

Aim : To set up firebase with flutter for Android Apps.

Theory : Firebase is a platform developed by google that provides a wide-range of services including database, authenticating cloud function and more.

Key features :

- Authentication : Support Emails/Password phone authentication of third party provides like google facebook and apps.
- cloud firestore / Realtime Database : Real time data synchronization
- cloud storage : Secure file storage
- FCM Analysis : Push notification of user behaviour tracking

Setup : 1] create a firebase project
2] configure for android/ios of download config files
3] Add dependencies in pubspec.yaml
4] Initialise firebase

Conclusion :

Firebase with flutter simplifies backend management allowing developers to focus on building feature rich apps quickly.

Step 1: Set up Firebase Project

1. Go to the Firebase Console: Visit [Firebase Console](#).
2. Create a new project: Click on "Add project" and follow the prompts to create a Firebase project
3. Enable Android App: After your Firebase project is created, click on the "Android" icon to set up Firebase for Android.

Step 2: Register Your Android App with Firebase

1. Enter your Android package name: This is the unique identifier for your Android app. You can find it in your Flutter project under `android/app/src/main/AndroidManifest.xml`.
2. Download `google-services.json`: After registering your app, Firebase will give you a `google-services.json` file. Download it.
3. Add `google-services.json` to your project:
Place the `google-services.json` file in the `android/app` directory of your Flutter project.

Step 3: Modify `android/build.gradle`

1. Open `android/build.gradle` and add the following classpath inside the dependencies section:
`classpath 'com.google.gms:google-services:4.3.15'` // Add this line

Step 4: Modify `android/app/build.gradle`

1. Open `android/app/build.gradle` and add the following line at the bottom of the file
apply plugin: 'com.google.gms.google-services' // Add this line
2. In the dependencies section, add the Firebase SDK dependencies for the services you want to use (e.g., Firestore, Firebase Auth, etc.). Example for Firebase Core:
dependencies {

// Add this line

```
implementation platform('com.google.firebase:firebase-bom:32.0.0')  
implementation 'com.google.firebase:firebase-analytics'
```

Step 5: Add Firebase SDK to Your Flutter App

1. Open `pubspec.yaml` and add the required Firebase dependencies. For example:
dependencies:
 flutter:
 sdk: flutter

firebase_core: ^2.10.0

Add this line

firebase_auth: ^4.0.0 # Example for Firebase Auth (add other
Firebase packages as needed)

2. Run the following command to install the dependencies:
flutter pub get

Step 6: Initialize Firebase in Flutter

1. Open your lib/main.dart file.

2. Import Firebase and initialize it as follows:

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

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

```
void main() async {
```

```
  WidgetsFlutterBinding.ensureInitialized();
```

```
  await Firebase.initializeApp(); // Initialize Firebase runApp (MyApp());
```

```
  class MyApp extends StatelessWidget {
```

```
    @override
```

```
    Widget build(BuildContext context) { return MaterialApp( home: Scaffold
```

```
      appBar: AppBar(title: Text('Firebase Setup Example')), body: Center(child: Text('Firebase is  
working!')),
```

```
      implementation 'com.google.firebase:firebase-analytics',
```

Step 7: Add Firebase SDK to Your Flutter App

1. Open pubspec.yaml and add the required Firebase dependencies. For example:
dependencies:

flutter.

sdk: flutter

firebase_core: ^2.10.0

Add this line

firebase_auth: ^4.0.0 # Example for Firebase Auth (add other
Firebase packages as needed)

2. Run the following command to install the dependencies:
flutter pub get

Step 8: Initialize Firebase in Flutter

1. Open your lib/main.dart file.

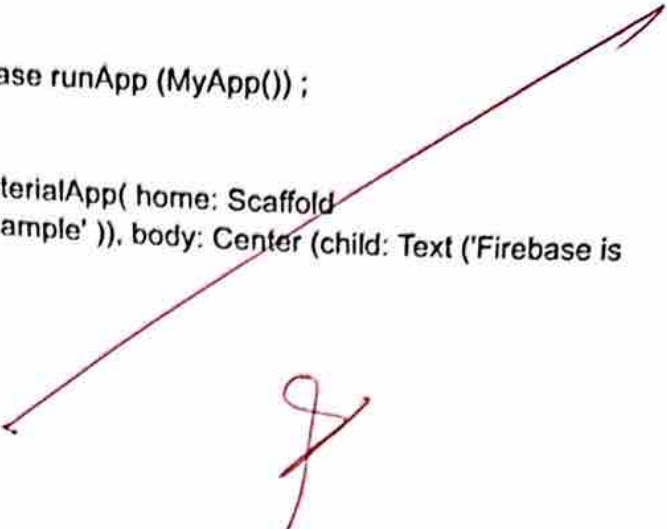
2. Import Firebase and initialize it as follows:

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

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

```
void main() async {
```

```
WidgetsFlutterBinding.ensureInitialized();  
await Firebase.initializeApp(); // Initialize Firebase runApp (MyApp());  
class MyApp extends StatelessWidget {  
  @override  
  Widget build(BuildContext context) / return MaterialApp( home: Scaffold  
    appBar: AppBar(title: Text ('Firebase Setup Example' )), body: Center (child: Text ('Firebase is  
    working!')),
```



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