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By

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Project Submitted to

Marwadi University in Partial Fulfillment of the Requirements for the subject Capstrone Project

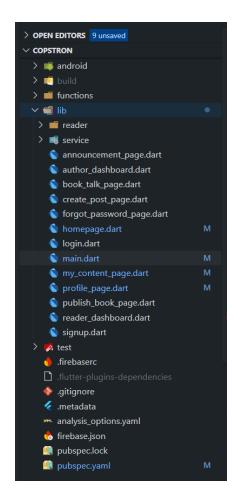
September 25



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Code structure and organization:-

File Hierarchy:-



Modular Description:-

Lib\reader - has all the files for reader side

Lib\service - has all the backend connected files

Lib\ - has all the basic files like signup and login as well as author side files

Implementation Details:-

Key Technologies Used

• Front-End: The app is built using Flutter, Google's cross-platform UI toolkit, which allows us to have one beautiful codebase for both Android and iOS. The programming language used is **Dart**.

- **Back-End:** We are using **Google Firebase** as our all-in-one backend, which includes:
 - Firebase Authentication for user management.
 - **Cloud Firestore** as our real-time NoSQL database.
 - Firebase Storage for file and media hosting.

Core Algorithm: Role-Based Authentication Flow

The most critical process in our app is ensuring users are directed to the correct dashboard based on their role. This is handled by a clear, two-part flow:

1. On Signup:

- The user fills out the form on the SignUpPage, including selecting their role ("Author" or "Reader").
- When they click "Sign Up," the app first calls our AuthService to create a new account in **Firebase Authentication**.
- If that is successful, the app immediately calls our DatabaseService to create a new user document in the Firestore Database, saving their name, email, and the chosen role.
- The app then navigates them to the correct dashboard based on the role they selected.

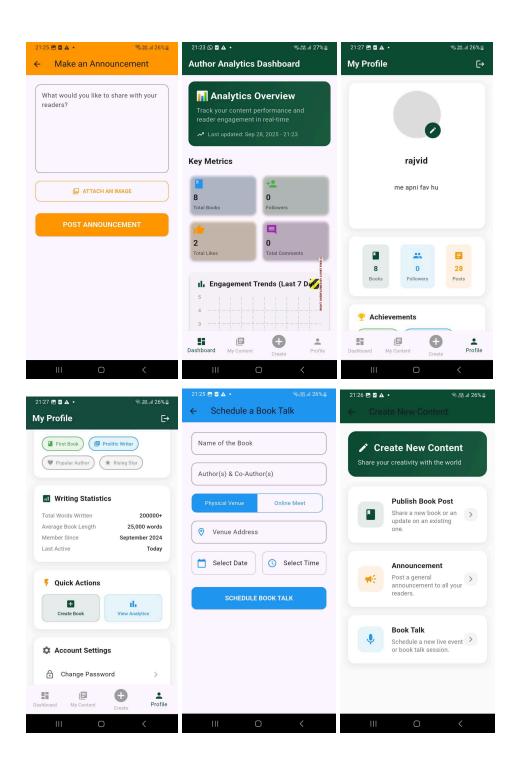
2. On Login:

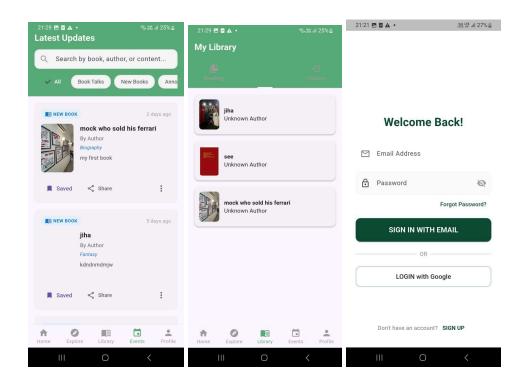
- The user enters their credentials on the LoginPage.
- The app calls our AuthService to sign them in with Firebase Authentication.
- o If successful, the app immediately calls our DatabaseService to fetch that user's document from **Firestore** and read their role field.
- Based on the role returned ("Author" or "Reader"), the app navigates them to the appropriate dashboard.

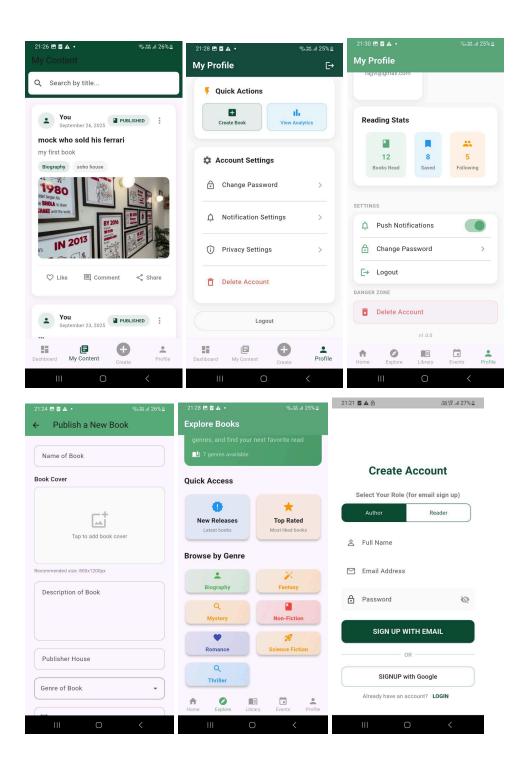
3. Real time data protocol:

The Process: Instead of asking the database for data just once, the MyContentPage opens a persistent, live connection (a "stream") to the author's content collection in Firestore.

The Result: The StreamBuilder widget automatically listens for any changes. The moment a new book or announcement is added to the database, Firestore pushes that update down the stream to the app, and the StreamBuilder automatically rebuilds the list on the screen to show the new content. This happens without needing a "pull-to-refresh" action, creating a seamless and modern user experience







Setup Guide:-

To set up and run this project, you will need the following:

1. **Flutter SDK:** Ensure you have the Flutter SDK installed on your machine. You can find instructions at <u>flutter.dev</u>.

2. Firebase Project:

- Create a new project on the <u>Firebase Console</u>.
- Add an Android application to the project. Ensure the package name matches the one in android/app/build.gradle (e.g., com.example.cp_final).
- Download the generated google-services.json file and place it in the android/app/ directory of your project.
- For Google Sign-In, you must add your computer's SHA-1
 fingerprint to the Android app settings in the Firebase console.

3. Enable Firebase Services:

- In the Firebase console, go to Authentication and enable the Email/Password and Google sign-in providers.
- Go to Firestore Database and create a new database. Start in Test
 Mode for initial setup.
- Go to **Storage** and create a new storage bucket.