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Department of Information Technology

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Class / Branch / Div: TE- IT B Roll No. 17

Subject: MAD & PWA Lab Date of Submission: 10/03/25

Name of Instructor: Prof. Manjusha Kashilkar

Experiment No.:7

Aim: To Implement fireBase connectivity to connect with Flutter UI

Prerequisites: Android studio, flutter SDK.

Software: Android studio, flutter SDK.

Problem Statement: Implement firebase connectivity for Email-Password authentication.

Code:

1. Main.dart

```
import 'package:flutter/material.dart';
import 'package:firebase_core/firebase_core.dart';

void main() async {
WidgetsFlutterBinding.ensureInitialized();
await Firebase.initializeApp();
runApp(MyApp());
}

class MyApp extends StatelessWidget {
@override
Widget build(BuildContext context) {
return MaterialApp(
debugShowCheckedModeBanner: false,
home: CounterApp(),
);
```

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} class CounterApp extends StatefulWidget { @override _CounterAppState createState() => _CounterAppState(); } class _CounterAppState extends State<CounterApp> { int _counter = 0; void _incrementCounter() { setState(() { _counter++; }); } @override Widget build(BuildContext context) { return Scaffold(appBar: AppBar(title: Text("Counter App")), body: Center(child: Column(mainAxisAlignment: MainAxisAlignment.center, children: <Widget>[Text("You have pushed the button this many times:"), Text("\$_counter", style: Theme.of(context).textTheme.headlineMedium),],),



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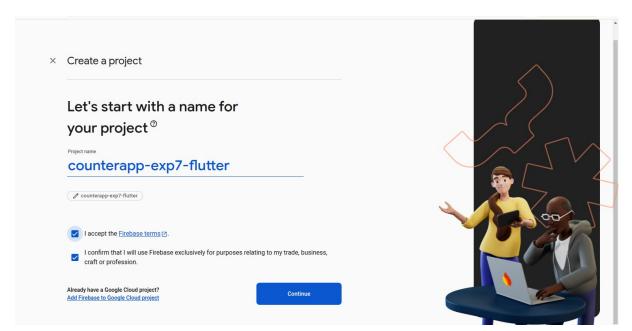
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), floatingActionButton: FloatingActionButton(onPressed: _incrementCounter, tooltip: 'Increment', child: Icon(Icons.add),),); }

Output:

}

creating firebase project



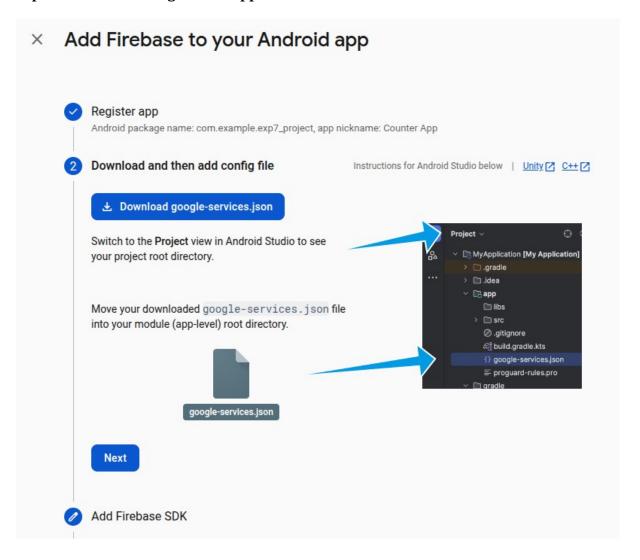


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created firebase app and added google-services.json to app level and added plugins and dependencies to build.gradle of app and android level





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Added classpath dependencies in android/graddle

added firebase import and firebase intialized

```
JO KUII TETTIIIITAL FIELP
  main.dart X {} google-services.json
                                        w build.gradle android
                                                               w build.gradle .../app
   lib > 🐧 main.dart > 😭 _CounterAppState > 🕥 build
          import 'package:flutter/material.dart';
         import 'package:firebase core/firebase core.dart';
         Run | Debug | Profile
         void main() async {
           WidgetsFlutterBinding.ensureInitialized();
           await Firebase.initializeApp();
            runApp(MyApp());
          class MyApp extends StatelessWidget {
           @override
           Widget build(BuildContext context) {
              return MaterialApp(
                debugShowCheckedModeBanner: false,
                home: CounterApp(),
              ); // MaterialApp
          class CounterApp extends StatefulWidget {
           @override
            CounterAppState createState() => CounterAppState();
```

