Create a New Firebase Project

This lesson explains how to generate a new Firebase project. Once that is done you will configure your application to communicate with the newly created Firebase project. This allows you to use any Firebase service of your choosing.

We'll cover the following

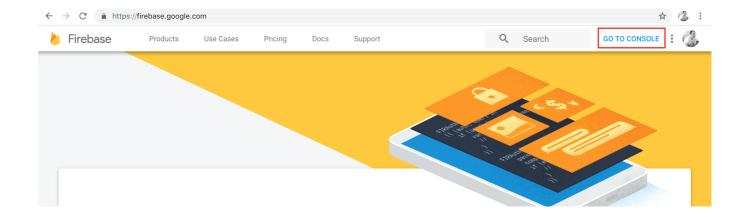
- Firebase Console
- Create a Project
- Name your Project
- Google Analytics
- Configure Google Analytics
- Choose the Type of App to Add
- Name Your App
- Provided Code
- HTML Code
- JavaScript Code

Fortunately, it's not as hard as you might expect. In fact, the Firebase console is easy to get around with a modern friendly UI to boot. We will start by signing into the Firebase console and getting familiar with the dashboard. The next step is figuring out where to place Firebase's provided code inside your app. This is perhaps the most important part. Are you excited? You should be. Firebase is all you hoped for and much more. Let's make that first aweinspiring step together.

Firebase Console

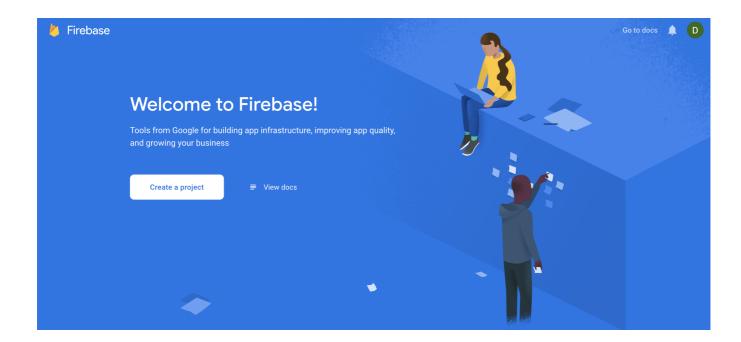
Start by going to the firebase website: firebase.google.com

Once you are there, click on the GO TO CONSOLE link in the header of the site.



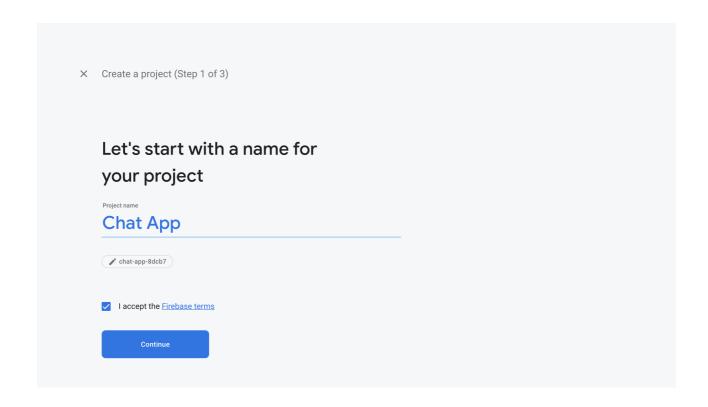
Create a Project

Create a new project by clicking on the Create a project card that has the big plus button above it.



