**Installation and Maintenance Guide for Neighborhood Connect**

1. **Project Setup**

1. Create a new project in Xcode named "Neighborhood Connect" (or your preferred name).

2. Go to File > Open Files.

3. Open all files from the "Neighborhood Watch Final neighborhood connect project code" folder in the final deliverable.

4. Move the PNG file (logo) into the Assets folder of your Xcode project.

1. **Firebase Setup**

1. Create a new project on Firebase (firebase.google.com).

2. Add Firebase to your Apple application:

1. Find your Apple bundle ID in Xcode (Targets > Bundle Identifier).
2. Enter the bundle ID and app nickname in Firebase.
3. Register the app.

3. Download the GoogleService-Info.plist file.

4. Drag the downloaded file into your Xcode project.

**3. Adding Firebase SDK**

Option 1: Using Firebase instructions

- Follow the instructions provided by Firebase to add the SDK.

Option 2: Using Swift Package Manager

1. In Xcode, go to File > Add Package Dependencies.

2. Enter the URL: https://github.com/firebase/firebase-ios-sdk

3. Add the following packages:

- Firebase Authentication

- Firebase Database

- Firebase Database Swift

- Firebase In-App Messaging

- Firebase Messaging

- Firebase Storage

**4. Initializing Firebase**

1. The initialization code should be automatically added to the AppDelegate.swift file.

2. If not, manually add the provided initialization code to AppDelegate.swift.

**5. Setting Up Authentication**

1. In the Firebase console, go to Authentication.

2. Under "Native providers", enable Email/Password authentication.

**6. Setting Up Realtime Database**

1. In the Firebase console, go to Realtime Database.

2. Create a database and start in test mode.

3. Copy the database URL.

4. Edit the GoogleService-Info.plist file:

- Add a new key "DATABASE\_URL" of type String.

- Set its value to the copied database URL.

**7. Testing the Application**

1. Run the application in Xcode.

2. Test signing up:

- Click "Sign Up" and create a new account.

- Verify that the account appears in the Firebase Authentication console.

3. Test signing in:

- Use an existing account to sign in.

- Verify that you can access the home screen.

**Maintenance**

- The codebase can now be modified as needed.

- You can change spacing, functionality, or add new features.

- Ensure any changes maintain compatibility with the Firebase setup.

**Troubleshooting**

If you encounter issues:

1. Verify all files are correctly imported into Xcode.

2. Check that all required Firebase packages are installed.

3. Ensure the GoogleService-Info.plist file is present and correctly configured.

4. Verify that the Firebase project settings match your Xcode project settings.