

GETTING STARTED WITH REACT

Two things needed in the machine to create a react project

1. Node.js

You can download node.js from this links

<https://nodejs.org/en/>

2. npm

npm will be automatically installed on the computer with node.js downloading. You can create a new react app on your computer by running this commands in the terminal. Here the name of the app going to be create is “my-app”. Here any name can be used instead my-app.

```
npx create-react-app my-app  
  
cd my-app  
  
npm start
```

If you have an error with npm. You can add npm and try in this way

```
npx create-react-app my-app  
  
cd my-app  
  
npm add  
  
npm audit fix  
  
npm start
```

Note: After running above codes on terminal new react app will open on your browser.

USED LIBRARIES WITH REACT

Following libraries are used for this app

1. **react-router-dom**

This library is useful for router the pages inside the web site. You can install this by running following command on the terminal

```
npm i react-router-dom
```

2. **firebase**

This library needs for integrating firebase with the web application. The library can be installed by running following code in the terminal.

```
npm i firebase
```

3. **react-3d-viewer**

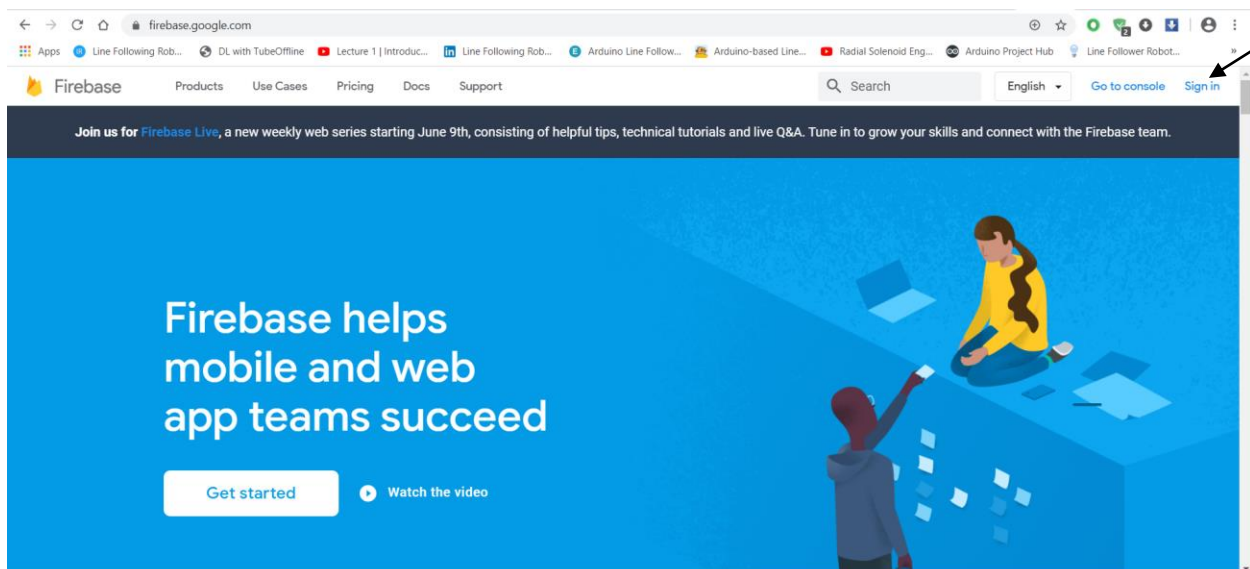
This library is used for handling 3d images in react. You can download this library by running following command on the terminal

```
npm i react-3d-viewer
```

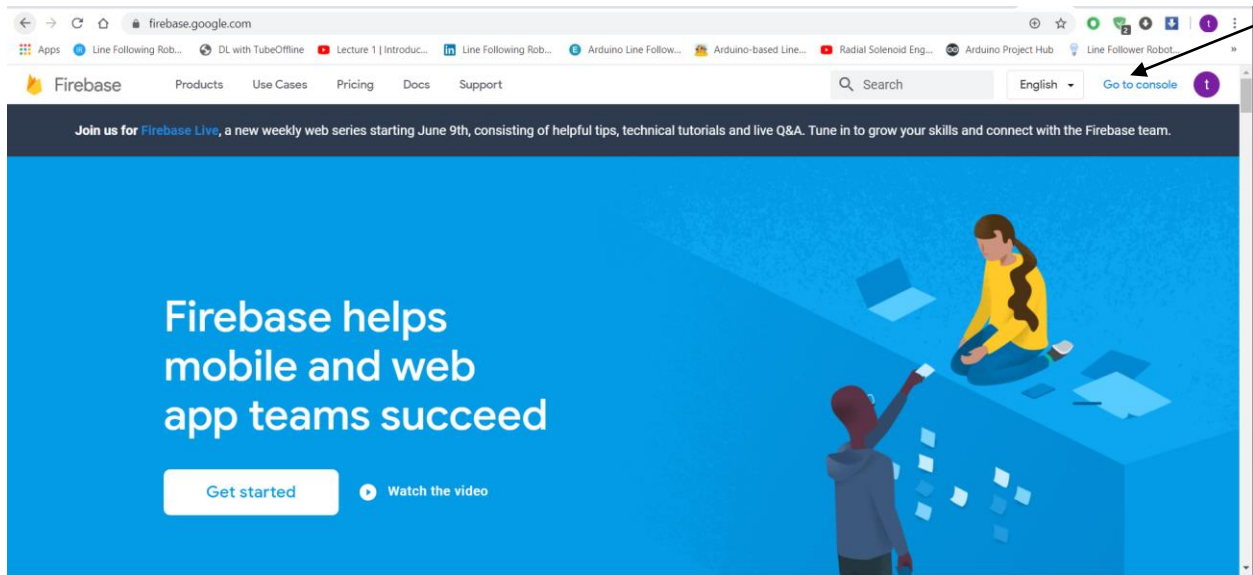
SETUP FIREBASE

Go to <https://firebase.google.com/>

Then sign in to your google account

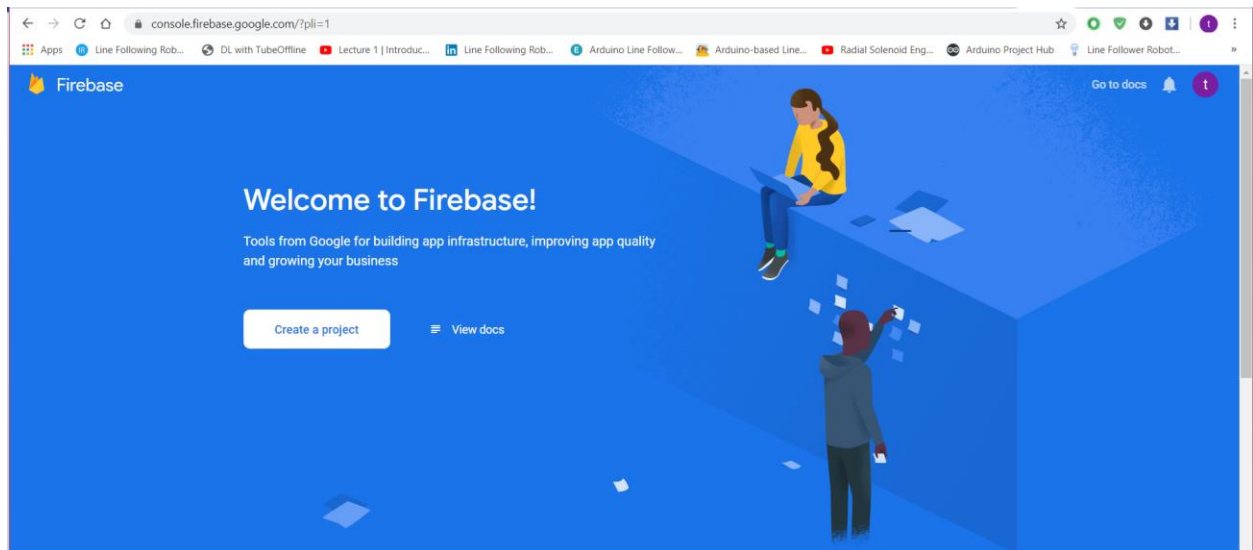


Click on Go to console

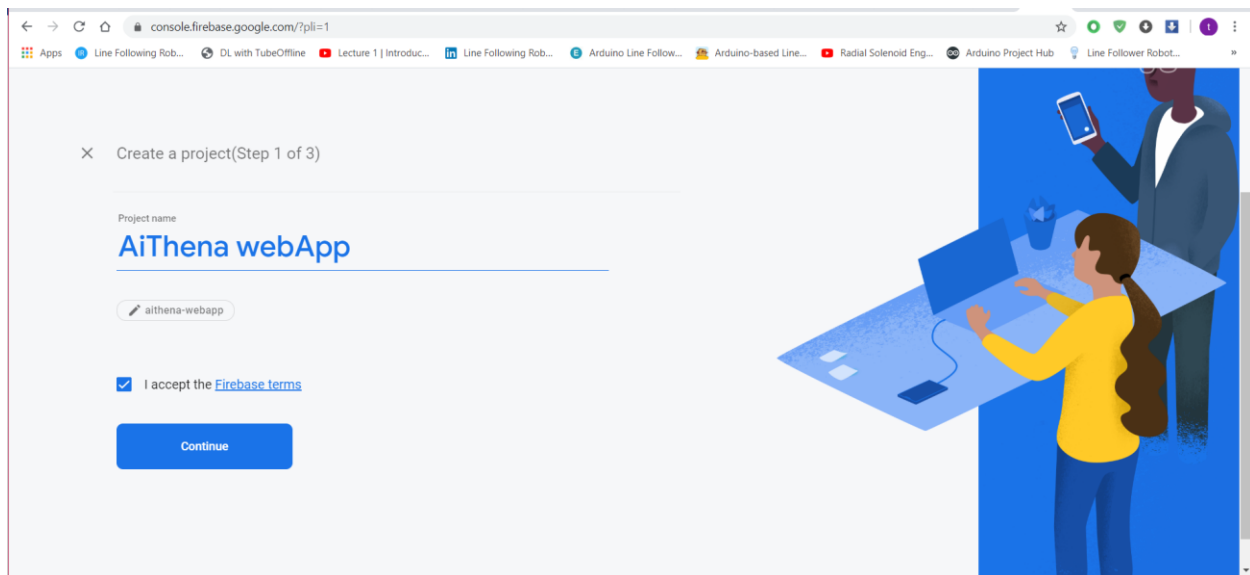


Go to
console

Click on create a project



Type your project name and continue



console.firebase.google.com/?pli=1

Apps Line Following Rob... DL with TubeOffline Lecture 1 | Introduc... Line Following Rob... Arduino Line Follow... Arduino-based Line... Radial Solenoid Eng... Arduino Project Hub Line Follower Robot...

✕ Create a project (Step 1 of 3)

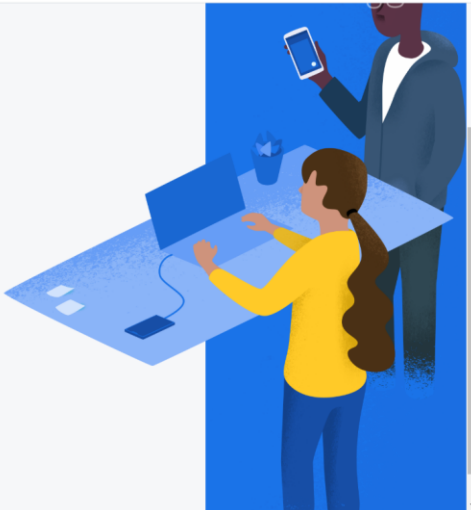
Project name

AiThena webApp

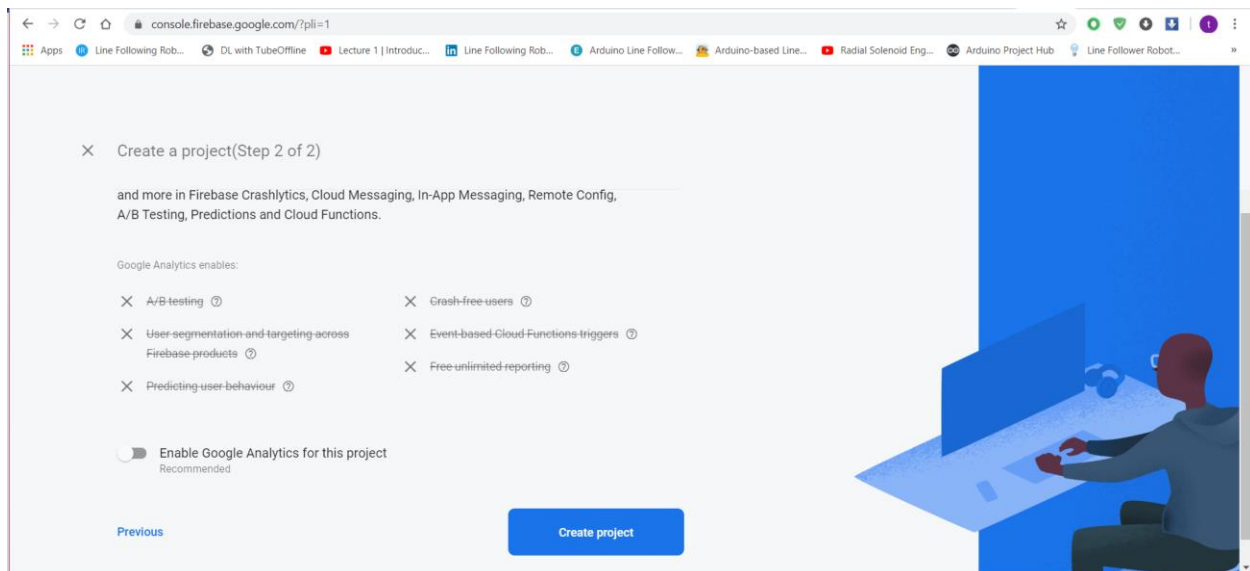
aithena-webapp

☒ I accept the [Firebase terms](#)

Continue



You can enable or disable google analytics according to your prefer. Here I have disabled. And give create project.



console.firebase.google.com/?pli=1

Apps Line Following Rob... DL with TubeOffline Lecture 1 | Introduc... Line Following Rob... Arduino Line Follow... Arduino-based Line... Radial Solenoid Eng... Arduino Project Hub Line Follower Robot...

✕ Create a project (Step 2 of 2)

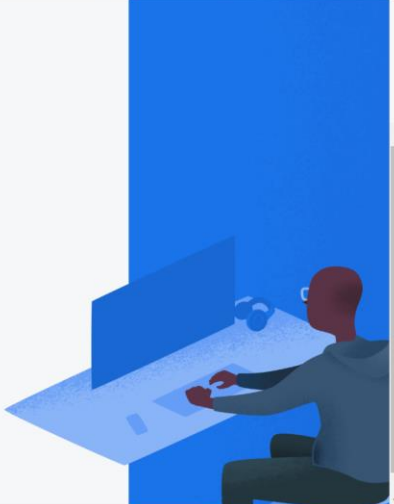
and more in Firebase Crashlytics, Cloud Messaging, In-App Messaging, Remote Config, A/B Testing, Predictions and Cloud Functions.

Google Analytics enables:

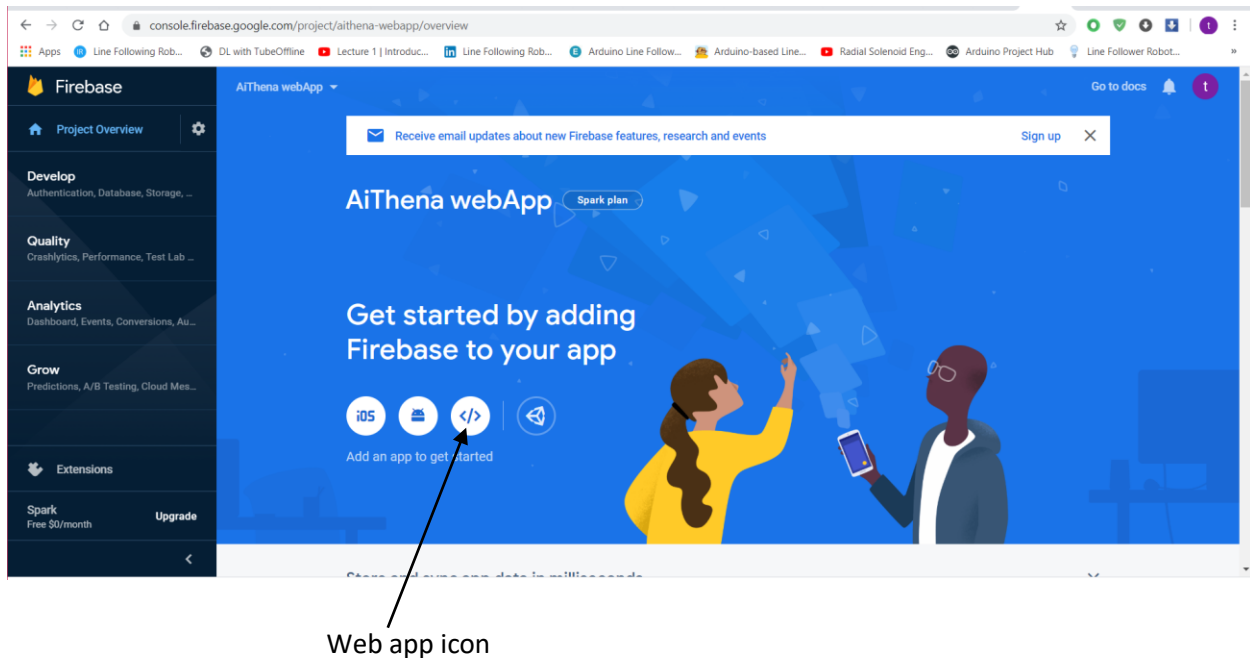
- ☒ A/B testing ⓘ
- ☒ User-segmentation-and-targeting-across-Firebase-products ⓘ
- ☒ Predicting-user-behaviour ⓘ
- ☒ Crash-free-users ⓘ
- ☒ Event-based-Cloud-Functions-triggers ⓘ
- ☒ Free-unlimited-reporting ⓘ

☐ **Enable Google Analytics for this project**
Recommended

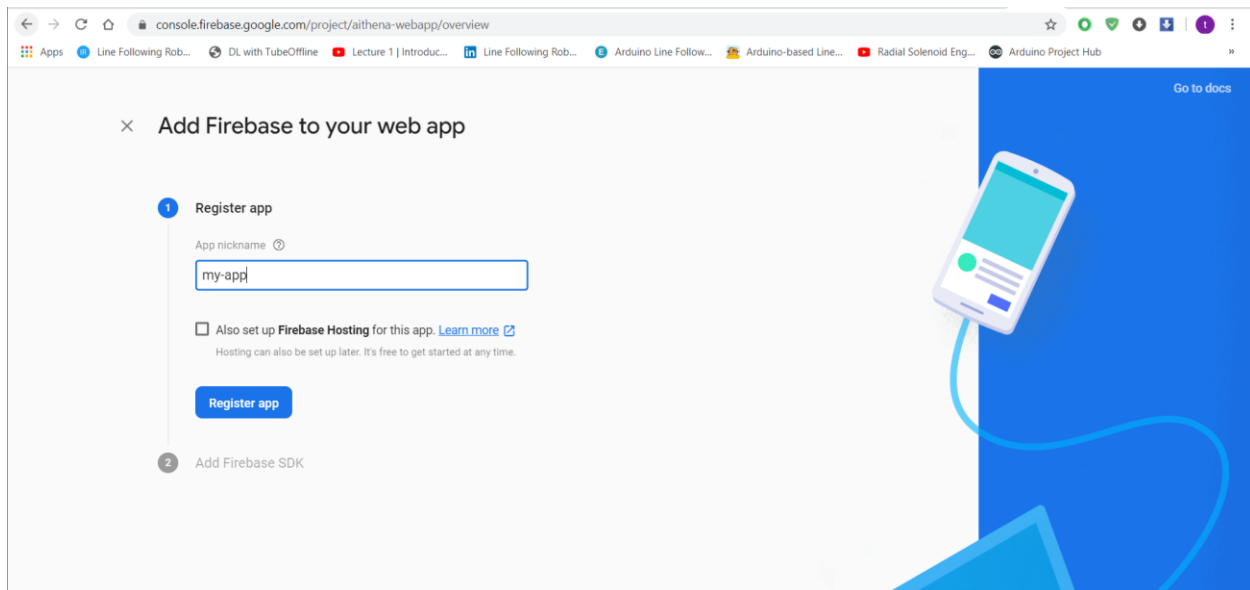
[Previous](#) **Create project**



Then you will bring you to the new project. Here it is going to create a web app. So click on the icon web app.

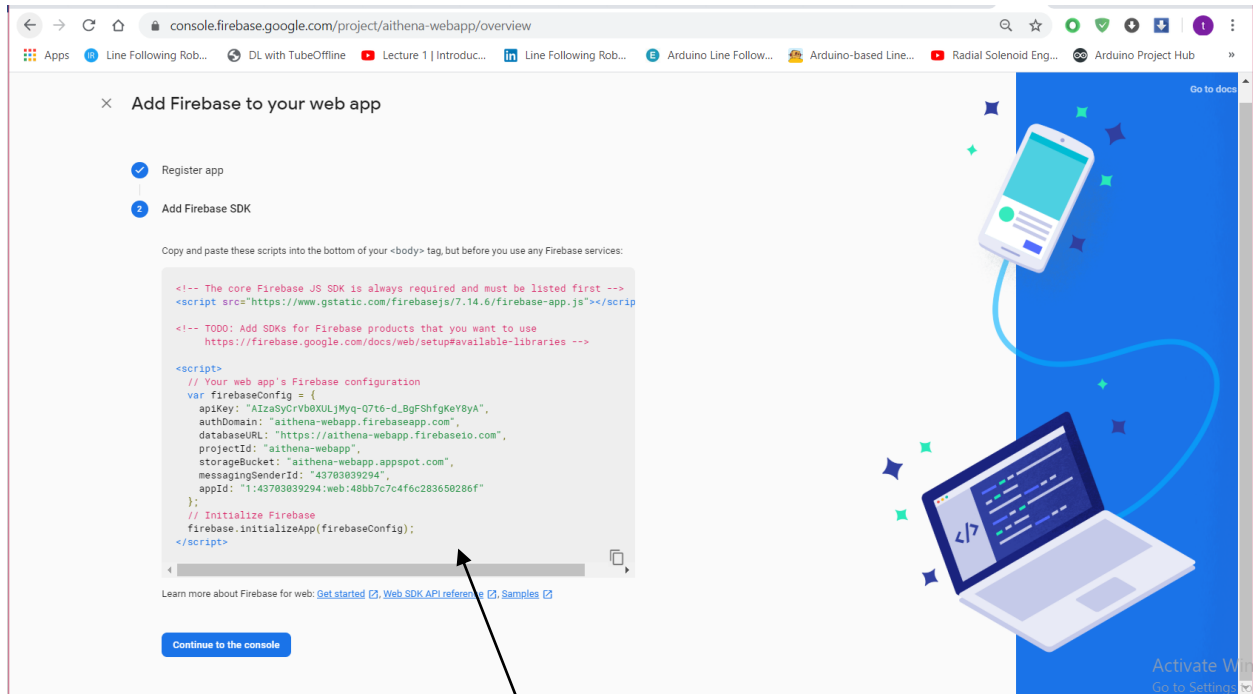


Next the following page will displayed and here you can register your new app.



Here is the configuration details of the firebase. You can copy the **var firebaseConfig={ }** and paste in to the **./src/firebase/config.js** file in the source code.

Click on the button continue to the console.

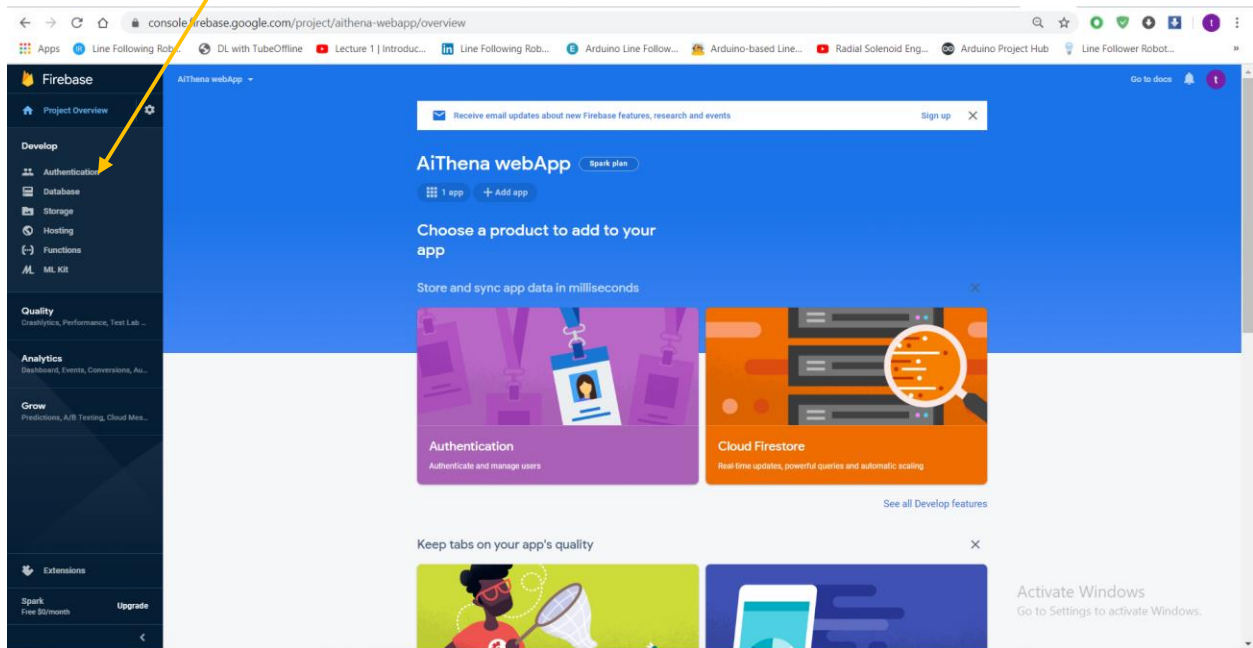


Firebase configuration
details

SET UP AUTHENTICATION SERVICE

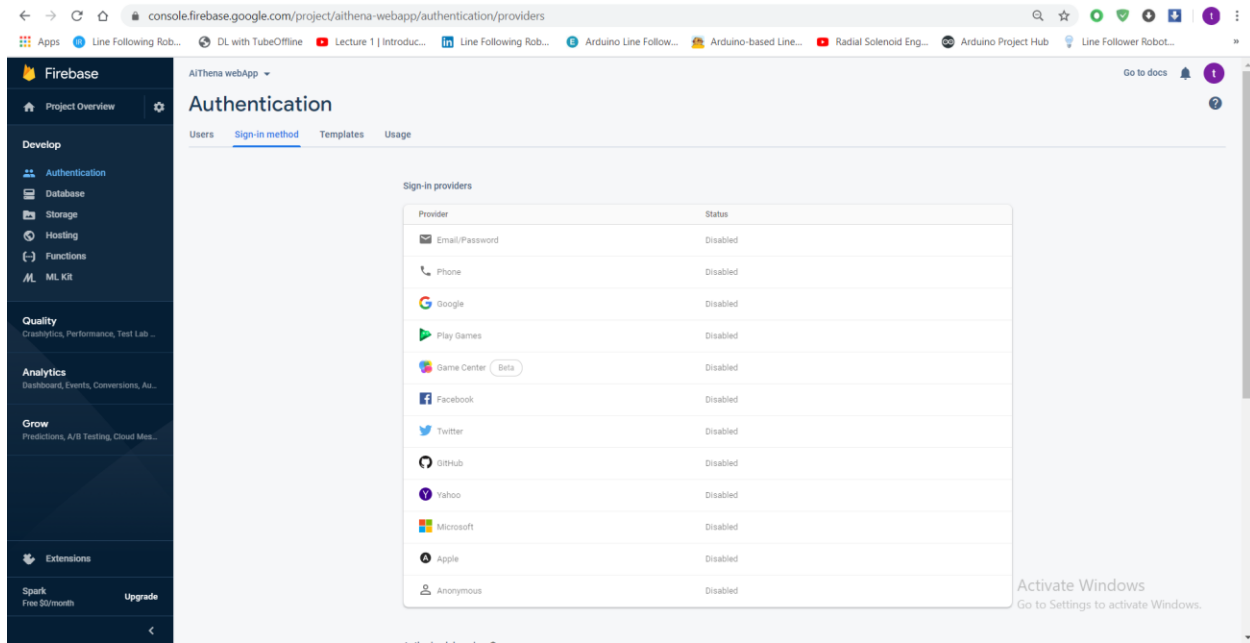
Go to authentication under develop section

Authentication



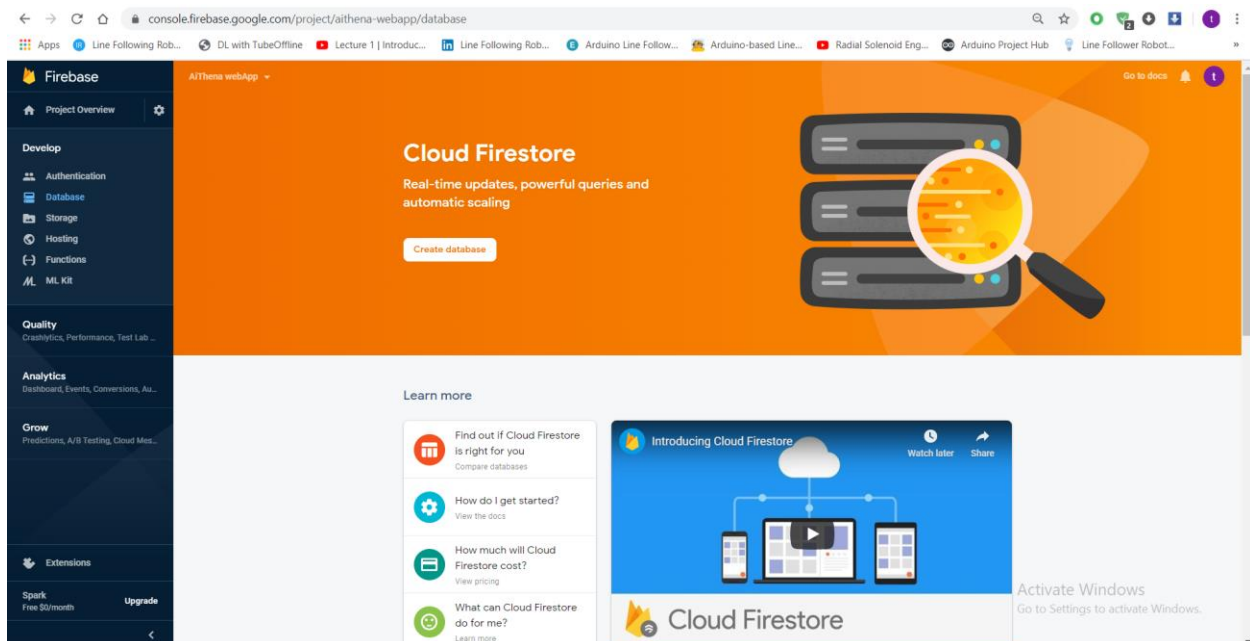
Authentication → Sign-in-method

And the required signed in methods can be select here. Here Email/password method and Google sign in methods are enabled and saved.

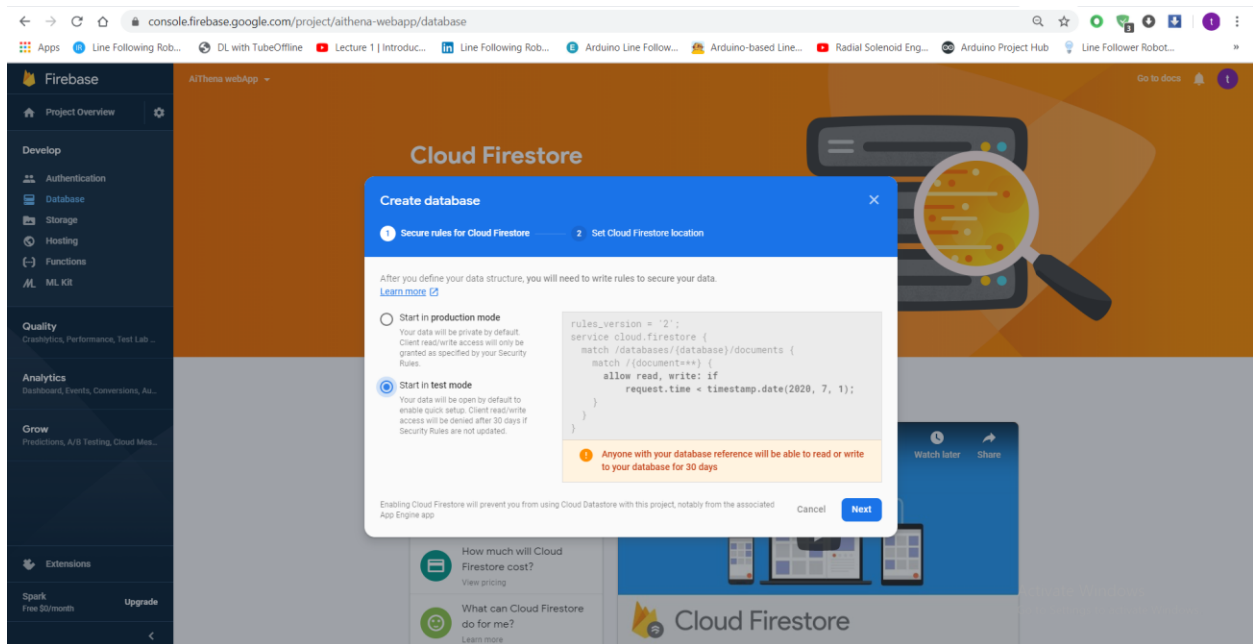


SETUP DATABASE

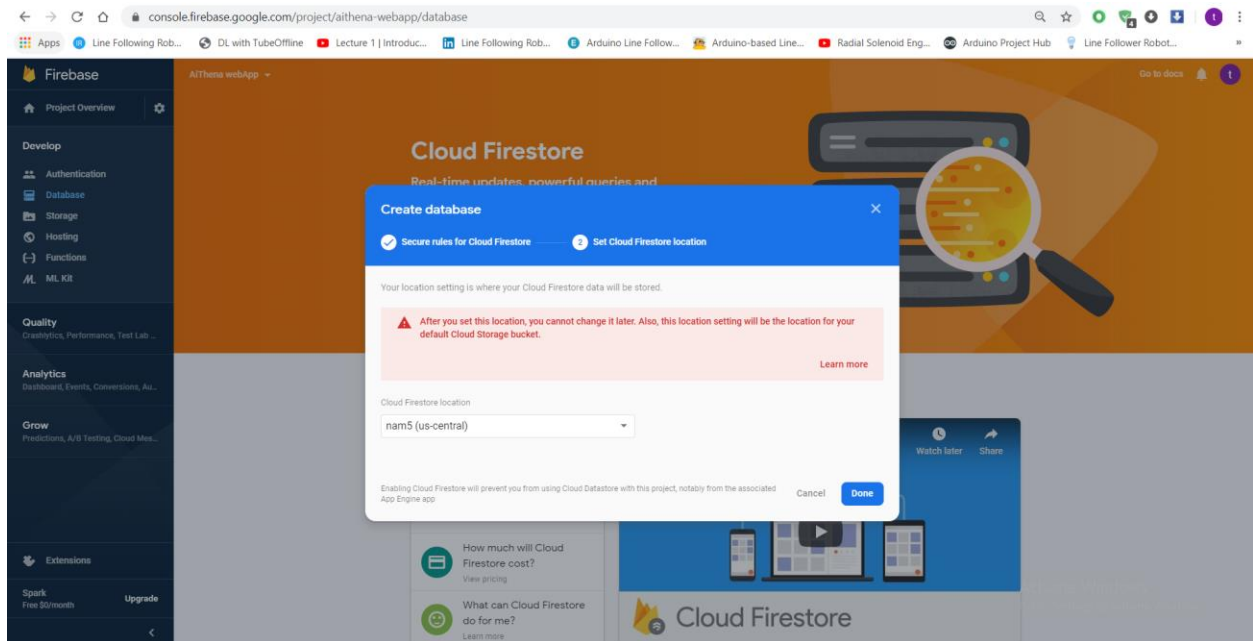
Go to Database and create database



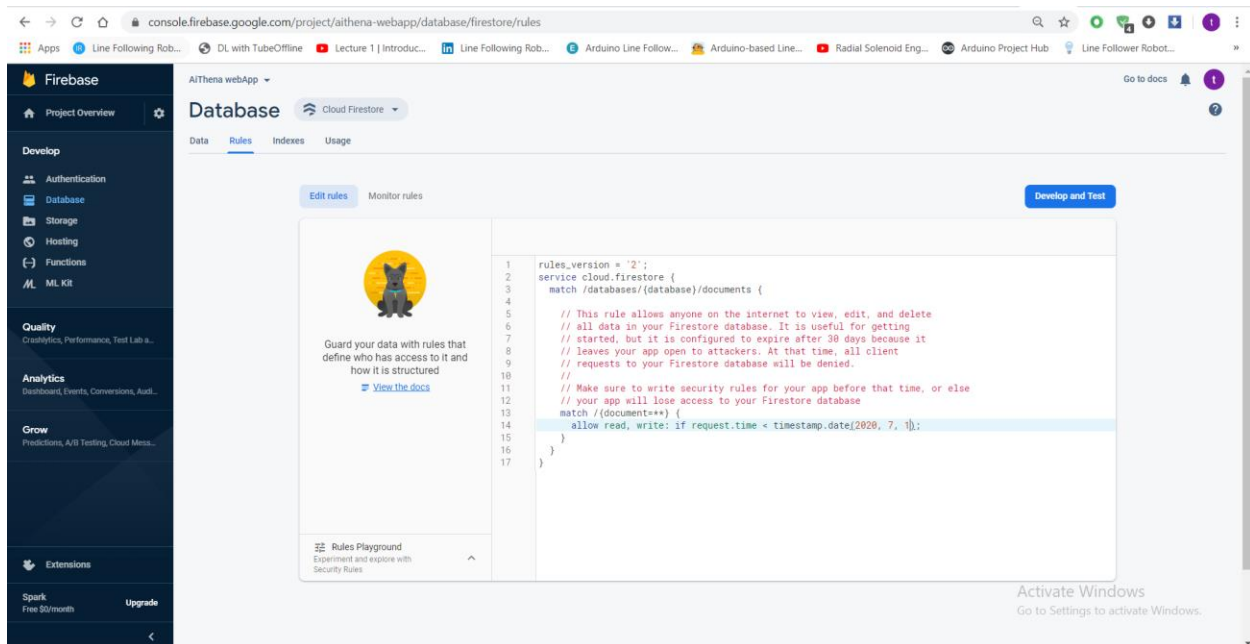
Set Start in test mode



Set cloud firestore location and done



Go to rules in cloud firestore.

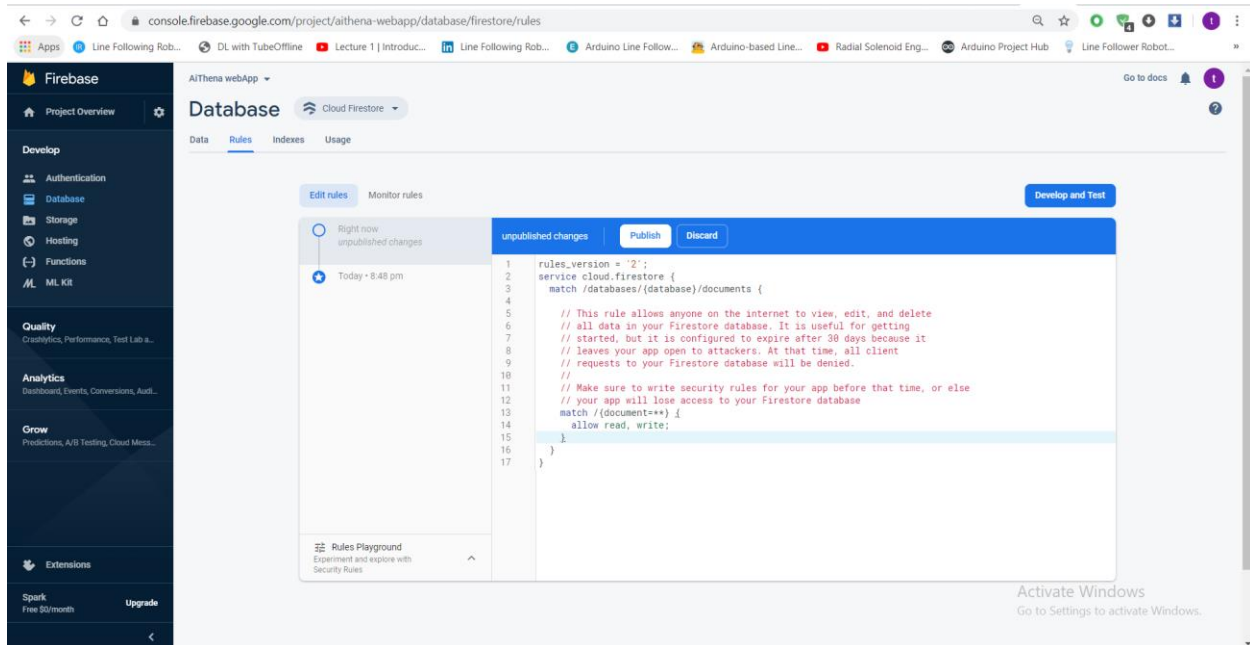


The screenshot shows the Firebase console interface for the project 'aiThena-webapp'. The left sidebar contains navigation links for Project Overview, Develop (Authentication, Database, Storage, Hosting, Functions, ML Kit), Quality, Analytics, Grow, and Extensions. The main panel is titled 'Database' and shows the 'Rules' tab. A 'Guard your data with rules' message is displayed on the left. The right pane shows the rule editor with the following code:

```
1 rules_version = '2';
2 service cloud.firestore {
3   match /databases/{database}/documents {
4
5     // This rule allows anyone on the internet to view, edit, and delete
6     // all data in your Firestore database. It is useful for getting
7     // started, but it is configured to expire after 30 days because it
8     // leaves your app open to attackers. At that time, all client
9     // requests to your Firestore database will be denied.
10
11    // Make sure to write security rules for your app before that time, or else
12    // your app will lose access to your Firestore database
13    match /{document=**} {
14      allow read, write: if request.time < timestamp.date(2020, 7, 1);
15    }
16  }
17 }
```

A 'Develop and Test' button is visible in the top right corner of the editor pane.

Change the rules and publish.