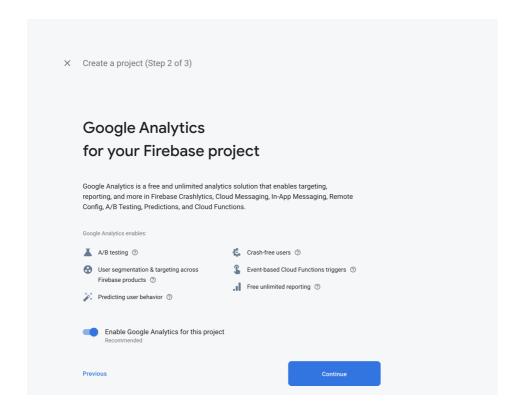
Name your Project

Name your project. Check the *I accept the Firebase terms...*



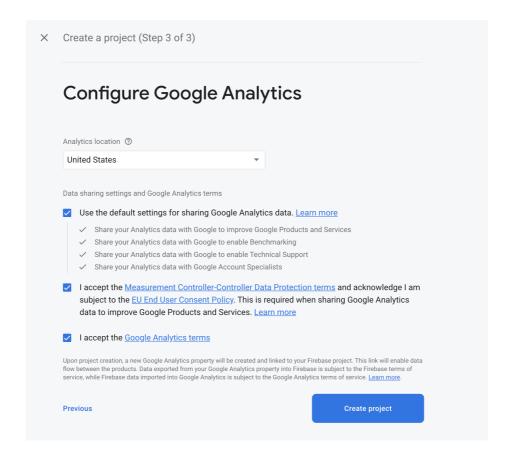
Google Analytics

Google analytics can be helpful down the road. I recommend enabling it; however, it is optional. You can then click the **Continue** button.

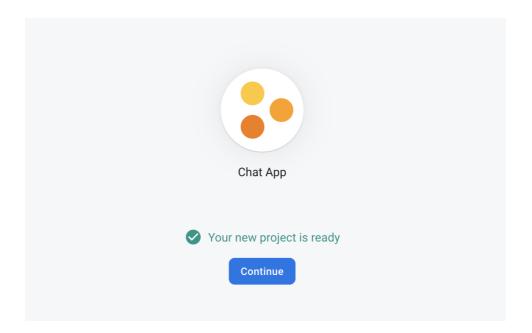


Configure Google Analytics

Tick all the boxes on the next screen if you want to use Google Analytics.

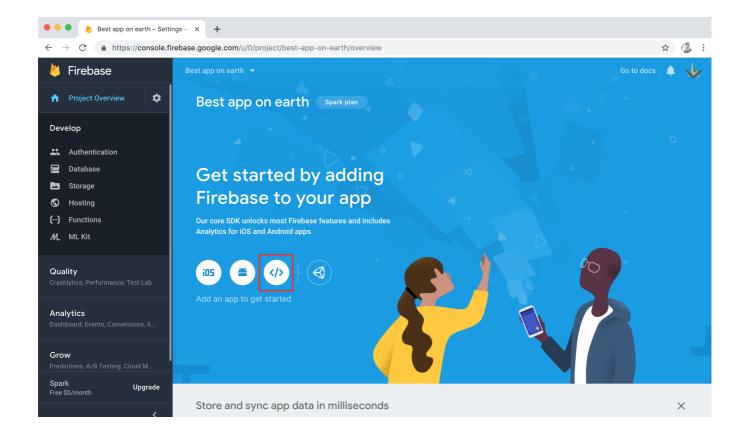


You will see the message your new project is ready; click continue.



Choose the Type of App to Add

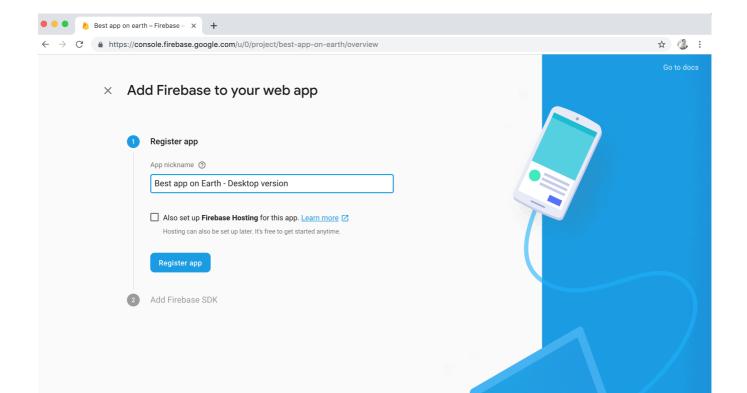
There are different apps you can add to your project. We are adding a **web application**, which is done by clicking on the </>



Name Your App

I am naming my app the exact same thing as my project but adding " - Desktop Version". You can choose a different naming convention, but this one is straightforward and reduces confusion later. Do not check the box for hosting at this time. We will add hosting and deploy in a later lesson.

