EXPERIMENT 3

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ROLL NO-03

CLASS-D15A

AIM-To include images, fonts in flutter app.

THEORY

Images are an essential part of UI design, and Flutter supports adding both local and network images.

- A) Local images can be stored in the project directory and loaded into the app. Steps to add Local images
 - Create an assets folder in the root directory.
 - Store images inside the assets folder.
 - Declare assets in pubspec.yaml under the flutter section: flutter:

assets:

- assets/image1.png
- assets/images/image2.jpg
- B) Network Images

Flutter allows displaying images from the internet using

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

Font Awesome provides a vast collection of scalable vector icons that behave like fonts. These icons can be used in Flutter via the font_awesome_flutter package, which integrates Font Awesome's font-based icons seamlessly into the app.

SYNTAX

1)Create an assets folder for Local images.

Declare assets in pubspec.yaml file.

flutter:

assets:

- assets/image1.png
- assets/images/image2.jpg

Image.asset('assets/image1.png')

2)If using network Images

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

3)Install fontawesome package in flutter

Add this dependency in pubspec.yaml file

dependencies:

font_awesome_flutter: ^10.7.0

Run flutter pub get

Falcon(FontAwesomelcons.heart, size: 50, color: Colors.red)

Widget properties

1)image

- width: Sets image width.
- height: Sets image height.
- fit: Controls how image fits (e.g., BoxFit.cover,

BoxFit.fill). alignment: Aligns the image inside the

container. a color: Applies a color filter.

- opacity: Controls image transparency.
- loadingBuilder: Handles loading states.
- errorBuilder: Handles image load errors.

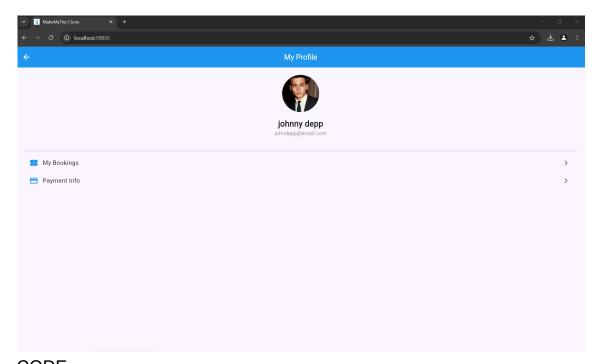
Example

Image.network(

```
'https://example.com/image.jpg',
width: 100,
height: 100,
fit: BoxFit.contain,
loadingBuilder: (context, child, progress) {
return progress == null ? child :
CircularProgressIndicator(); },
errorBuilder: (context, error, stackTrace) {
return lcon(lcons.error);
},
)
2)font
   size: Adjusts icon size.
   color: Sets icon color.
   semanticLabel: Adds an accessibility label for screen readers.
Example:
Falcon(
FontAwesomelcons.heart,
size: 50, // Sets icon size
color: Colors.red, // Sets icon color
semanticLabel: 'Heart Icon', // Provides accessibility
label )
CODE
ListTile(leading: Icon(Icons.star), title: Text("Premium"), onTap: () {}),
ListTile(leading: Icon(Icons.bookmark), title: Text("Bookmarks"),
onTap: () {}),
ListTile(leading: lcon(lcons.list), title: Text("Lists"), onTap: () {}),
```

```
ListTile(
leading: Icon(Icons.logout, color: Colors.red), title: Text("Logout"),
onTap: _logout),
],
```

OUTPUT



CODE

```
@override

Widget build(BuildContext context) {
   return Scaffold(
    appBar: AppBar(
        title: const Text("My Profile"),
        centerTitle: true,
        backgroundColor: Colors.blue,
        iconTheme: const IconThemeData(color: Colors.white),
```

```
titleTextStyle: const TextStyle(color: Colors.white,
fontSize: 20),
     body: Padding (
       padding: const EdgeInsets.all(20.0),
       child: Column(
          crossAxisAlignment: CrossAxisAlignment.center,
         children: [
             radius: 50,
             backgroundImage: AssetImage('assets/user.jpg'),
            const SizedBox(height: 16),
             style: TextStyle(
                fontWeight: FontWeight.bold,
              'johndepp@email.com',
             style: TextStyle(color: Colors.grey),
```

```
const SizedBox(height: 30),
             onTap: () {
               Navigator.push(
BookingConfirmationScreen(bookingType: '',)),
             icon: Icons.payment,
             onTap: () {
               Navigator.push(
PaymentScreen(bookingType: '',)),
```

```
class ProfileOption extends StatelessWidget {
 final VoidCallback onTap;
   super.key,
   required this.onTap,
 @override
 Widget build(BuildContext context) {
   return ListTile(
     leading: Icon(icon, color: Colors.blue),
```

OUTPUT