This screenshot shows the same Firebase console interface, but with a 'Publish' overlay. The overlay has a title bar 'unpublished changes' and buttons for 'Publish' and 'Discard'. The rule code in the editor pane is now:

```
1 rules_version = '2';
2 service cloud.firestore {
3   match /databases/{database}/documents {
4
5     // This rule allows anyone on the internet to view, edit, and delete
6     // all data in your Firestore database. It is useful for getting
7     // started, but it is configured to expire after 30 days because it
8     // leaves your app open to attackers. At that time, all client
9     // requests to your Firestore database will be denied.
10
11    // Make sure to write security rules for your app before that time, or else
12    // your app will lose access to your Firestore database
13    match /{document=**} {
14      allow read, write;
15    }
16  }
17 }
```

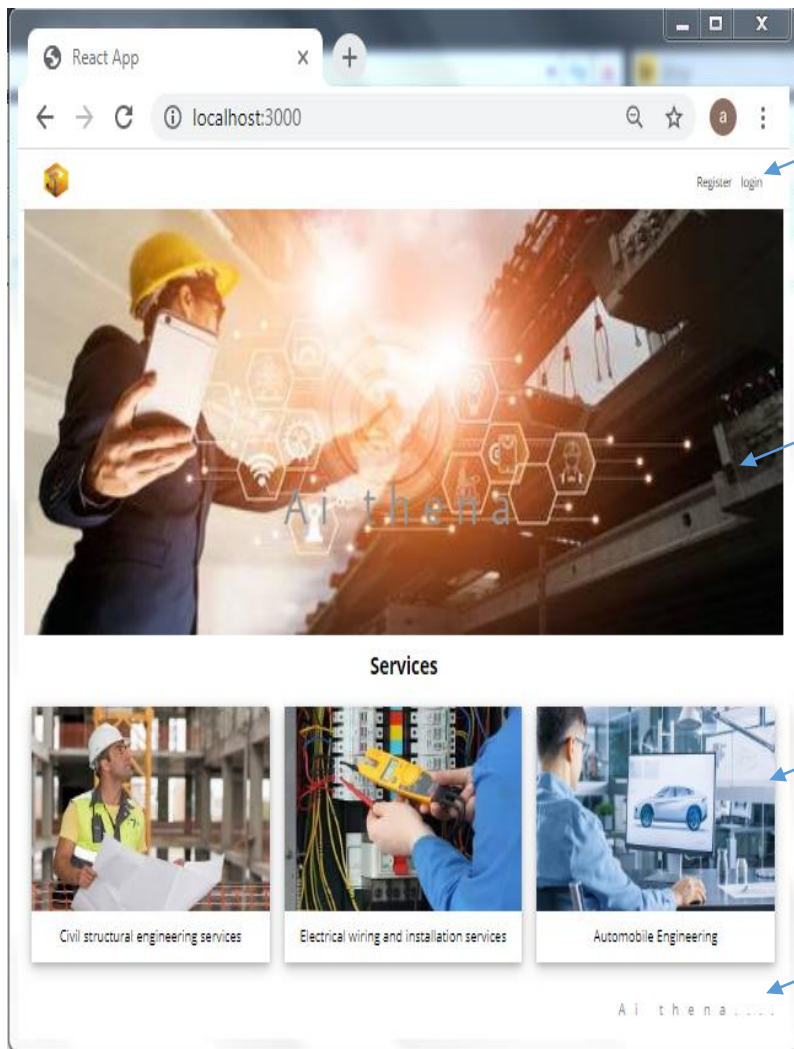
The 'Publish' button is highlighted in blue. On the left, a notification indicates 'Right now unpublished changes' and 'Today - 8:48 pm'.

FILE STRUCTURE-FOLDERS

1. **./src** -all java script files are stored here
2. **./src/assets** – all the images are in this directory
3. **./src/components** –all the components used in this app
4. **./src/firebase/config.js**- Firebase configuration file
5. **./src/firebase/utils.js**- It contains all the functions that needed for user authentication and sign in with google
6. **./src/pages**- it contains .js files of all the pages

PAGES AND COMPONENTS

1. Home page- ./src/pages/Homepage



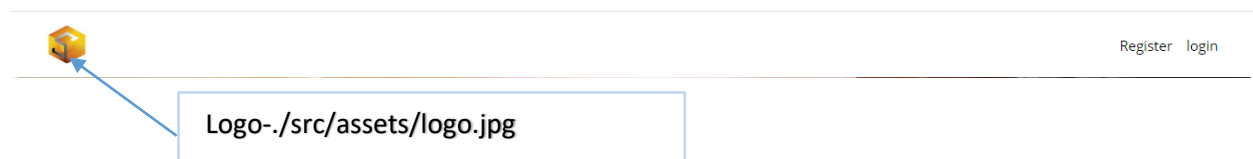
Header component-
./src/components/Header

Directory component-
./src/components/Directory

Services component-
./src/components/Services

footer component-
./src/components/Footer

Header components- ./src/components/Header



Logo-./src/assets/logo.jpg

Directory components- ./src/components/Directory



Image-
./src/assets/eng.jpg

Services component-./src/components/Services

Services



Civil structural engineering services

Image-
./src/assets/civil.jpg



Electrical wiring and installation services

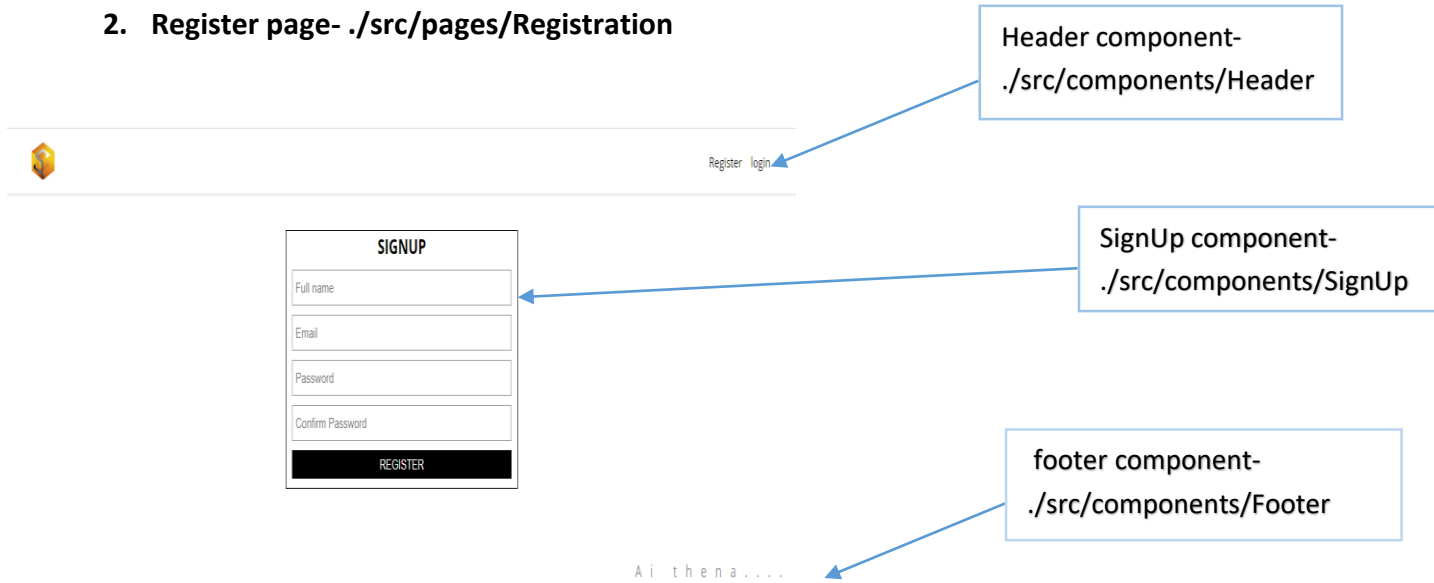
Image-
./src/assets/Elec.jpg



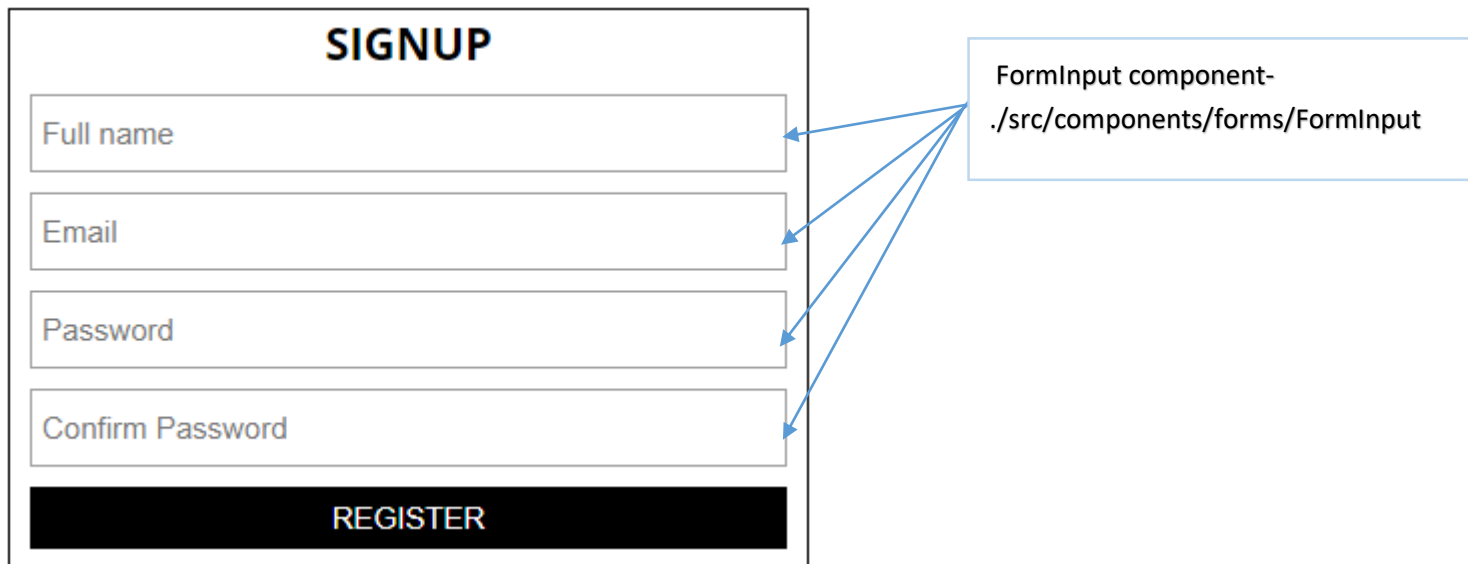
Automobile Engineering

Image-
./src/assets/cover.jpg

2. Register page- ./src/pages/Registration



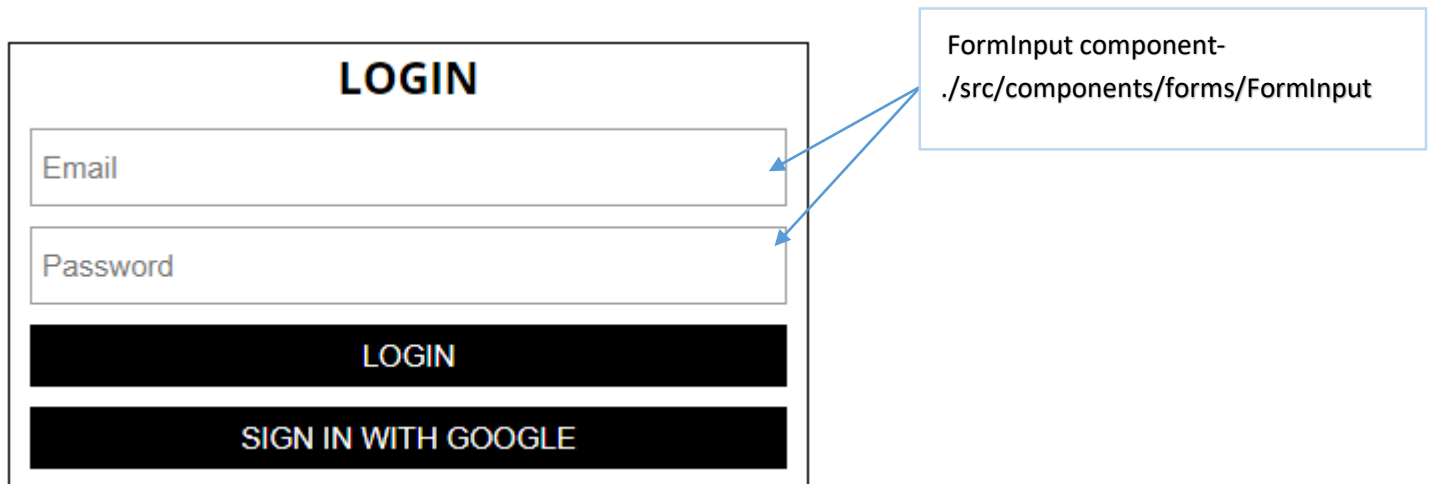
SignUp component- ./src/components/SignUp



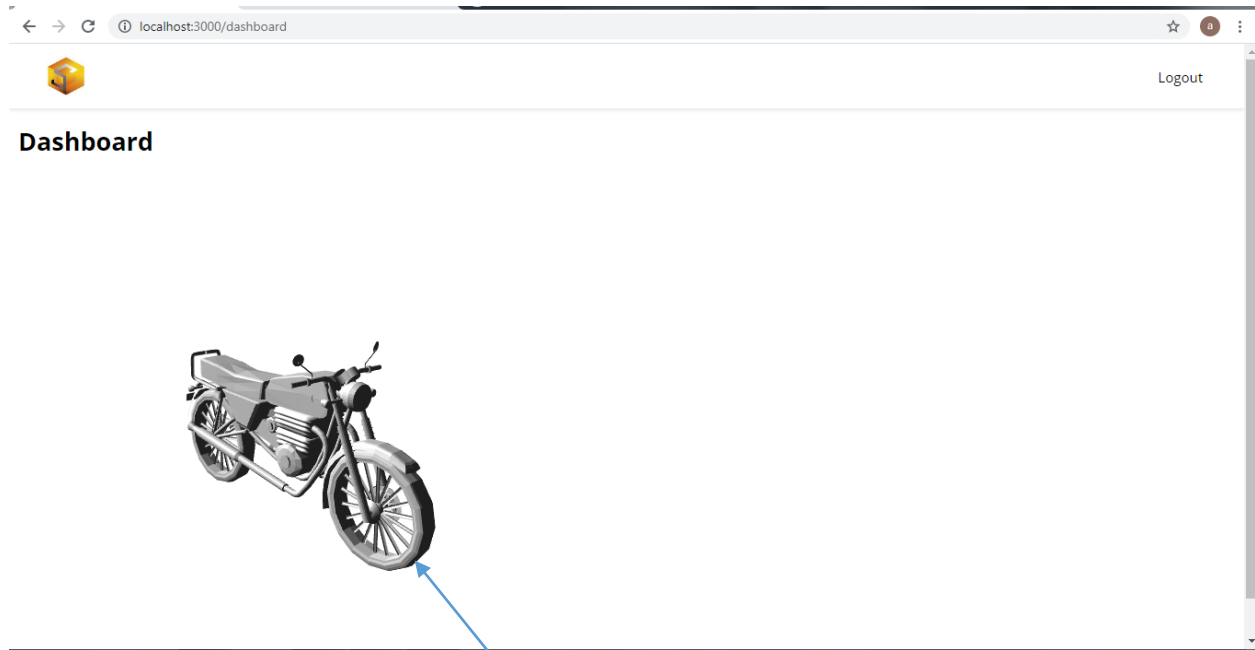
3. Login page- ./src/pages/Login



Signin component-./src/components/Signin



4. Dashboard page- ./src/pages/dashboard



3d image
./src/assets/motor.obj

PAGES ROUTING STRUCTURE