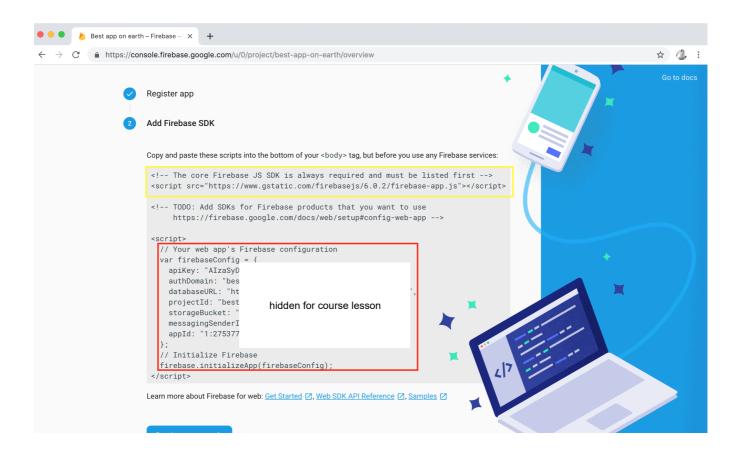
Click on the **Register app** button to proceed.



Provided Code

We have now arrived at the most important screen. Take the code provided and place it in your HTML and JavaScript files.

Please save all the values for the configuration keys somewhere. In future lessons, you will be asked to enter your Firebase credentials to run the application on this site.



HTML Code

We will add the following code to the head of our HTML file:

```
<script src="https://www.gstatic.com/firebasejs/6.0.2/firebase-app.js"></script>
```

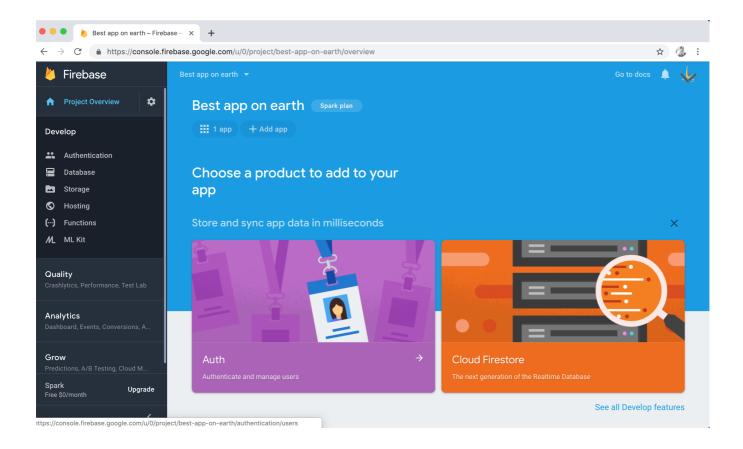
JavaScript Code

We will add the code below to the top of our JavaScript file. Yours, of course, will have your unique apiKey, authDomain -, etc.

```
// Your web app's Firebase configuration
var firebaseConfig = {
    apiKey: "provided apiKey",

    authDomain: "provided authDomain",
    databaseURL: "provided databaseURL",
    projectId: "provided projectId",
    storageBucket: "provided storageBucket",
    messagingSenderId: "provided messagingSenderId",
    appId: "provided appId"
}
// Initialize Firebase
firebase.initializeApp(firebaseConfig);
```

Once you land on the screen you see below, it means you have made it through the first lesson.



In the next lessons, we will hook up the Cloud Firestore database and start using it!