MAD & PWA Lab Journal

Experiment No.	06
Experiment Title.	To Connect Flutter UI with fireBase database
Roll No.	12
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Class	D15A
Subject	MAD & PWA Lab
Lab Outcome	LO3: Analyze and Build production ready Flutter App by incorporating backend services and deploying on Android / iOS
Grade:	

AIM: To Connect Flutter UI with fireBase database

Theory:

Firebase provides a powerful backend solution for Flutter applications, enabling features like authentication, real-time database, and cloud storage. By integrating Firebase, developers can easily manage user authentication and store data without setting up a separate backend. Firebase is a cloud-based platform by Google that provides backend services for mobile and web applications, eliminating the need to manage servers. It integrates seamlessly with Flutter to enhance app functionality, security, and performance.

It includes **Authentication** (email, social logins, phone sign-in), **Cloud Firestore & Realtime Database** for real-time data syncing, and **Cloud Storage** for handling images, videos, and documents. **Cloud Messaging** (**FCM**) enables push notifications, while **Crashlytics** and **Performance Monitoring** help in debugging and optimizing app performance. **Remote Config** allows updating app features without requiring updates, and **Analytics** provides insights into user behavior. With Firebase, Flutter apps can be more scalable, secure, and feature-rich without complex backend management.

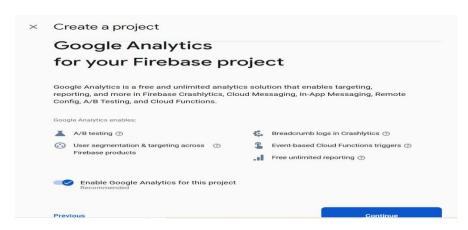
Steps to Set Up Firebase with Android Apps

Step 1: Create a Firebase Project

- 1. Go to Firebase Console.
- 2. Click on "Add Project", enter your project name, and proceed.



3. Enable Google Analytics (optional) and complete the setup.



If you choose to use Google Analytics, you will need to review and accept the terms and conditions prior to project creation.

After pressing Continue, your project will be created and resources will be provisioned. You will then be directed to the dashboard for the new project.



Step 2: Add Firebase to Your Flutter App

Adding Android support:

1. Click "Add App" → Select Android.



In order to add Android support to our Flutter application, select the Android logo from the dashboard. This brings us to the following screen:



2. Enter the package name (found in android/app/build.gradle).

The most important thing here is to match up the Android package name that you choose here with the one inside of our application.

The structure consists of at least two segments. A common pattern is to use a domain name, a company name, and the application name:

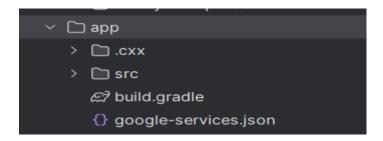
com.example.flutterfirebaseexample

You can copy it from applicationId in android/app/build.gradle in your code editor android/app/build.gradle

You can skip the app nickname and debug signing keys at this stage. Select Register app to continue.

3. Download the **google-services.json** file and place it inside android/app/.

This is important as it contains the API keys and other critical information for Firebase to use.



We'll now need to update our Gradle configuration to include the Google Services plugin.

Open android/build.gradle in your code editor and modify it to include the following:

```
dependencies {
    classpath 'com.google.gms:google-services:4.3.10'
}

android/buiild.gradle
buildscript {
    ext.kotlin_version = "1.9.22"
    repositories {
        google()
        mavenCentral()
    }
    dependencies {
        classpath 'com.google.gms:google-services:4.4.0'
        classpath "org.jetbrains.kotlin:kotlin-gradle-plugin:1.9.22"
    }
}
```

Finally, update the app level file at android/app/build.gradle to include the following:

apply plugin: 'com.google.gms.google-services'

android/app/build.gradle

```
apply plugin: 'com.android.application'

// Add this line
apply plugin: 'com.google.gms.google-services'

dependencies {

// Import the Firebase BoM
implementation platform('com.google.firebase:firebase-bom:28.0.0')

}

plugins {
  id "com.android.application"
  id "kotlin-android"
  id "dev.flutter.flutter-gradle-plugin"
  id 'com.google.gms.google-services'
}

dependencies {
```

```
// Import the Firebase BoM implementation platform('com.google.firebase:firebase-bom:33.9.0')
// TODO: Add the dependencies for Firebase products you want to use
// When using the BoM, don't specify versions in Firebase dependencies
// Add the dependencies for any other desired Firebase products
// https://firebase.google.com/docs/android/setup#available-libraries
}
```

Or else

```
apply plugin: 'com.google.gms.google-services' at the end
```

With this update, we're essentially applying the Google Services plugin as well as looking at how other Flutter Firebase plugins can be activated such as Analytics.

Step 3: Install Firebase Dependencies

Open pubspec.yaml and add:

```
dependencies:

firebase_core: latest_version

firebase_auth: latest_version

cloud firestore: latest version
```

Then run:

flutter pub get

Step 4: Initialize Firebase in Flutter

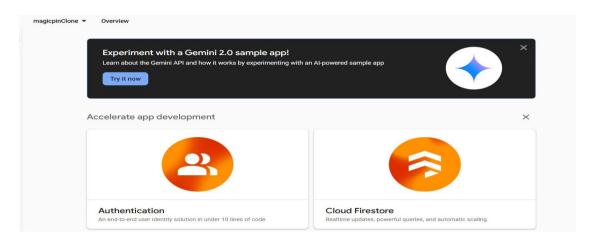
Open main.dart and update the main() function:

```
import 'package:flutter/material.dart';
import 'package:firebase_core/firebase_core.dart';
void main() async {
WidgetsFlutterBinding.ensureInitialized();
  await Firebase.initializeApp();
  runApp(MyApp());
}
```

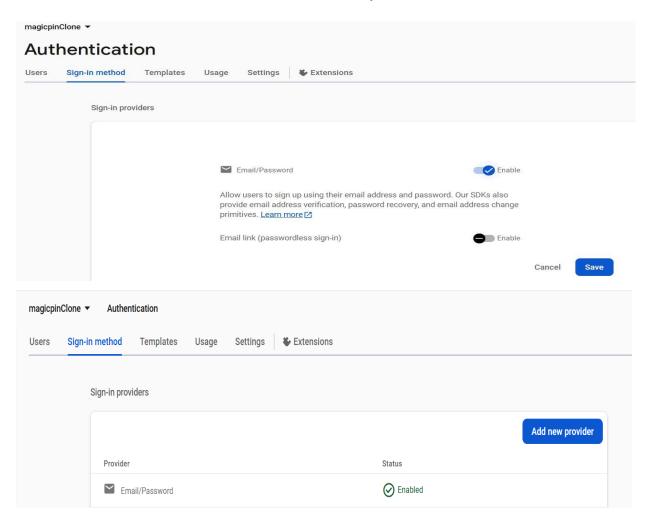
Ensure that MyApp() is wrapped inside MaterialApp().

Step 5: Enable Authentication in Firebase

1. In Firebase Console, go to **Authentication** > **Sign-in method**.



2. Enable **Email/Password Authentication** (or any other method).



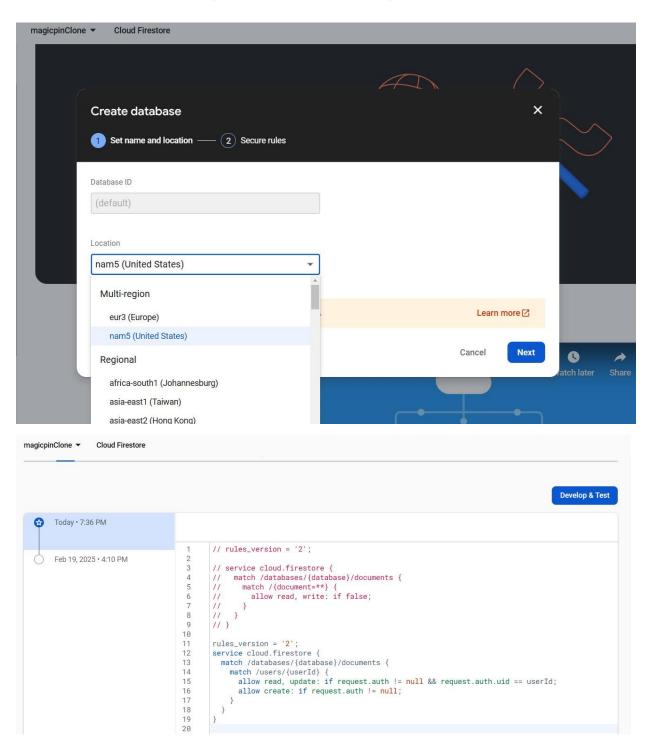
Step 6: Implement Firebase Authentication in Flutter

