



⇒ Adding image in the App

Steps:

- (i) importing the image package.
- (ii) declaring the image function in the class and return that.

Program:

```
from kivy.app import App
from kivy.uix.image import Image, AsyncImage
```

```
class MainApp(App):
```

```
    def build(self):
        img = Image(source='pic.png')
        img2 = AsyncImage(source='url')
        return img
```

```
MainApp().run()
```



Here:

Image - that function is used for local image.

Async Image - that function is used for used image through online.

⇒ Note - To fix any widget size  
size-hint = (None, None),  
width = 100, height = 50,