firebase init



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selected hosting and used existing project set the public directory build/web

```
PROBLEMS (*) OUTPUT DEBUGCONSOLE TERMINAL PORTS

? Which Firebase features do you want to set up for this directory? Press Space to select features, then Enter to confirm your choices. Hosting: Configure files for Firebase Hosting and (optionally) set up GitHub Action deploys

=== Project Setup

First, let's associate this project directory with a Firebase project.
You can create multiple project aliases by running firebase use --add, but for now we'll just set up a default project.
? Please select an option: Use an existing project
? Select a default Firebase project for this directory: fir-project-853ab (firebaseproject)

i Using project fir-project-853ab (firebaseproject)

=== Hosting Setup

Your public directory is the folder (relative to your project directory) that will contain Hosting assets to be uploaded with firebase deploy. If you have a build process for your assets, use your build's output directory.

**What do you want to use as your public directory? build/web
```

```
PROBLEMS 4 OUTPUT DEBUGCONSOLE TERMINAL PORTS

have a build process for your assets, use your build's output directory.

What do you want to use as your public directory? build/web
? Configure as a single-page app (rewrite all urls to /index.html)? No
? Set up automatic builds and deploys with GitHub? No

Wrote build/web/404.html

Wrote build/web/yindex.html

Writing configuration info to firebase.json...

Writing project information to .firebaserc...

Firebase initialization complete!
```

flutter build web

```
* apsit@apsit-HP-ProDesk-600-G4-PCI-MT:~/Desktop/chirag/exp7/exp7_project$ flutter build web

Font asset "CupertinoIcons.ttf" was tree-shaken, reducing it from 257628 to 1172 bytes (99.5% reduction). Tree-shaking can be disabled by providing the
-no-tree-shake-icons flag when building your app.
Font asset "MaterialIcons-Regular.otf" was tree-shaken, reducing it from 1645184 to 7760 bytes (99.5% reduction). Tree-shaking can be disabled by
providing the -no-tree-shake-icons flag when building your app.
Compiling lib/main.dart for the Web...
31.8s

Built build/web

apsit@apsit-HP-ProDesk-600-G4-PCI-MT:~/Desktop/chirag/exp7/exp7_project$
```

firebase deployed

```
apsit@apsit=HP-ProDesk-600-G4-PCI-MT:~/Desktop/chirag/exp7/exp7_project$ firebase deploy
=== Deploying to 'counterapp-exp7-flutter'...

i deploying hosting
i hosting[counterapp-exp7-flutter]: beginning deploy...
i hosting[counterapp-exp7-flutter]: found 31 files in build/web
    hosting[counterapp-exp7-flutter]: file upload complete
i hosting[counterapp-exp7-flutter]: finalizing version...
    hosting[counterapp-exp7-flutter]: version finalized
i hosting[counterapp-exp7-flutter]: releasing new version...
    hosting[counterapp-exp7-flutter]: release complete

    Deploy complete!

Project Console: https://console.firebase.google.com/project/counterapp-exp7-flutter/overview
Hosting URL: https://counterapp-exp7-flutter.web.app
apsit@apsit-HP-ProDesk-600-G4-PCI-MT:~/Desktop/chirag/exp7/exp7_project$
```

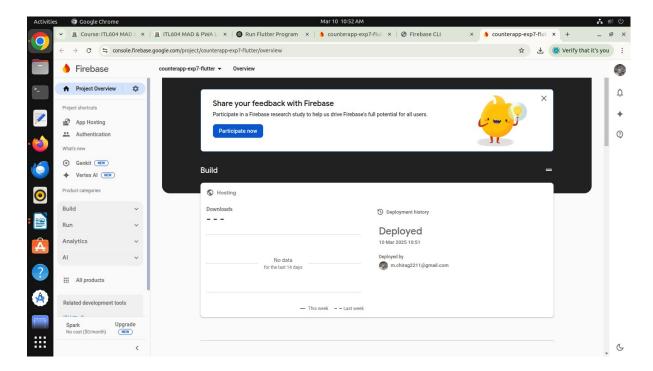


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firebase deployed



Conclusion: In this experiment, we successfully integrated Firebase with a Flutter application for Email-Password authentication. This implementation enhances app functionality by enabling secure user authentication and real-time data management.