

**Name:Mayank Lulla**

**Dlv:D15A**

**Roll.no:33**

### **Experiment 3**

**Aim: To include icons, images, fonts in Flutter app**

#### **Theory:**

##### **Icons:**

Icons in Flutter are represented by the Icon widget. Flutter provides a collection of built-in icons from the Material Design and Cupertino icon sets.

- **Material Icons:** These icons are provided by the Material Design system and are accessible using the Icons class. You can use them directly by passing the appropriate icon constant to the Icon widget.
- **Custom Icons:** You can also use custom icons in your Flutter app. To do this, you typically include the icon files (in SVG or other formats) in your project and use packages like flutter\_svg to display them.

##### **Images:**

Images can be included in a Flutter app using the Image widget. Flutter supports various image formats such as PNG, JPEG, GIF, WebP, and animated WebP (with certain limitations).

- **Asset Images:** Asset images are images that are bundled with your app and can be accessed using asset paths. To use asset images, add them to the pubspec.yaml file under the assets section and then refer to them using the asset path.
- **Network Images:** Network images are images that are fetched from a URL. You can use the Image.network() constructor to display network images in your app.

##### **Fonts:**

Custom fonts can enhance the visual appeal of your app's text. To include custom fonts in your Flutter app:

- **Add Fonts to Your Project:** Include the font files (usually in TTF or OTF format) in your project directory.
- **Define Fonts in pubspec.yaml:** Define the font files in the pubspec.yaml file under the fonts section. Specify the family name and the path to the font files.
- **Use Custom Fonts:** After defining the fonts in the pubspec.yaml file, you can use them in your Flutter app by referencing the font family name. You can set the font family for Text widgets using the style property.

##### **Code:**

```
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('Kixify'),
        ),
        body: Center(
          child: Column(
            mainAxisAlignment: MainAxisAlignment.center,
            children: [
              Image.network(
                'https://image/address/
width: 200,
                height: 200,
              ),
              SizedBox(height: 20), // Add some space between
the image and text
              Text(
                'Kixify',
                style: TextStyle(
                  fontSize: 24,
                  fontWeight: FontWeight.bold,
                ),
              ),
              SizedBox(height: 10), // Add some space between
the text and icon
              Row(

```



