3.1 " Your First Flutter App Ep 3 - Working with Assets in Flutter & the Pubspec file"

main.dart

import 'package:flutter/material.dart';  
  
void main() {  
 runApp(  
 MaterialApp(  
 home: Scaffold(  
 backgroundColor: Colors.*blueGrey*,  
 appBar: AppBar(  
 title: Text('I Am Rich'),  
 backgroundColor: Colors.*blueGrey*[900],  
 ),  
 body: Center(  
 child: Image(  
 image: AssetImage('images/diamond.png'),  
 ),  
 ),  
 ),  
 ),  
 );  
}

pubspec.yaml

name: i\_am\_rich  
description: A new Flutter application.  
version: 1.0.0+1  
  
environment:  
 sdk: ">=2.7.0 <3.0.0"  
  
dependencies:  
 flutter:  
 sdk: flutter  
  
 cupertino\_icons: ^1.0.0  
  
dev\_dependencies:  
 flutter\_test:  
 sdk: flutter  
  
flutter:  
 uses-material-design: true  
 assets:  
 - images/diamond.png