# Vinay Israni Batch :- B

**D15A\_24**

**Experiment no. :- 03 Aim :-** To include icons, images, fonts in Flutter app

# Theory :-

**1) Button:** the Button widget is not a specific widget, but rather a category of widgets that are used to handle user interaction by triggering actions when pressed. Some commonly used button widgets include: Elevated Button , Textfield Button, Outlined button etc

**2.) Textfield with Icon**: In Flutter, a TextField widget is used to allow users to input text. It is a fundamental part of many forms and input-based user interfaces. TextField provides a text input area where users can enter and edit text, and it comes with various customization options.

**3.) Image :** This widget holds the image which can fetch it from multiple sources like from the asset folder or directly from the URL. To add an image in the project, you need first to create an assets folder where you keep your images and then add the below line in pubspec.yaml file.

**4.) Gesture Detection:** To make an image interactive like a button, you need to detect user gestures such as taps. Flutter provides gesture detection widgets like GestureDetector .These widgets allow you to listen for various touch events like taps, swipes, and drags.I used this widget to make image as a button.

**5.) Icon Button:** Flutter provides the IconButton widget, which combines an icon with a tappable area, making it easy to create interactive icons that respond to user taps. The IconButton widget is commonly used for actions like navigation, opening menus, submitting forms, etc.

# Code :-

import 'dart:async';

import 'package:flutter/material.dart';

import 'package:flutter/services.dart';

import 'Authentication/auth.dart';

class MyHomePage extends StatefulWidget {

@override

\_MyHomePageState createState() => \_MyHomePageState();

}

class \_MyHomePageState extends State<MyHomePage> {

Color \_backgroundColor = Colors.white; // Initial background color

@override

void initState() {

super.initState();

// Start the background color changing loop

startBackgroundColorLoop();

}

void startBackgroundColorLoop() {

Timer.periodic(Duration(seconds: 2), (timer) {

// Change the background color every 2 seconds

setState(() {

\_backgroundColor = \_backgroundColor == Colors.white ? Colors.black : Colors.white;

});

});

}

@override

Widget build(BuildContext context) {

return Scaffold(

body: AnimatedContainer(

duration: Duration(seconds: 1), // Duration for smooth transition

color: \_backgroundColor, // Set background color

child: Center(

child: Column(

mainAxisAlignment: MainAxisAlignment.center,

children: <Widget>[

// GIF at center

Image.asset(

'assets/black-cat.gif', // Replace with your GIF path

width: 300, // Adjust width as needed

height: 300, // Adjust height as needed

),

SizedBox(height: 40),

Text(

'Welcome To Github',

style: TextStyle(

fontSize: 24,

fontWeight: FontWeight.bold,

color: \_backgroundColor == Colors.white ? Colors.black : Colors.white, // Text color based on background color

),

),

SizedBox(height: 20),

ElevatedButton(

onPressed: () {

// Navigate to another screen

Navigator.push(

context,

MaterialPageRoute(builder: (context) => AuthScreen()),

);

},

style: ElevatedButton.styleFrom(

foregroundColor: \_backgroundColor == Colors.white ? Colors.white : Colors.black, // Text color based on background color

backgroundColor: \_backgroundColor == Colors.white ? Colors.black : Colors.white, // Button background color based on background color

padding: EdgeInsets.symmetric(horizontal: 40, vertical: 10),

shape: RoundedRectangleBorder(

borderRadius: BorderRadius.circular(5.0), // Button border radius

side: BorderSide(color: Colors.black), // Button border color

),

),

child: Text(

'Continue',

style: TextStyle(

fontSize: 20,

),

),

),

],

),

),

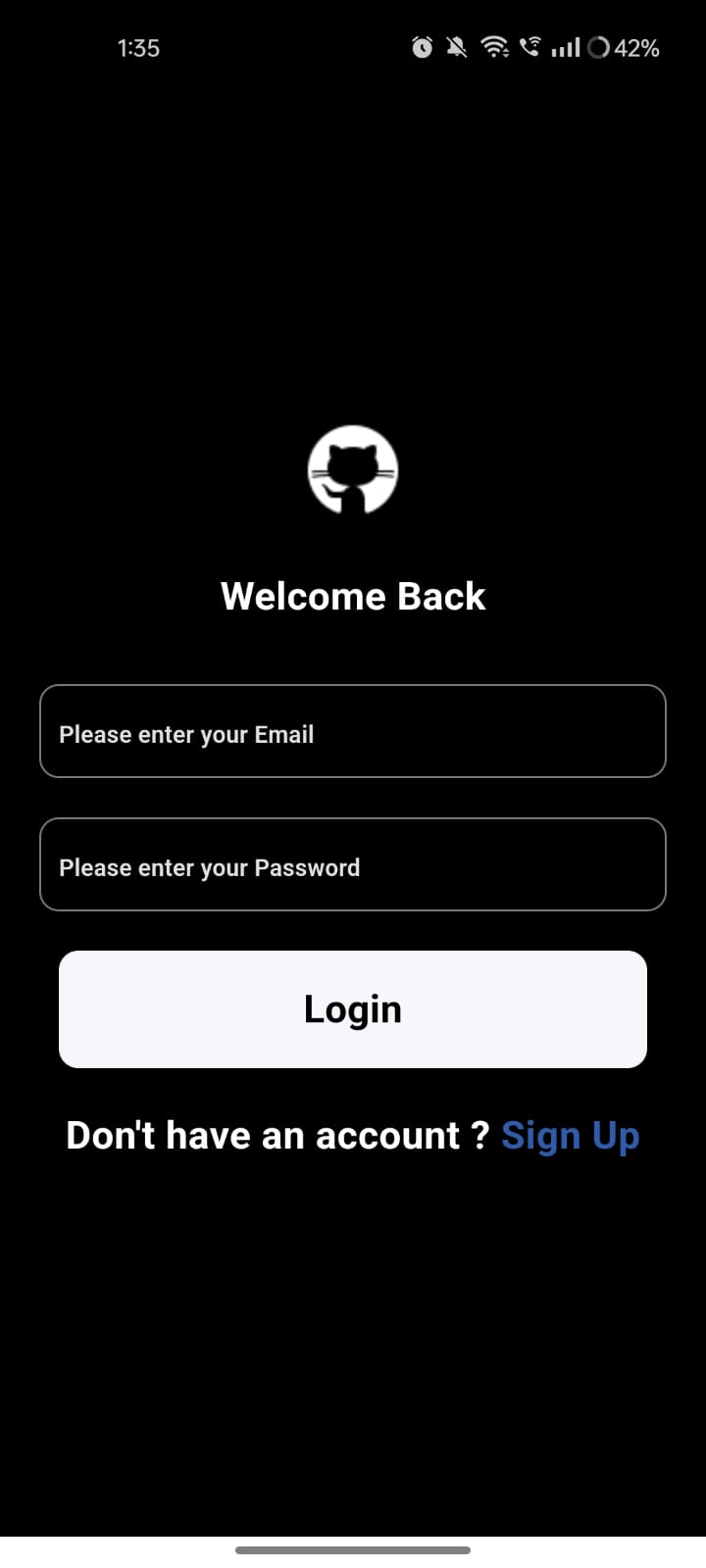
),

);

}

}

# Output :-

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