



CIRCLE AVATAR AND IMAGES



CIRCLE AVATAR

- **CircleAvatar**: widget comes built-in with the flutter SDK. It is simply a circle in which we can add background color, background image, or just some text. It usually represents a user with his image or with his initials.

Circle Avatar in Flutter



PROPERTIES OF CIRCLEAVATAR WIDGET:

- **backgroundColor**: This property takes in Color class (final) as the parameter.
- **backgroundImage**: This property applies a background image to the CircleAvatar widget.
- **child**: The child property takes the widget to be placed below the CircleAvatar widget inside the widget tree or the widget to be displayed inside the circle.

PROPERTIES OF CIRCLEAVATAR WIDGET:

- **maxRadius:** This property takes in a double value to decide the maximum size the CircleAvatar can get to.
- **minRadius:** This minRadius property also takes in a double value as the parameter and it decided the minimum size of the CircleAvatar.
- **radius:** The radius property also holds a double value as the parameter to decide the size of CircleAvatar in terms if its radius.

IMAGES

- Displaying images is the fundamental concept of most of the mobile apps. Flutter has an Image widget that allows displaying different types of images in the mobile application.
- The Flutter supports many image formats, such as JPEG, WebP, PNG, GIF, animated WebP/GIF, BMP, and WBMP.

HOW TO DISPLAY THE IMAGE IN FLUTTER

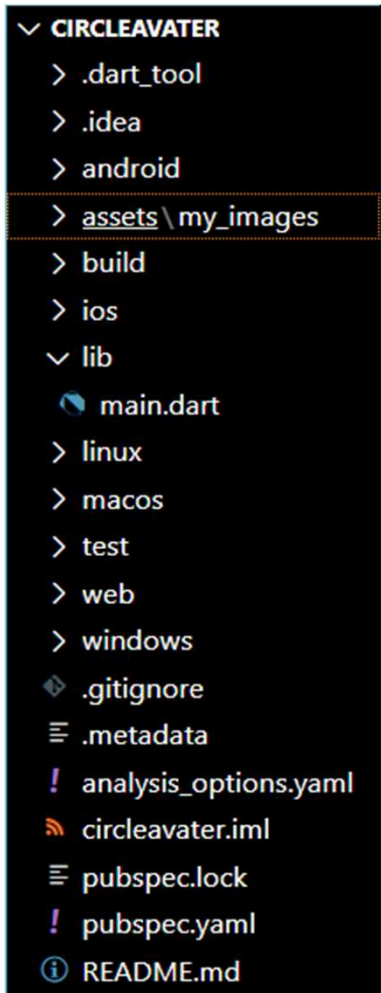
- Step 1: First, we need to **create a new folder inside the root** of the Flutter project and named it **assets**. We can also give it any other name if you want.
- Step 2: inside this folder, **insert images**
- Step 3: Update the **pubspec.yaml** file. Suppose the image name is **tablet.png**, then pubspec.yaml file is:

```
assets:  
  - assets/tablet.png  
  - assets/background.png
```

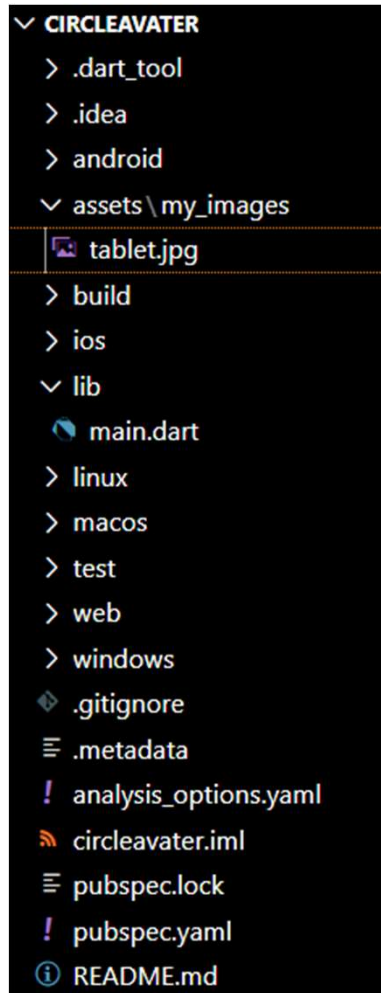
- Note : If the assets folder contains more than one image, we can include it by specifying the directory name with the slash (/) character at the end.

```
assets:  
  - assets/
```

Step 1: Create folder



Step 2: insert images



Step 3: open **pubspec.yaml** and remove **#** assets and images then write your folder path

```
# To add assets to your application, add an assets section, like this:  
assets:  
| - assets/my_images/tablet.jpg
```

Folder path

Image names

EXAMPLE

```
home: Scaffold(  
  appBar: AppBar(  
    title: Text("Circle Avater"),  
  ),  
  body: Center(  
    child: CircleAvatar(  
      radius: 150,  
      backgroundImage: AssetImage(  
        'assets/my_images/tablet.jpg',  
      ),  
    ),  
  ),  
),
```



DISPLAY IMAGES FROM THE INTERNET

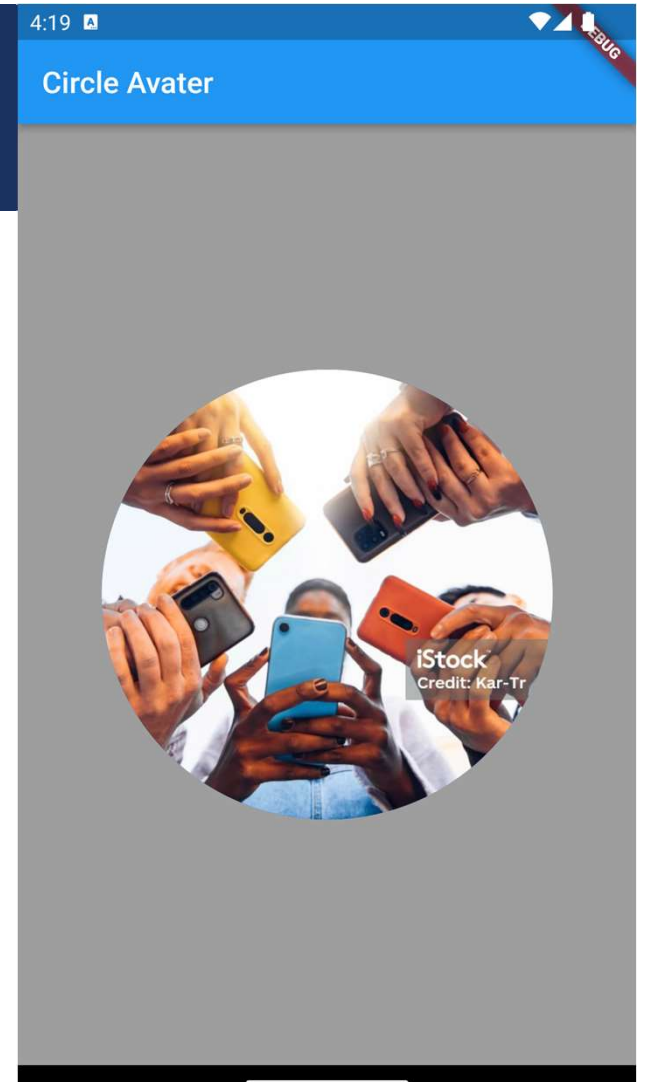
- Displaying images from the internet or network is very simple. Flutter provides a built-in method `Image.network` to work with images from a URL.

```
Image.network(  
  'URL',  
)
```

<https://www.istockphoto.com/>

EXAMPLE

```
home: Scaffold(  
  backgroundColor: Colors.grey,  
  appBar: AppBar(  
    title: Text("Circle Avater"),  
  ),  
  body: Center(  
    child: CircleAvatar(  
      radius: 150,  
      backgroundImage: NetworkImage(  
        'https://media.istockphoto.com/id/'  
      ),  
    ),  
  ),  
),
```



TRY THIS

