

Project Title: DailyHunt

RollNo. 60

MAD & PWA Lab Journal

Experiment No.	06
Experiment Title.	To Connect Flutter UI with fireBase database
Roll No.	60
Name	Pranav Titambe
Class	D15A
Subject	MAD & PWA Lab
Lab Outcome	LO3: Analyze and Build production ready Flutter App by incorporating backend services and deploying on Android / iOS
Grade:	

Creating a New Firebase Project

First, log in with your Google account to manage your Firebase projects. From within the Firebase dashboard, select the Create new project button and give it a name

× Create a project

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

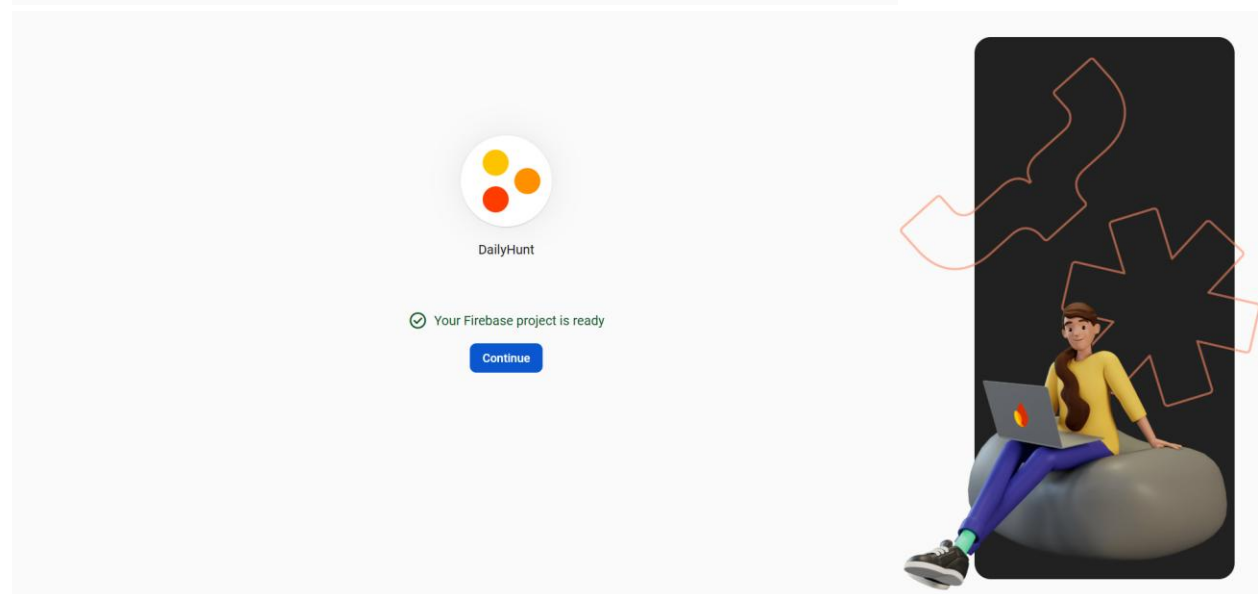
Project name
DailyHunt

dailyhunt-30290

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[Add Firebase to Google Cloud project](#)

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In order to add Android support to our Flutter application, select the Android logo from the dashboard. This brings us to the following screen:

× Add Firebase to your Flutter app

1 Prepare your workspace

2 Install and run the FlutterFire CLI

From any directory, run this command:

```
$ dart pub global activate flutterfire_cli
```



Then, at the root of your Flutter project directory, run this command:

```
$ flutterfire configure --project=dailyhunt-30290
```



This automatically registers your per-platform apps with Firebase and adds a `lib/firebase_options.dart` configuration file to your Flutter project.

Previous

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3 Initialize Firebase and add plugins

Run this above command as mentioned and `firebase_options.dart` will be generated automatically.

In `pubspec.yaml`:

dependencies:

flutter:

 sdk: flutter

 permission_handler: ^11.3.1 *# Use the latest version*

 cupertino_icons: ^1.0.8

 http: ^1.3.0

 intl: ^0.20.2

 firebase_core: ^3.12.0

 firebase_auth: ^5.5.0

 cloud_firestore: ^5.6.4

 firebase_storage: ^12.4.3

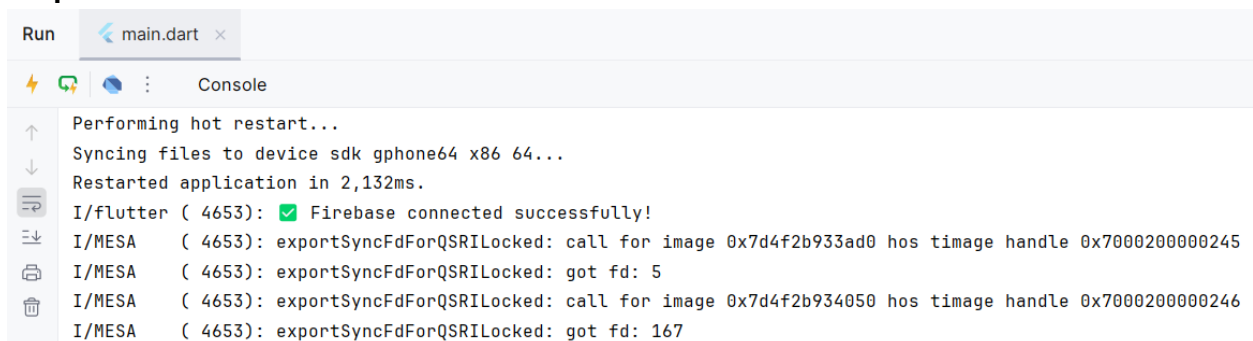
 firebase_messaging: ^15.2.3

Firestore connection in code:

```
import 'package:flutter/material.dart';
import 'package:dailyhunt/login.dart';
import 'package:permission_handler/permission_handler.dart';
import 'package:firebase_core/firebase_core.dart';

void main() async {
  WidgetsFlutterBinding.ensureInitialized();
  try {
    await Firebase.initializeApp(
      options: FirebaseOptions(
        apiKey: 'AlzaSyBpVLoaXIXO4fMcQFCIj26smZp49IPpVow',
        appld: '1:246713456730:android:b351717556972c1b9a2063',
        messagingSenderId: '246713456730',
        projectId: 'dailyhunt-30290',
        storageBucket: 'dailyhunt-30290.firebaseio.com',
      )
    );
    print("✅ Firestore connected successfully!");
  } catch (e) {
    print("❌ Firestore initialization failed: $e");
  }
  runApp(const MyApp());
}
```

Output:



Check if android , ios, web apps are registered to firebase.

Your apps

[Add app](#)

Android apps


 **dailyhunt (android)**
com.example.dailyhunt

Apple apps

 **dailyhunt (ios)**
com.example.dailyhunt

Web apps

 **dailyhunt (web)**
Web App

 **dailyhunt (windows)**
Web App

SDK setup and configuration

Need to reconfigure the Firebase SDKs for your app? Revisit the SDK setup instructions or just download the configuration file containing keys and identifiers for your app.

[See SDK instructions](#)[google-services.json](#)

App ID 

1:246713456730:android:b351717556972c1b9a2063

App nickname

dailyhunt (android) 

Package name

com.example.dailyhunt

SHA certificate fingerprints 

Type 

[Add fingerprint](#)

[Remove this app](#)