

Topic	AUTHENTICATING USERS	
Class Description	The student learns to authenticate a user in their app by asking them to enter their username and password. The student also learns to change security rules for their database so that only authenticated users can access - read and write values - to the database.	
Class	C75	
Class time	40 mins	
Goal	 Create an authentication page for the user to at Use firebase authentication service to authentic Modify security rules in the firebase database to authenticated users to access the database. 	ate a user.
Resources Required	 Teacher Resources Laptop with internet connectivity Earphones with mic Notebook and pen Android/iOS Smartphone with Expo App Student Resources Laptop with internet connectivity Earphones with mic Notebook and pen Android/iOS Smartphone with Expo App 	
Class structure	Warm-Up Teacher-led Activity Student-led Activity Wrap-Up	5 min 15 min 15 min 5 min
WARM-UP SESSION - 5 mins		
CONTEXT		

 Get the student to think about the problem of allowing any user to access the app and the app database.



<**~**> from slides 1 to 10 **Teacher starts slideshow** Refer to speaker notes and follow the instructions on each slide. **Activity details** Solution/Guidelines Hey <student's name>. How are you? It's great to see you! **ESR**: Hi, thanks, Yes I am Are you excited to learn something new today? excited about it! Run the presentation from slide 1 to slide 3. Click on the slide show tab and present the slides The following are the WARM-UP session deliverables: Greet the student. Revision of previous class activities. Quizzes **QnA Session** Question **Answer** Choose the right block of code that can be used to A render the FlatList component. e-ride A Eco-Friendly Ride Scan Ride History

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```
{/* <FlatList
    В.
          keyExtractor:{(item, index) => index.toString()}
            this.fetchMoreTransactions(searchText)
          onEndReachedThreshold={0.7}
    C. /> */}
          data={"allTransactions"}
          renderItem={"this.renderItem"}
          keyExtractor={(item, index) => index.
          onEndReached=
          {this.fetchMoreTransactions(searchText
          onEndReachedThreshold={0.7}
                                                                        C
Choose the right block of code that describes the
fetchMoreTransactions() function.
          etchMoreTransactions = async text => {
            var enteredText = text.toUpperCase().split("");
            text = text.toUpperCase();
    Α.
         FetchMoreTransactions = async text => (
    B.
```

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fetchMoreTransactions = async () text => {
 var enteredText = text.toUpperCase().split("");
 text = text.toUpperCase();
}

fetchMoreTransactions () = async text => {
 var enteredText = text.toUpperCase().split("");
 text = text.toUpperCase();
}

Continue the WARM-UP session

Activity details

Solution/Guidelines

Run the presentation from slide 4 to slide 10 to set the problem statement.

Following are the WARM-UP session deliverables:

- Appreciate the student.
- Authentication page for e-library app.

Narrate the slides by using hand gestures and voice modulation methods to bring in more interest in students.

Teacher ends slideshow



TEACHER-LED ACTIVITY - 15 mins

Teacher Initiates Screen Share

CHALLENGE

- Design an authentication page for the user to authenticate using email and password.
- Use firebase authentication service to authenticate the user.

Teacher Action	Student Action
The teacher opens the code from the previous class or	
clones the code from <u>Teacher Activity 1</u> .	

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Steps to clone the project:-

git clone <projectURL>

cd <projectFolder>

npm install

Let's start by creating a new screen for the login page. We can simply create a new file inside our **screens** folder called **Login.js**.

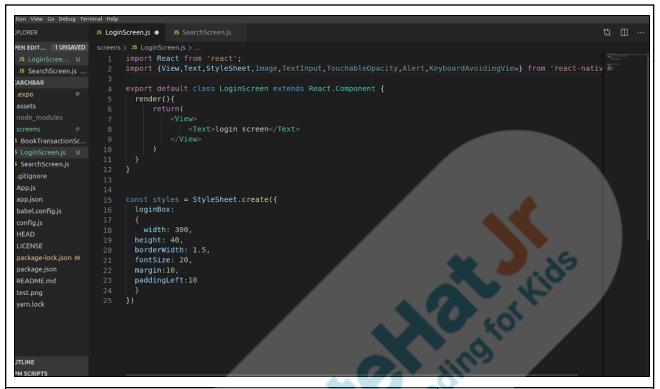
For now, we can write a simple code to display some text on this page.

This simple code will contain a **View** component and a **Text** component to add a text on the screen. And some styling for it.

The teacher codes for **Login.js** with the help of students' inputs.







We are using TabNavigation in our app. However, we do not want the login screen as a tab in our application. This should be the first screen that the users must-see. How should the user move to the next screen?	ESR: By entering email, password and hitting a login button.
What kind of navigation supports switching to another screen with the press of a button?	ESR: The Switch Navigator.
Excellent!! Since we do not want the login screen as a tab in our application, we are going to create a SwitchNavigator which will contain both - the login page and the TabNavigator - we had created earlier.	
Can you help me in creating the SwitchNavigator ?	The student gives inputs while the teacher writes the code.

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Now we import **createSwitchNavigator** from 'react-navigation'.

Then we create a **SwitchNavigator** containing **BottomTabNavigator** and **LoginScreen**.

We will also modify **AppContainer** to contain the **SwitchNavigator**.

The teacher writes the code.

