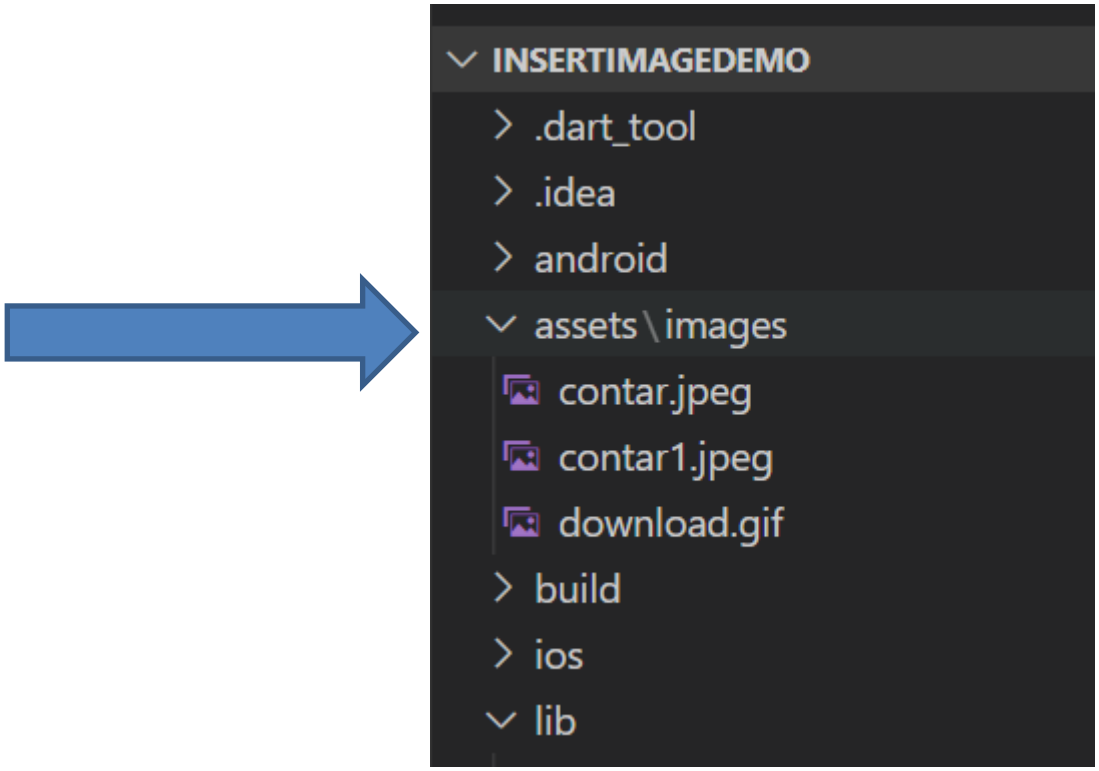
Programação para Dispositivos Móveis

Componentes Visuais
Assets

Images

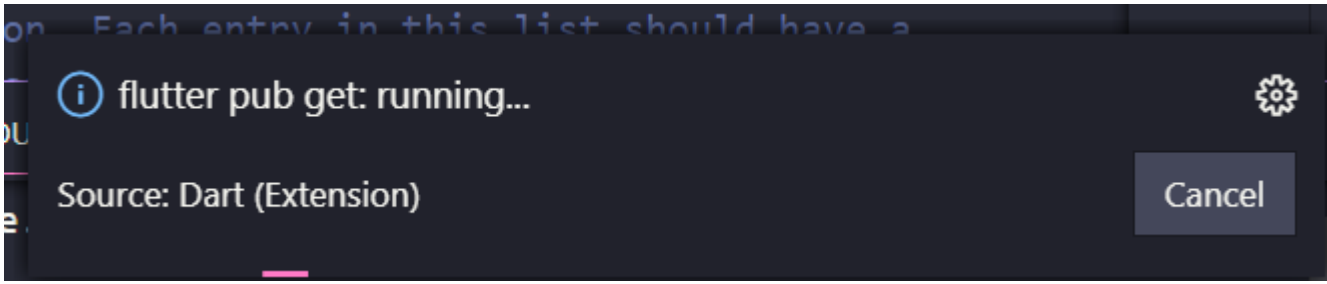
- Crie as pastas assets e images:



Pubspec.yaml

- Cuidado com os tabs/espaços

```
56    # included with your application, so that you can u
57    # the material Icons class.
58    uses-material-design: true
59
60    # To add assets to your application, add an assets
61    assets:
62      - assets/images/download.gif
63      - assets/images/contar.jpeg
64
```



Stateless

- Crie um Stateless:

main.dart

lib > main.dart > MyApp > MyApp

```dart
import 'package:flutter/material.dart';

// function to start app building
Run | Debug | Profile
void main() => runApp(const MyApp());

class MyApp extends StatelessWidget {
  const MyApp({Key? key}) : super(key: key);

// This widget is the root
// of your application

```

Stateless

- Crie um MaterialApp, um Scaffold e um AppBar:

```
12    @override
13    Widget build(BuildContext context) {
14      return MaterialApp(
15        home: Scaffold(
16          appBar: AppBar(
17            title: const Text(
18              'Insert Image Demo',
19            ), // Text
20          ), // AppBar
```

Image.asset

- Crie um asset:

```
body: Center(
  child: Column(
    children: <Widget>[
      Image.asset('assets/images/download.gif',
          height: 200,
          scale: 2.5,
          opacity:
              const AlwaysStoppedAnimation<double>(0.5)),
```

AlwaysStoppedAnimation

https://api.flutter.dev/flutter/animation/AlwaysStoppedAnimation-class.html

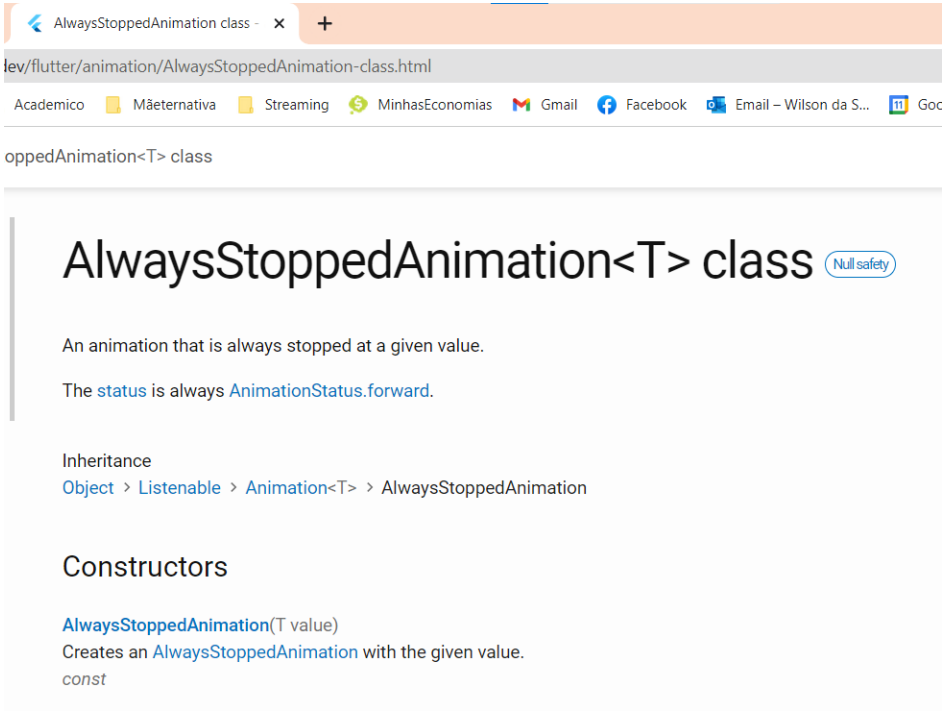


Image.asset

- Crie outro asset:

```
29          Image.asset(
30            'assets/images/contar.jpeg',
31            height: 400,
32            width: 400,
33          ), // Image.asset
```

Image.network

- Crie outro asset:

```
34                  Image.network(
35                    'https://picsum.photos/250?image=9',
36                  ) // Image.asset // Image.network
```

Widget Image

- https://api.flutter.dev/flutter/widgets/Image-class.html

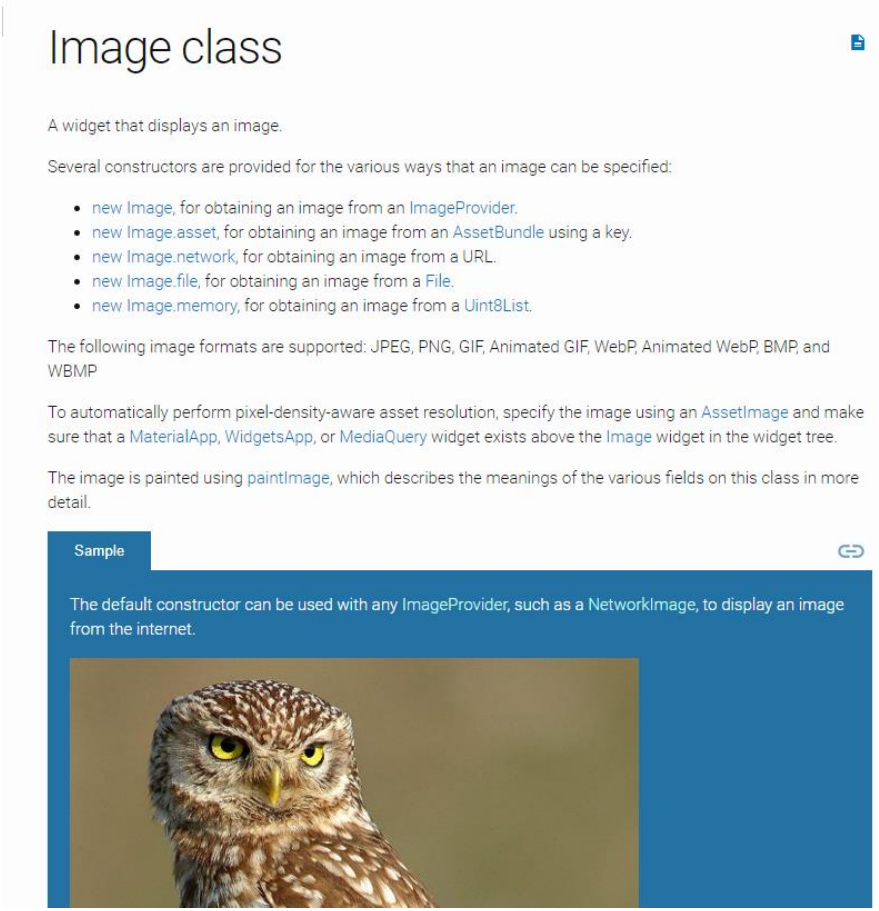


Image class

A widget that displays an image.

Several constructors are provided for the various ways that an image can be specified:

- new Image, for obtaining an image from an ImageProvider.
- new Image.asset, for obtaining an image from an AssetBundle using a key.
- new Image.network, for obtaining an image from a URL.
- new Image.file, for obtaining an image from a File.
- new Image.memory, for obtaining an image from a Uint8List.

The following image formats are supported: JPEG, PNG, GIF, Animated GIF, WebP, Animated WebP, BMP, and WBMP

To automatically perform pixel-density-aware asset resolution, specify the image using an AssetImage and make sure that a MaterialApp, WidgetsApp, or MediaQuery widget exists above the Image widget in the widget tree.

The image is painted using paintImage, which describes the meanings of the various fields on this class in more detail.

Sample

The default constructor can be used with any ImageProvider, such as a NetworkImage, to display an image from the internet.

Widget Image

api.flutter.dev/flutter/widgets/Image-class.html

Flutter › widgets › Image class

CLASSES
AbsorbPointer
Accumulator
Action
ActionDispatcher
ActionListener
Actions
ActivateAction
ActivateIntent
Align
Alignment
AlignmentDirectional
AlignmentGeometry
AlignmentGeometryTween
AlignmentTween
AlignTransition
AlwaysScrollableScrollPh...
AlwaysStoppedAnimation
AndroidView
AndroidViewSurface
Animatable
AnimatedAlign
AnimatedBuilder
AnimatedContainer
AnimatedCrossFade
AnimatedDefaultTextStyle
AnimatedList
AnimatedListState

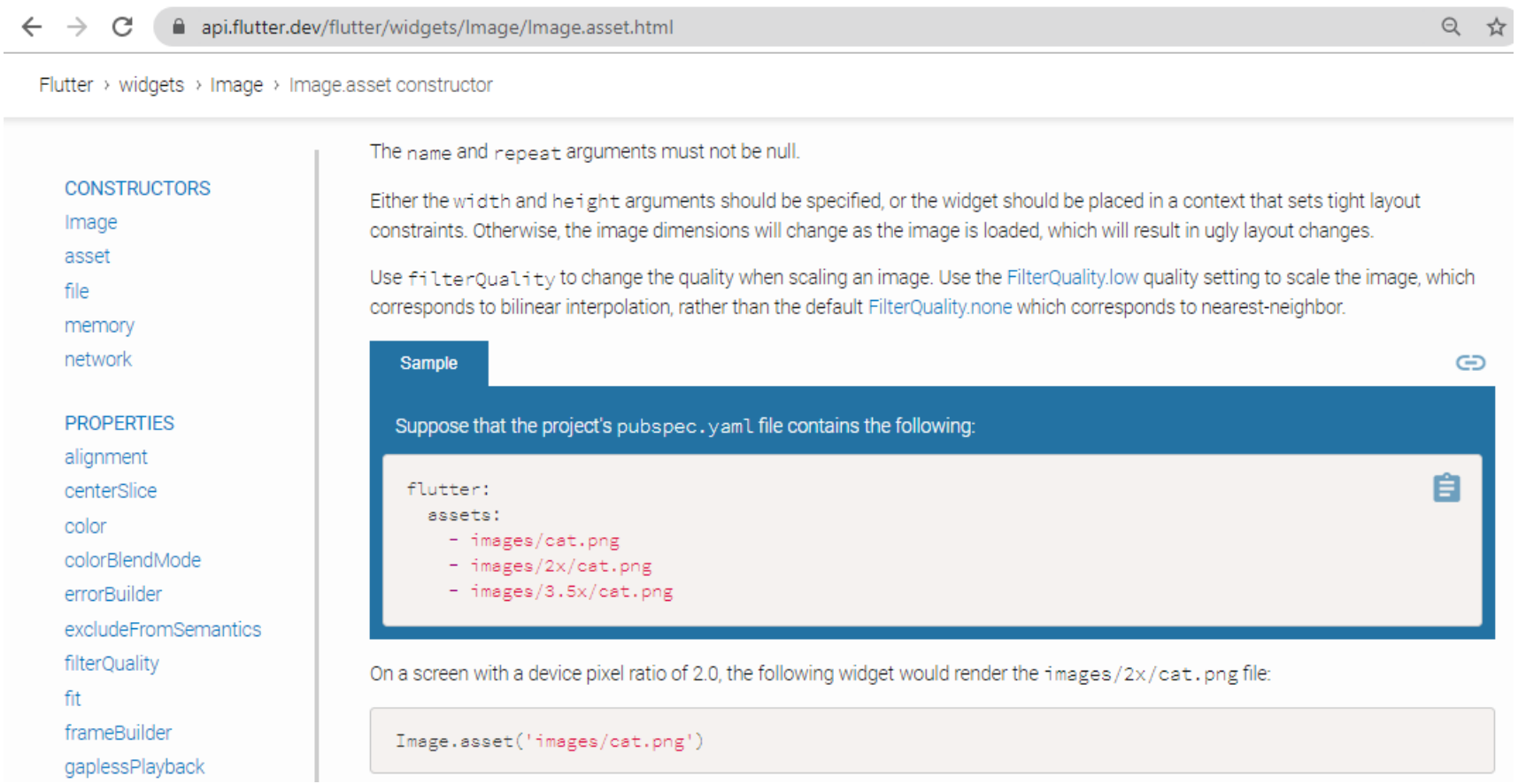
The image is painted using paintImage, which describes the meanings of the various fields on this class in more detail.

Sample

The default constructor can be used with any ImageProvider, such as a NetworkImage, to display an image from the internet.

```
const Image(
  image: NetworkImage('https://flutter.github.io/assets-for-api-docs/assets/widgets/owl.jpg'),
)
```

Widget Image



Referências

Dicas para Estudo

Seja “CURIOSO”:

- Procure revisar o que foi estudado.
- Pesquise as referências bibliográficas.

Seja “ANTENADO”:

- Leia a próxima aula.

Seja “COLABORATIVO”:

- Traga assuntos relevantes para a sala de aula.
- Participe da aula.
- Proponha discussões relevantes sobre o conteúdo.

Prof. Wilson Lourenço


Dúvidas?
Não mais..