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## Experiment 03: To Include Icons, Images, and Fonts

### Aim:

To enhance the UI with visual elements like **icons, images, and custom fonts**.

### Implementation:

#### 1. Icons

- Used in navigation (e.g., profile icon).
- Rating stars (★) displayed as text (can be replaced with `Icon(Icons.star)`).

#### 2. Images

- **Issue:** `ImageCodecException` in Library due to incorrect image format.
- **Solution:**

```
Image.network(  
  book.coverUrl,  
  errorBuilder: (context, error, stackTrace) => Icon(Icons.book),  
  )
```

#### 3. Custom Fonts

- **Steps:**
  1. Add font files in `assets/fonts/`.
  2. Update `pubspec.yaml`:

```
flutter:  
  fonts:
```

- family: 'CustomFont'
- fonts:
  - 3. - asset: assets/fonts/CustomFont.ttf
  - 4. Use in app:
  - 5. Text("stovyVerse", style: TextStyle(fontFamily: 'CustomFont'))

## Code Snippet (Image Handling):

```
Widget buildBookCover(String imageUrl) {  
  try {  
    return Image.network(  
      imageUrl,  
      width: 80,  
      height: 120,  
      fit: BoxFit.cover,  
    );  
  } catch (e) {  
    return Icon(Icons.broken_image, size: 80);  
  }  
}
```

## Output Screenshot:



