# Include images in your app

- A flutter app when built has both assets (resources) and code.

- Assets are available and deployed during runtime. The asset is a file that can include static data, configuration files, icons, and images.

- The Flutter app supports many image formats, such as JPEG, WebP, PNG, GIF, animated WebP/GIF, BMP, and WBMP.

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- ## Steps to Add an Image:

**Step 1:**
- Create a new folder It should be in the root of your flutter project. You can name it whatever you want, but assets are preferred.
- If you want to add other assets to your app, like fonts, it is preferred to make another subfolder named images.

**Step 2:**
- Copy your image to images sub-folder. The path should look like assets/images/yourImage. Before adding images also check the above-mentioned supported image formats.

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**Step 3:** Register the assets folder in pubspec.yaml file and update it.

    a) To add images, write the following code:

- flutter:
  - assets:
    - - assets/images/yourFirstImage.jpg
    - - assets/image/yourSecondImage.jpg
- b) If you want to include all the images of the assets folder then add this:
  - flutter:
    - assets:
      - - assets/images/

**Step 4:** Insert the image code in the file, where you want to add the image.

- Image.asset('assets/images/image1.jpg')

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