### **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

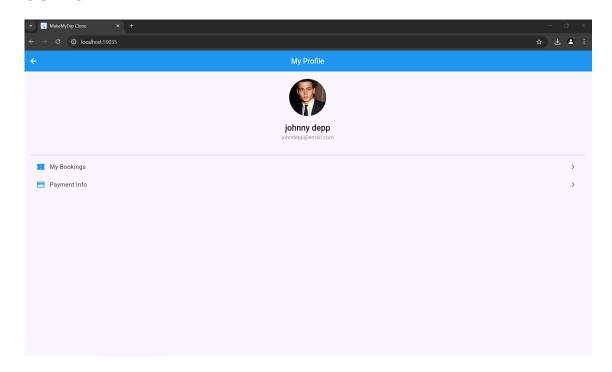
Image.network(

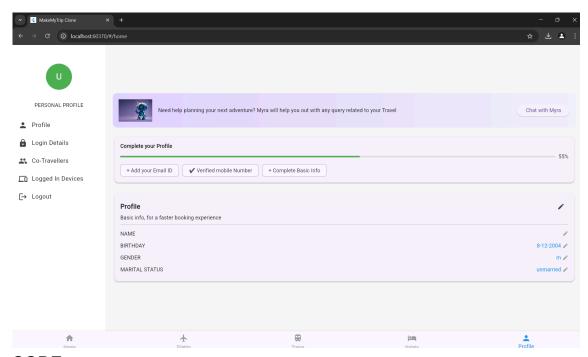
```
'https://example.com/image.jpg',
width: 100,
height: 100,
fit: BoxFit.contain,
loadingBuilder: (context, child, progress) {
return progress == null ? child :
CircularProgressIndicator(); },
errorBuilder: (context, error, stackTrace) {
return lcon(lcons.error);
},
)
2)font
   size: Adjusts icon size.
   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: [
   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),
 const Divider(),
    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) {
     leading: Icon(icon, color: Colors.blue),
     trailing: const Icon(Icons.arrow forward ios, size: 16),
     onTap: onTap,
```

# OUTPUT