1. Register a New User (Signup)

```
import 'package:firebase_auth/firebase_auth.dart';
Future<void> signUpUser(String email, String password) async {
try {
  User Credential\ user Credential\ =\ await\ Firebase Auth. instance. create User With Email And Password (
   email: email,
   password: password,
  print("User registered: ${userCredential.user?.uid}");
 } catch (e) {
  print("Signup failed: $e");
 }
}
2. Login User
Future<void>loginUser(String email, String password) async {
try {
  User Credential = await \ Firebase Auth. instance. sign In With Email And Password (
   email: email,
   password: password,
  print("User logged in: ${userCredential.user?.uid}");
 } catch (e) {
  print("Login failed: $e");
 }
}
3. Logout User
Future<void> logoutUser() async {
await FirebaseAuth.instance.signOut();
print("User logged out");
}
```

Step 7: Enable Firestore Database in Firebase

- 1. In Firebase Console, go to **Firestore Database**.
- 2. Click Create Database, select Start in Test Mode, and enable Firestore.



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Step 8: Perform Database Operations in Flutter

```
1. Add Data to Firestore
```

```
import 'package:cloud_firestore/cloud_firestore.dart';
void addUser() {
FirebaseFirestore.instance.collection('users').add({
  'name': 'John Doe',
  'email': 'johndoe@example.com',
 });
2. Read Data from Firestore
```

```
void fetchUsers() {
FirebaseFirestore.instance.collection('users').get().then((snapshot) {
for (var doc in snapshot.docs) {
   print(doc.data());
  }
 });
}
```

3. Update Data in Firestore

```
void updateUser(String docID) {
                Firebase Firestore.instance.collection ('users').doc(docID).update (\{arministration of the context of the con
                'name': 'Jane Doe',
                      });
```

4. Delete Data from Firestore

```
void deleteUser(String docID) {
FirebaseFirestore.instance.collection('users').doc(docID).delete();
```

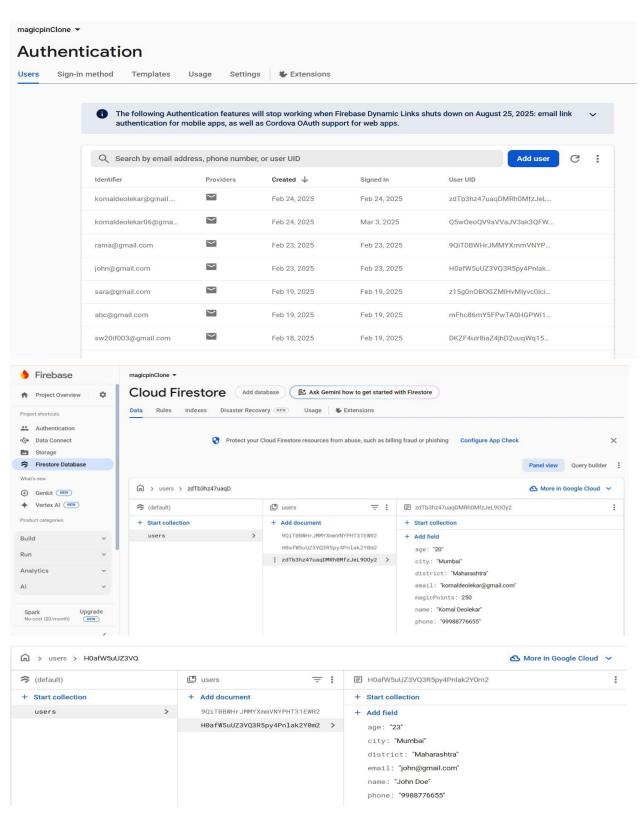
Step 9: Test Firebase Connection

Now update the codes and run the app using:

flutter run

1. Perform actions like adding, reading, updating, and deleting data.

2. Check Firebase Console to verify the changes.



Codes:

```
Login page.dart
import 'package:flutter/material.dart';
import 'package:firebase_auth/firebase_auth.dart';
import 'otp_page.dart';
import 'signup_page.dart';
class LoginPage extends StatefulWidget {
 @override
  _LoginPageState createState() => _LoginPageState();
class LoginPageState extends State<LoginPage> {
 final TextEditingController phoneController = TextEditingController();
 // Initialize Firebase Auth
 final FirebaseAuth auth = FirebaseAuth.instance;
 bool isLoading = false;
 @override
 void initState() {
  super.initState();
  // Check if user is already logged in
  _auth.authStateChanges().listen((User? user) {
   if (user!= null) {
    // User is signed in, you can navigate to home page if needed
    // Navigator.pushReplacementNamed(context, '/home');
  });
 void navigateToOtpPage() {
  if (_phoneController.text.length == 10) {
   setState(() {
     _isLoading = true;
   });
   // Format phone number with country code
   String phoneNumber = '+91${_phoneController.text}';
   _auth.verifyPhoneNumber(
     phoneNumber. phoneNumber.
     verificationCompleted: (PhoneAuthCredential credential) async {
      // Auto-verification on Android
      await _auth.signInWithCredential(credential);
      setState(() {
       _isLoading = false;
      });
      // Navigate to home page or wherever you want
      // Navigator.pushReplacementNamed(context, '/home');
     },
     verificationFailed: (FirebaseAuthException e) {
      setState(() {
        _isLoading = false;
      });
```

```
ScaffoldMessenger.of(context).showSnackBar(
      SnackBar(content: Text(e.message ?? "Verification failed")),
    );
   },
   codeSent: (String verificationId, int? resendToken) {
     setState(() {
      _isLoading = false;
     });
     Navigator.push(
      context.
      MaterialPageRoute(
       builder: (context) => OtpPage(
        phoneNumber. _phoneController.text,
        verificationId: verificationId,
       ),
      ),
    );
   codeAutoRetrievalTimeout: (String verificationId) {},
  ):
 } else {
  ScaffoldMessenger.of(context).showSnackBar(
   SnackBar(content: Text("Please enter a valid 10-digit number")),
  );
}
void _navigateToSignupPage() {
 Navigator.push(
  context.
  MaterialPageRoute(builder: (context) => SignupPage()),
 );
}
@override
Widget build(BuildContext context) {
 return Scaffold(
  body: Padding(
   padding: const EdgeInsets.all(16.0),
   child: _isLoading
      ? Center(child: CircularProgressIndicator())
        crossAxisAlignment. CrossAxisAlignment.start,
        children: [
          SizedBox(height: 50),
          Text("Enter your mobile number",
            style: TextStyle(fontSize: 18)),
          SizedBox(height: 10),
          Row(
           children: [
            Container(
              decoration: BoxDecoration(
               border. Border.all(color. Colors.grey),
               borderRadius: BorderRadius.circular(8),
```

```
padding:
      EdgeInsets.symmetric(horizontal: 12, vertical: 14),
    child: Row(
     children: [
      Image.asset("/india_flag.png",
         width: 24), // Update asset path
      SizedBox(width: 8),
      Text("+91"),
     ],
   ),
  SizedBox(width: 10),
  Expanded(
   child: TextField(
     controller. _phoneController,
     keyboardType: <u>TextInputType</u>.phone,
     decoration: InputDecoration(
      border: OutlineInputBorder(),
     ),
   ),
  SizedBox(width: 8),
  Icon(Icons.person_outline),
 Ι,
SizedBox(height: 20),
ElevatedButton(
 onPressed: _navigateToOtpPage,
 child: Text("Continue"),
 style: ElevatedButton.styleFrom(
  minimumSize: Size(double.infinity, 50),
 ),
SizedBox(height: 20),
Row(children: [
 Expanded(child: Divider()),
 Padding(
  padding: const EdgeInsets.symmetric(horizontal: 10),
  child: Text("or"),
 Expanded(child: Divider()),
SizedBox(height: 10),
ElevatedButton.icon(
 onPressed: _navigateToSignupPage,
 icon: lcon(lcons.g_translate),
 label: Text("Continue with Google"),
 style: ElevatedButton.styleFrom(
  backgroundColor. Colors.white,
  foregroundColor. Colors.black,
  minimumSize: Size(double.infinity, 50),
 ),
SizedBox(height: 10),
ElevatedButton.icon(
```

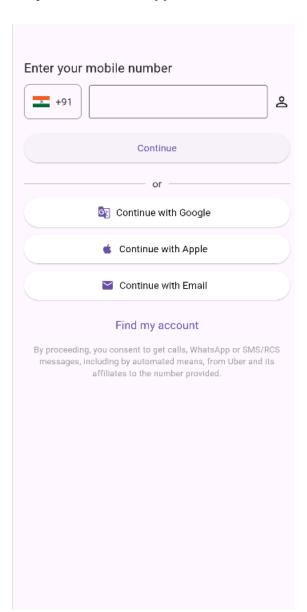
```
onPressed: navigateToSignupPage,
            icon: Icon(Icons.apple),
            label: Text("Continue with Apple"),
            style: ElevatedButton.styleFrom(
             backgroundColor. Colors.white,
             foregroundColor. Colors.black,
             minimumSize: Size(double.infinity, 50),
           ),
           SizedBox(height: 10),
           ElevatedButton.icon(
            onPressed: _navigateToSignupPage,
            icon: Icon(Icons.email),
            label: Text("Continue with Email"),
            style: ElevatedButton.styleFrom(
             backgroundColor. Colors.white,
             foregroundColor. Colors.black,
             minimumSize: Size(double.infinity, 50),
            ),
           SizedBox(height: 20),
           Center(
            child: TextButton(
             onPressed: _navigateToSignupPage,
             child: Text("Find my account",
                style: TextStyle(fontSize: 16)),
            ),
           SizedBox(height: 10),
           Text(
            "By proceeding, you consent to get calls, WhatsApp or SMS/RCS messages, including
by automated means, from Uber and its affiliates to the number provided.",
            textAlign: TextAlign.center,
            style: TextStyle(fontSize: 12, color: Colors.grey),
           ),
       ], ·
),
```

