EXP-2

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AIM-: To include icons, images, fonts in Flutter app

THEORY: 2This widget holds the image which can fetch it from multiple sources

like from the asset folder or directly from the URL. It provides many constructors

for loading image, which are given below:

o Image: It is a generic image loader, which is used by ImageProvider.

o asset: It load image from your project asset folder.

o file: It loads images from the system folder.

o memory: It load image from memory.

o network: It loads images from the network.

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.

Assets:

-assets/comp.jpeg

Code:

import 'package:flutter/material.dart';  
import 'homepage.dart'; // Import the HomePage widget  
  
class SignInScreen extends StatelessWidget {  
 const SignInScreen({Key? key}) : super(key: key);  
  
 @override  
 Widget build(BuildContext context) {  
 return Scaffold(  
 appBar: AppBar(  
 title: const Text('Sign In'),  
 centerTitle: true,  
 ),  
 body: Padding(  
 padding: const EdgeInsets.all(20.0),  
 child: Column(  
 crossAxisAlignment: CrossAxisAlignment.center,  
 children: [  
 Image.asset(  
 'assets/Oyo\_logo.jpeg',  
 width: 150,  
 height: 150,  
 ),  
 SizedBox(height: 20),  
 TextField(  
 decoration: InputDecoration(  
 labelText: 'Username',  
 border: OutlineInputBorder(),  
 ),  
 ),  
 SizedBox(height: 10),  
 TextField(  
 decoration: InputDecoration(  
 labelText: 'Password',  
 border: OutlineInputBorder(),  
 ),  
 obscureText: true, // Hides the password input  
 ),  
 SizedBox(height: 20),  
 ElevatedButton(  
 onPressed: () {  
 // Navigate to the HomePage  
 Navigator.*pushReplacement*(  
 context,  
 MaterialPageRoute(builder: (context) => HomePage()),  
 );  
 },  
 child: Text('Login'),  
 ),  
 ],  
 ),  
 ),  
 );  
 }  
}

Output:

