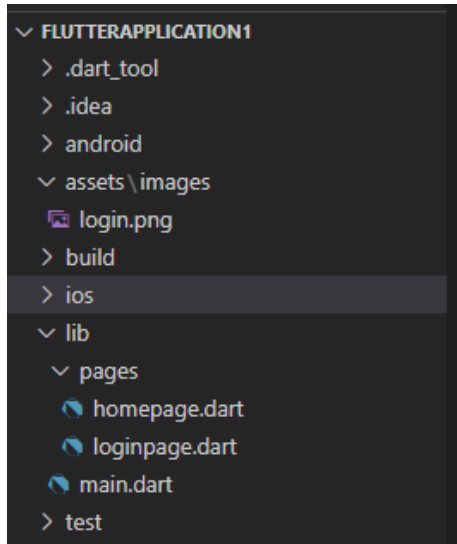# Flutter Part3

Friday, October 8, 2021
3:16 PM

Add Images : For this we can use https://undraw.co/

1. To add images , Font etc we can add in folder and it should be available at root.
   Let say we have create **assets** folder. Under this we can create sub folders to hold images.

   As shown in below snapshot :

```
∨ FLUTTERAPPLICATION1
  > .dart_tool
  > .idea
  > android
  ∨ assets\images
    🖼 login.png
  > build
  > ios
  ∨ lib
    ∨ pages
       homepage.dart
       loginpage.dart
    main.dart
  > test
```

2. Now go to pubspec.yaml file and there is section assets in commented form.
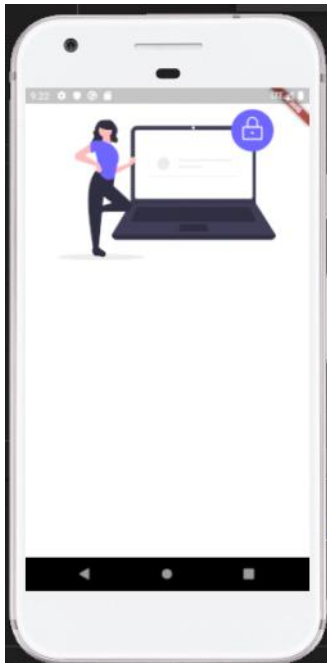
   Example :
```
# To add assets to your application, add an assets section, like this:
  # assets:
  #   - images/a_dot_burr.jpeg
  #   - images/a_dot_ham.jpeg
```

   Now Uncomment # assets and add image path.
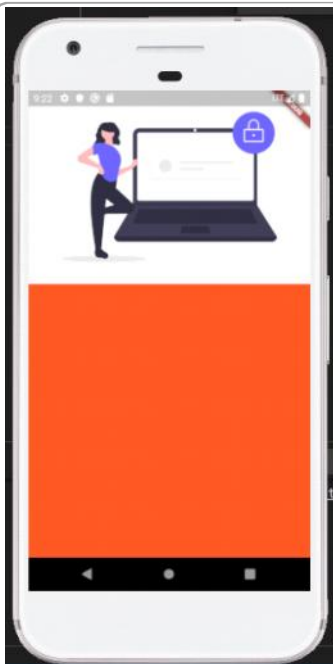
   Updated code :

```
# To add assets to your application, add an assets section, like this:
  assets:
  - assets/images
  #   - images/a_dot_ham.jpeg
```

3. In above code we have added -assets/images : Now Flutter can load all images from **assets/images** folder.
   Modification in **loginpage.dart**

```dart
import 'package:flutter/material.dart';
class LoginPage extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return Material(
        child: Column(
         children: [Image.asset("assets/images/login.png")],
    ));
  }
}
```

4. Background color : deepOrange with **color: Colors.deepOrange**

Background color :

```dart
import 'package:flutter/material.dart';
class LoginPage extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return Material(
        color: Colors.deepOrange,
        child: Column(
          children: [Image.asset("assets/images/login.png")],
        ));
  }
}
```

5. How to add different fonts dependencies.
   Go to pub.dev and search for google fonts .

   Then go to install :
   https://pub.dev/packages/google_fonts/install

Use this package as a library

Depend on it

Run this command:

With Flutter:
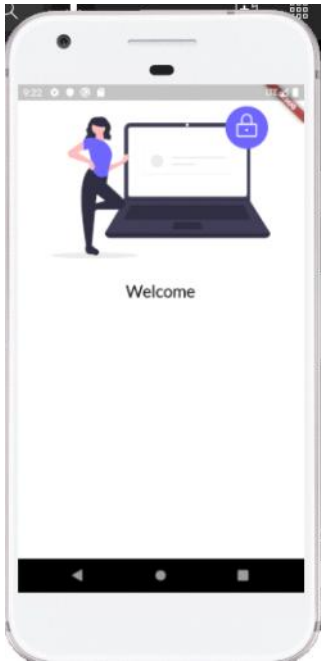
```
$ flutter pub add google_fonts
```

This will add a line like this to your package's pubspec.

```
dependencies:
  google_fonts: ^2.1.0
```

Alternatively, your editor might support or `flutter pub`
more

Copy dependency and copy in pubspec.yaml as shown in below snapshot.

```
! pubspec.yaml
     # Dependencies specify other packages that your package needs in order to work.
24   # To automatically upgrade your package dependencies to the latest versions
25   # consider running `flutter pub upgrade --major-versions`. Alternatively,
26   # dependencies can be manually updated by changing the version numbers below to
27   # the latest version available on pub.dev. To see which dependencies have newer
28   # versions available, run `flutter pub outdated`.
29   dependencies:
30     flutter:
31       sdk: flutter
32
33
34     # The following adds the Cupertino Icons font to your application.
35     # Use with the CupertinoIcons class for iOS style icons.
36     cupertino_icons: ^1.0.2
37     google_fonts: ^2.1.0
38
39   dev_dependencies:
40     flutter_test:
41       sdk: flutter
42
```
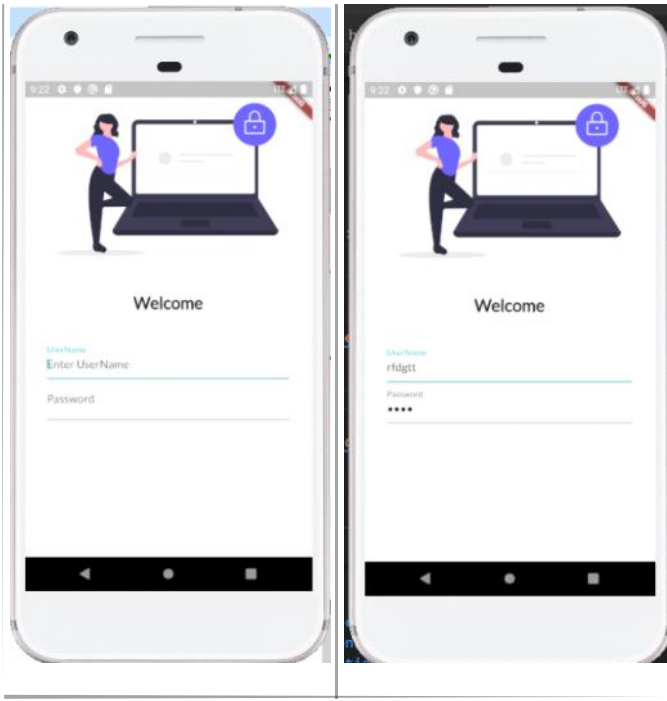
6. Now we want space between Image and text.

    Most people use padding , but SizedBox should used.


```dart
import 'package:flutter/material.dart';
class LoginPage extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return Material(
        color: Colors.white,
        child: Column(
          children: [
            Image.asset(
              "assets/images/login.png",
              fit: BoxFit.cover,
            ),
            SizedBox(
              height: 20,
            ),
            Text(
              "Welcome",
              style: TextStyle(
                fontSize: 24,
                fontWeight: FontWeight.bold,
              ),
            ),
          ],
        ));
  }
}
```

We can see difference between two designs , Welcome text. We have used **SizedBox** with some height.

7. Add Text fields for UserName and Password.

8. Login with Button

Code :

```
import 'package:flutter/material.dart';
class LoginPage extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return Material(
        color: Colors.white,
        child: Column(
          children: [
            Image.asset(
              "assets/images/login.png",
              fit: BoxFit.cover,
            ),
```

```dart
            SizedBox(
              height: 20,
            ),
            Text(
              "Welcome",
              style: TextStyle(
                fontSize: 24,
                fontWeight: FontWeight.bold,
              ),
            ),
            const SizedBox(
              height: 20,
            ),
            Padding(
              padding:
                  const EdgeInsets.symmetric(vertical: 16.0, horizontal: 32.0),
              child: Column(
                children: [
                  TextFormField(
                    decoration: InputDecoration(
                        hintText: "Enter UserName", labelText: "UserName"),
                  ),
                  TextFormField(
                    obscureText: true,
                    decoration: InputDecoration(
                        hintText: "Enter Password", labelText: "Password"),
                  ),
                  const SizedBox(
                    height: 20,
                  ),
                  ElevatedButton(
                    child: Text("Login"),
                    style: TextButton.styleFrom(),
                    onPressed: () {
                      print("Hi Rajat");
                    },
                  )
                ],
              ),
            )
          ],
        ));
  }
}
```
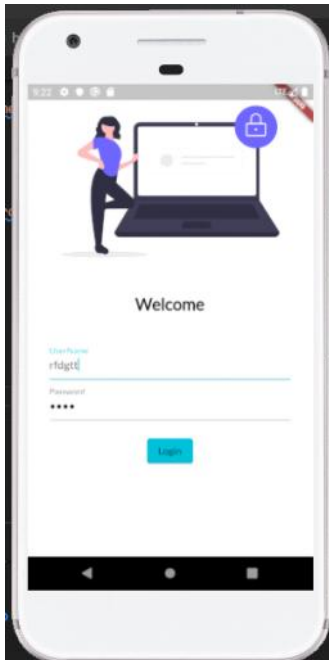
That's for Today.