

Experiment No:- 03

Name:- Mayank Pahuja

Class:- D15-A RollNo:- 40

Aim: To include images and fonts in flutter app

Theory: Certainly! Here's a simplified process for adding images in Flutter:

1. Import Libraries:

Ensure that you have the necessary libraries imported in your Dart file. For images, you'll typically use `dart:ui` and other relevant Flutter packages.

2. Adding Local Images:

- Place your local images in the `assets` folder.
- Declare the images in the `pubspec.yaml` file.

3. Adding Network Images:

- Use the `Image.network` widget for displaying images from the internet.

4. Image Widget:

- Create an `Image` widget and provide it with an `ImageProvider`.
- Use `AssetImage` for local images and `NetworkImage` for network images.

5. ImageProvider:

- Understand that `AssetImage` and `NetworkImage` are subclasses of the `ImageProvider` class.
- You can create custom `ImageProvider` if needed.

6. CachedNetworkImage (Optional):

- If you want to cache network images, consider using the `cached_network_image` package.

7. Image Loading and Error Handling:

- Customize the loading and error behavior using `loadingBuilder` and `errorBuilder` properties of the `Image` widget or other relevant widgets.

Remember, the actual implementation details might vary based on your specific use case and the packages you choose to use. The key is to understand the concepts of working with local and network images and the various widgets and packages available in Flutter for handling images.

Code & Implementation:-

```
import
'package:animated_text_kit/animated_text_kit.dart';
import 'package:flutter/material.dart';
class SplashScreen extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    const colorizeColors = [
      Colors.black,
      Colors.yellow,
    ];
    const colorizeTextStyle = TextStyle(
      fontSize: 20.0,
      fontFamily: 'Horizon',
    );
    return Scaffold(
      backgroundColor: Colors.white,
      body: Center(
        child: Column(
```

```

mainAxisSize: MainAxisSize.min,
children: [
  SizedBox(
    width: 200, // Adjust width as needed
    height: 200, // Adjust height as needed
    child:
Image.asset('assets/images/logo1.png'),
  ),
  SizedBox(height: 20,),
  AnimatedTextKit(
    animatedTexts: [
ColorizeAnimatedText(
  'Bike Wali Taxi :)',
  textStyle: colorizeTextStyle,
  colors: colorizeColors,
  textAlign: TextAlign.center,
),
],
isRepeatingAnimation: true,
onTap: () {
  print("Tap Event");
},),] ),);}}

```

Pubspce.xml

To add assets to your application, add an assets section, like this:

```

assets:
  # - assets/images/logo.png
  - assets/images/logo1.png
  - assets/images/map.jpeg

```