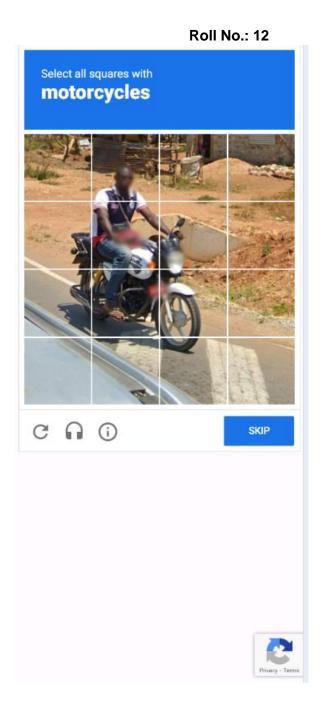
Otp_page.dart

```
import 'package:flutter/material.dart';
import 'package:firebase_auth/firebase_auth.dart';
import 'accept_page.dart';
class OtpPage extends StatefulWidget {
 final String phoneNumber;
 final String verificationId; // Added verificationId
 OtpPage({required this.phoneNumber, required this.verificationId});
 @override
  OtpPageState createState() => OtpPageState();
class OtpPageState extends State<OtpPage> {
 final <u>TextEditingController</u> _otpController = <u>TextEditingController()</u>;
 final \ \underline{FirebaseAuth} \ \_auth = \underline{FirebaseAuth}.instance;
 bool _isLoading = false;
 void _verifyOtp() async {
  String smsCode = _otpController.text.trim();
  if (smsCode.length == 6) {
   setState(() {
     _isLoading = true;
   try {
     // Create PhoneAuthCredential
     \underline{PhoneAuthCredential}\ credential = \underline{PhoneAuthProvider}.credential(
      verificationId: widget.verificationId,
      smsCode: smsCode,
     );
     // Sign in the user
     await _auth.signInWithCredential(credential);
     setState(() {
      _isLoading = false;
     // Navigate to AcceptPage after successful login
     Navigator.pushReplacement(
      context,
      <u>MaterialPageRoute(builder: (context) => AcceptPage())</u>,
     );
    } catch (e) {
     setState(() {
      _isLoading = false;
     ScaffoldMessenger.of(context).showSnackBar(
      SnackBar(content: Text("Invalid OTP. Please try again.")),
     );
   } else {
   \underline{ScaffoldMessenger}. of (context). show Snack Bar (
     SnackBar(content: Text("Enter a valid 6-digit OTP")),
   );
  }
 @override
 Widget build(BuildContext context) {
  return Scaffold(
   appBar: AppBar(title: Text("Verify OTP")),
   body: Padding(
```

```
padding: const EdgeInsets.all(16.0),
child: Column(
 crossAxisAlignment: CrossAxisAlignment.start,
 children: [
  Text(
    "Enter the 6-digit code sent via SMS to ${widget.phoneNumber}",
   style: TextStyle(fontSize: 18),
  SizedBox(height: 10),
  TextField(
   controller: _otpController,
   keyboardType: TextInputType.number,
   maxLength: 6, // Updated OTP length to 6 digits
   textAlign: TextAlign.center,
   decoration: <a href="mailto:InputDecoration">InputDecoration</a>(counterText: ""),
  SizedBox(height: 20),
  <u>TextButton(onPressed:</u> () {}, child: <u>Text("Resend code via SMS")), </u>
  <u>TextButton(onPressed: () {}, child: Text("Call me with code")),</u>
  Spacer(),
  _isLoading
     ? Center(child: CircularProgressIndicator())
       mainAxisAlignment: MainAxisAlignment.spaceBetween,
       children: [
        IconButton(
          icon: Icon(Icons.arrow_back),
          onPressed: () => Navigator.pop(context),
        ),
        ElevatedButton(
          onPressed: _verifyOtp,
          child: Text("Verify & Continue"),
        ),
       ],
```

Project Title: Uber App





ScreenShots:

