

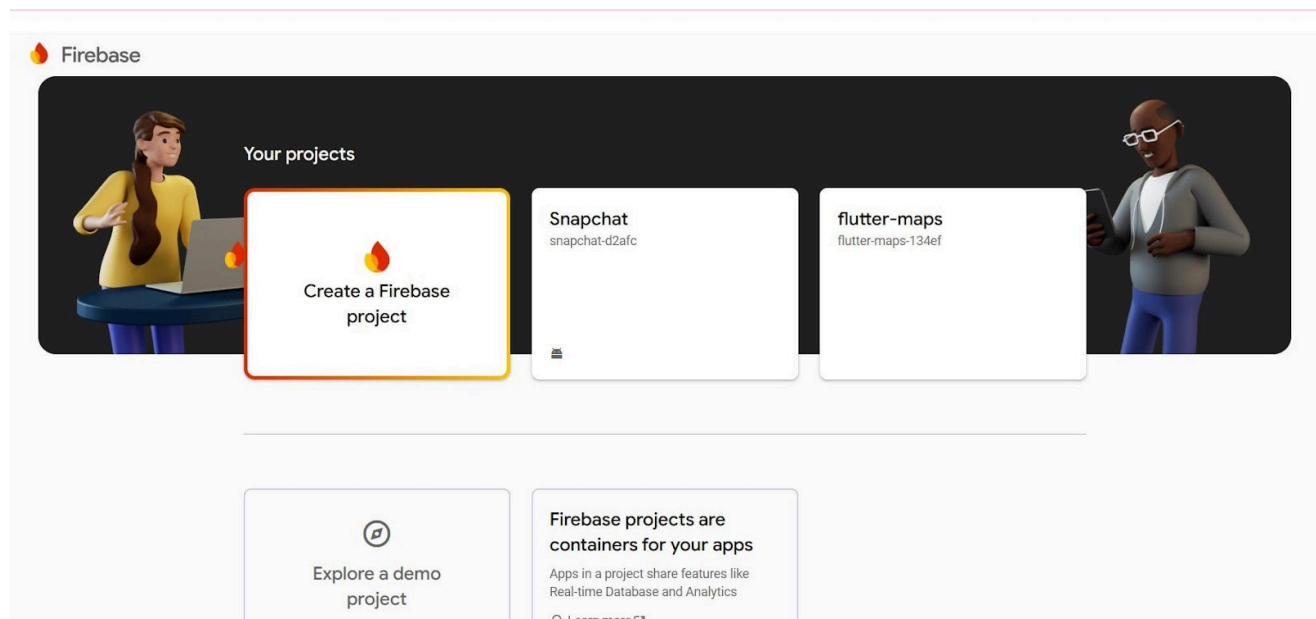
EXPERIMENT NO: - 06**Name:-** Diksha Utekar**Class:-** D15A**Roll:No: -** 63**AIM: -** To connect Flutter UI with Firebase database.**Theory: -**

Flutter is an open-source UI toolkit developed by Google for building natively compiled applications for mobile, web, and desktop from a single codebase. Firebase, a Backend-as-a-Service (BaaS) platform, provides real-time database, authentication, and cloud storage services, making it a powerful backend solution for Flutter applications.

By integrating Firebase with Flutter, developers can store and retrieve data in real time, authenticate users, and manage cloud-based data efficiently. This is particularly useful for applications requiring dynamic content updates and user interactions.

➤ Steps to Connect Flutter UI with Firebase Database**Step 1:**

1.1) Go to Firebase Console and Create a Firebase Project



1.2) Click on Create a Project and give it a suitable name.

× Create a project

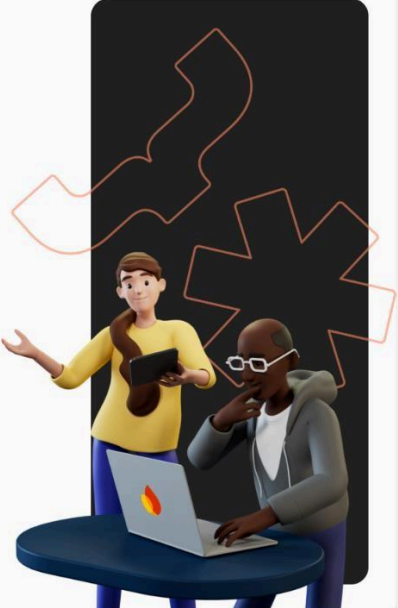
Let's start with a name for your project[®]

Project name

✎ snapchat-d2afc

Already have a Google Cloud project?
[Add Firebase to Google Cloud project](#)

Continue

An illustration of two people, a woman in a yellow shirt and a man in a grey hoodie, sitting at a blue table. The woman is holding a smartphone and gesturing, while the man is looking at a laptop with the Apple logo. In the background, there is a large black gear with orange outlines.

[Go to docs](#)

×

Add Firebase to your Android app

1 Register app

Android package name ⓘ

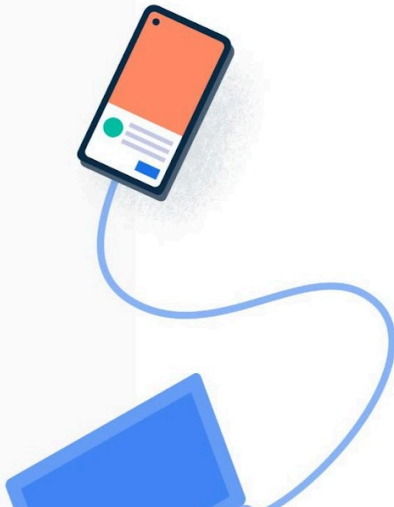
App nickname (optional) ⓘ

Debug signing certificate SHA-1 (optional) ⓘ

ⓘ Required for Dynamic Links, and Google Sign-In or phone number support in Auth.
Edit SHA-1s in Settings.

Register app

2 Download and then add config file



- 2.3) Download the google-services.json (for Android) & place the JSON file inside android/app/ directory.

× Add Firebase to your Android app

✓ Register app
Android package name: com.example.snapchat_clone_ui, App nickname: VIVO_Y21

2 Download and then add config file [Instructions for Android Studio below](#) | [Unity](#) [C++](#)

[Download google-services.json](#)

Switch to the Project view in Android Studio to see your project root directory.

Move your downloaded google-services.json file into your module (app-level) root directory.

google-services.json

Next

Project view showing the app directory structure:

```

Project
├── MyApplication (My Applications)
│   ├── gradle
│   ├── idea
│   ├── app
│   │   ├── libs
│   │   ├── src
│   │   ├── .gitignore
│   │   ├── build.gradle.kts
│   │   ├── google-services.json
│   │   ├── proguard-rules.pro
│   └── ...

```

- 2.4) Add Firebase SDK dependencies to android/build.gradle

3 Add Firebase SDK [Instructions for Gradle](#) | [Unity](#) [C++](#)

★ Are you still using the buildscript syntax to manage plug-ins? [Learn how to add Firebase plug-ins using that syntax.](#)

1. To make the google-services.json config values accessible to Firebase SDKs, you need the Google services Gradle plug-in.

☐ Kotlin DSL (build.gradle.kts) ☒ Groovy (build.gradle)

Add the plug-in as a dependency to your project-level build.gradle file:

Root-level (project-level) Gradle file (<project>/build.gradle):

```

plugins {
    // ...

    // Add the dependency for the Google services Gradle plugin
    id 'com.google.gms.google-services' version '4.4.2' apply false
}

```

2. Then, in your module (app-level) build.gradle file, add both the google-services plug-in and any Firebase SDKs that you want to use in your app:

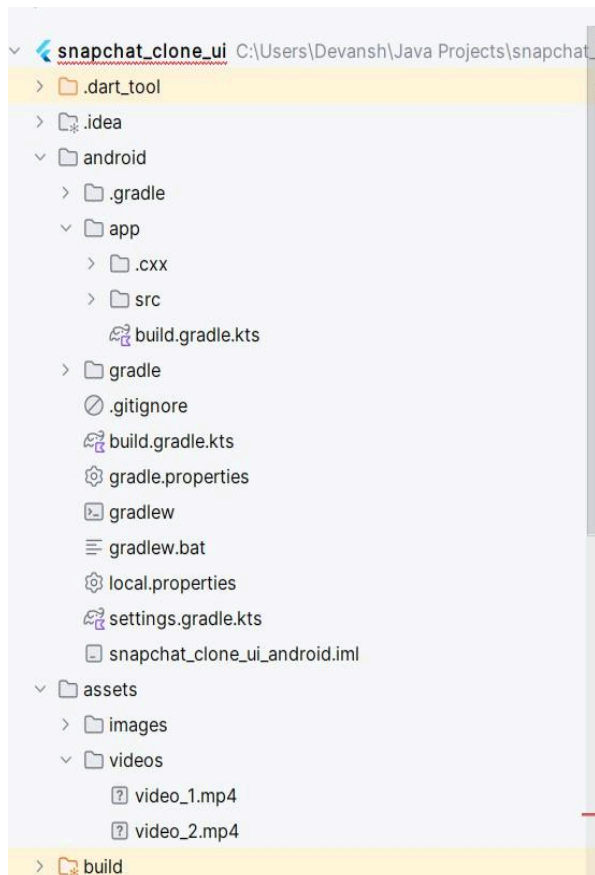
Module (app-level) Gradle file (<project>/<app-module>/build.gradle):

```

plugins {
    id 'com.android.application'
    // Add the Google services Gradle plugin
    id 'com.google.gms.google-services'
    ...
}

dependencies {

```



Step 3: - Add Firebase Authentication to Your App

3.1) Add Firebase Authentication Dependencies

```
firebase_core: ^3.12.1  
flutter_web_auth: ^0.6.0  
firebase_auth: ^5.5.1  
http: ^1.3.0
```

3.2) Enable Authentication in Firebase Console

Go to **Firebase Console** →

Authentication.

Click on **Sign-in method** and enable **Email/Password** (or any other method like Google). Click Save

Authentication

The following Authentication features will stop working when Firebase Dynamic Links shuts down on August 25, 2025: email link authentication for mobile apps, as well as Cordova OAuth support for web apps.

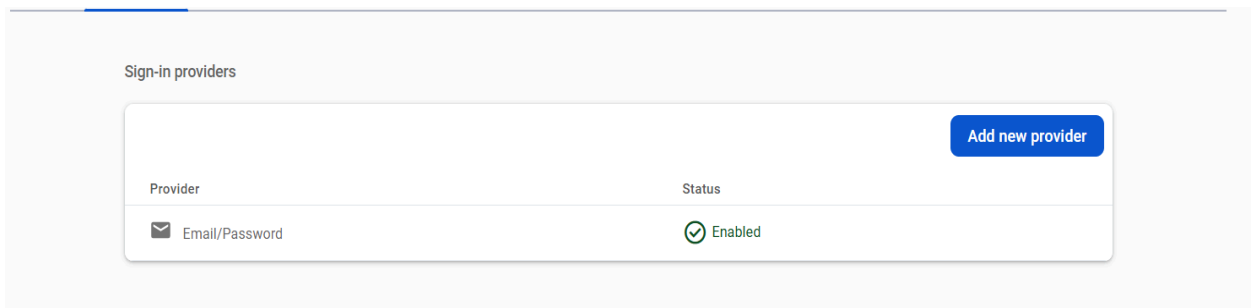
Search by email address, phone number, or user UID

Add user

Identifier	Providers	Created	Signed In	User UID
devanshwadhvani.dw...		Mar 31, 2025		pwqfVr42yvVfpod4KAJIE1C3j...

Rows per page: 50 | 1 - 1 of 1





3.3) Implement Authentication in Flutter Modify main.dart

```
import 'package:flutter/material.dart';
import 'package:snapchat_clone_ui/screens/home_screen.dart';
import 'package:snapchat_clone_ui/screens/initial_screen.dart';
import 'package:snapchat_clone_ui/screens/login_screen.dart';
import 'package:snapchat_clone_ui/screens/signup_screen.dart';
import 'package:firebase_core'
```

```
void main() {
  runApp(MyApp());
}
```

```
class MyApp extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      debugShowCheckedModeBanner: false,
      theme: ThemeData(primaryColor: Color(0xFF838486)),
      initialRoute: '/',
      routes: {
        '/': (context) => InitialScreen(),
        '/login_screen': (context) => LoginScreen(),
        '/signup_screen': (context) =>
          SignupScreen(), '/home_screen': (context) =>
          HomeScreen(),
      },
    );
  }
}
```

Step 4: -Configure Firebase Realtime Database

- 4.1) Go to Firebase Console → Realtime Database.
- 4.2) Click **Create Database** → Choose location → Set rules (for development, set read/write to true).

4.3) Click **Publish**.

- Code:
- Login_Screen.dart

```
import 'package:flutter/material.dart';
import 'package:font_awesome_flutter/font_awesome_flutter.dart';
import 'package:snapchat_clone_ui/custom_widgets/custom_widgets.dart';
```

```
const Falcon hiddenEye = Falcon(FontAwesomeIcons.eyeSlash);
const Falcon eye = Falcon(FontAwesomeIcons.eye);
```

```
class LoginScreen extends StatefulWidget {
  @override
  _LoginScreenState createState() => _LoginScreenState();
}
```

```
class _LoginScreenState extends State<LoginScreen> {
  bool _obscureText = true;
  Widget eyeStatus = hiddenEye;
```

```
void _toggle() {
  setState(() {
    _obscureText = !_obscureText;
    if (_obscureText == false) {
      eyeStatus = eye;
    } else {
      eyeStatus = hiddenEye;
    }
  });
}
```

```
@override
Widget build(BuildContext context) {
  return Scaffold(
    appBar: AppBar(
      leading: GestureDetector(
        onTap: () {
          Navigator.pop(context);
        },
        child: Icon(Icons.arrow_back_ios, color: Colors.grey),
      ),
      elevation: 0,
      backgroundColor: Colors.white,
    ),
    body: Center(
```

```

child: SingleChildScrollView(
  child: Center(
    child: Column(
      mainAxisAlignment: MainAxisAlignment.spaceEvenly,
      children: [
        Text(
          "Log
          in",
          style: TextStyle(fontSize: 40, color: Colors.black),
        ),
        SizedBox(height: 20),
        CustomSnapTextField(
          label: "USERNAME OR EMAIL",
          isPasswordField: false,
          autoFocus: true,
        ),
        SizedBox(height: 20),
        Column(
          children: [
            Container(
              alignment: Alignment.centerLeft,
              margin: EdgeInsets.symmetric(horizontal: 50),
              child: Text(
                "PASSWORD",
                style: TextStyle(
                  fontSize: 18,
                  fontWeight: FontWeight.bold,
                  color: Color(0xFF51B5E5),
                ),
              ),
            ),
          ],
        ),
        Padding(
          padding: const EdgeInsets.symmetric(horizontal: 50),
          child: TextField(
            obscureText: _obscureText,
            autofocus: false,
            cursorHeight: 33,
            cursorWidth: 2,
            decoration: InputDecoration(
              suffixIcon: GestureDetector(
                onTap: () {
                  _toggle();
                },
                child: eyeStatus,
              ),
              floatingLabelBehavior: FloatingLabelBehavior.never,
              contentPadding: EdgeInsets.all(6),
            ),
            cursorColor: Color(0xFF69B77D),
          ),
        ),
      ],
    ),
  ),
)

```

D

l,

```

),
SizedBox(height: 60),
//Forgot your password
GestureDetector(
onTap: () {
  //forgot your password
},
child: Text(
  "Forgot your password?",
  style: TextStyle(
    fontSize: 17,
    fontWeight: FontWeight.bold,
    color: Color(0xFF51B5E5),
  ),
),
),
SizedBox(height: 90),

//Login button
Padding(
padding: const EdgeInsets.symmetric(horizontal: 80),
child: GestureDetector(
onTap: () {
  Navigator.pushNamed(context, '/home_screen');
},
child: Container(
margin: EdgeInsets.only(top: 20),
child: Text(
  "Log in",
  style: TextStyle(
    fontSize: 25,
    color: Colors.white,
    fontWeight: FontWeight.bold,
  ),
),
),
alignment: Alignment.center,
height: 55,
width: double.infinity,
decoration: BoxDecoration(
color: Color(0xFFADB6BD),
borderRadius: BorderRadius.circular(80),
),
),
),
),
),
],
),
),
),
),
);

```



Log in

Sign Up



Log in

USERNAME OR EMAIL

PASSWORD



[Forgot your password?](#)

Log in



What's your name?

FIRST NAME

|

LAST NAME


By tapping Sign up & Accept, you acknowledge that you have read the [Privacy Policy](#) and agree to the [Terms of service](#).


Sign up & Accept


napchat ▾


Templates ?


Email

 Email address verification


 Password reset

 Email address change

 Multi-factor enrollment notification

 SMTP settings

SMS

 SMS verification

Template language

SMS verification

Allow users to sign in using a one time passcode sent as a SMS to their mobile phones.

Message

%LOGIN_CODE% is your verification code for %APP_NAME%.