset: assets/fonts/CustomFont-Regular.ttf

# 3.2 Using Custom Fonts in the App

Apply the font to text widgets:

```
Text(
    'Hello, Flutter!',
    style: TextStyle(fontFamily: 'CustomFont', fontSize: 24),
)
```

# Output