```
JS App.js > ...
     import React, { Component } from "react";
     import { Rajdhani 600SemiBold } from "@expo-google-fonts/rajdhan
     import * as Font from "expo-font";
    import db from "./confia":
    import LoginScreen from "./screens/Login";
    import BottomTabNavigator from "./components/BottomTabNavigator
    import { createSwitchNavigator, createAppContainer } from "react-navigation";
 const AppSwitchNavigator = createSwitchNavigator(
     Login: {
        screen: LoginScreen
      BottomTab: {
        screen: BottomTabNavigator
      initialRouteName: "Login"
const AppContainer = createAppContainer(AppSwitchNavigator);
```



```
render() {
  const { fontLoaded } = this.state;
  if (fontLoaded) {
    return <AppContainer />;
  }
  return null;
}
```

Let's test our app and see if we see a login page when the user opens the app.

The teacher runs the code to test the output.

The student observes the output and comments.





login screen	ding for Lids
How do we move to the next screen now?	ESR: We will have to create TextInput buttons to collect email and password from the user. We will also have to create a button to navigate to the next screen.
Let's design the login screen to contain the two TextInput components and one TouchableOpacity button.	



The teacher introduces the props **keyBoardType** and **secureTextEntry** for the **TextInput** Component to collect email and password from the user.

keyBoardType prop opens the keyboard based on the type of input to be taken from the user, for example, if the input to be taken is a name the alphabetic keyboard will open.

If the input to be taken is a number format, it will open a numeric keyboard.

secureTextEntry prop helps to maintain the secrecy of the password that has been entered. It will show stars in place of the password.

The teacher writes the code to create the UI for the login screen as follows:





```
<KeyboardAvoidingView behavior="padding" style={styles.container}>
  <ImageBackground source={bgImage} style={styles.bgImage}>
    <View style={styles.upperContainer}>
      <Image source={appIcon} style={styles.appIcon} />
      <Image source={appName} style={styles.appName} />
    </View>
    <View style={styles.lowerContainer}>
      <TextInput
        style={styles.textinput}
        onChangeText={text => this.setState({ email: text })}
        placeholder={"Enter Email"}
        placeholderTextColor={"#FFFFFF"}
        autoFocus
      <TextInput
        style={[styles.textinput, { marginTop: 20 }]}
        onChangeText={text => this.setState({ password: text })
        placeholder={"Enter Password"}
        placeholderTextColor={"#FFFFFF"}
        secureTextEntry
      <TouchableOpacity
        style={[styles.button, { marginTop: 20 }]}
        onPress={() => this.handleLogin(email, password)}
       <Text style={styles.buttonText}>Login</Text>
      </TouchableOpacity>
    </View>
  </ImageBackground>
</KeyboardAvoidingView>
```

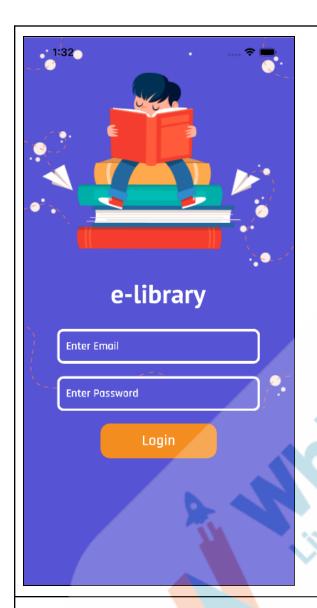


```
const styles = StyleSheet.create({
 container: {
    flex: 1,
   backgroundColor: "#FFFFFF"
 bgImage: {
   flex: 1,
    resizeMode: "cover",
   justifyContent: "center"
 upperContainer: {
   flex: 0.5,
   justifyContent: "center",
   alignItems: "center"
 appIcon: {
   width: 280,
   height: 280,
   resizeMode: "contain",
   marginTop: 80
  appName: {
   width: 130,
   height: 130,
    resizeMode: "contain"
  lowerContainer: {
   flex: 0.5,
    alignItems: "center"
```



```
lowerContainer: {
     flex: 0.5,
     alignItems: "center"
   textinput: {
    width: "75%",
     height: 55,
     padding: 10,
     borderColor: "#FFFFFF",
     borderWidth: 4,
     borderRadius: 10,
     fontSize: 18,
     color: "#FFFFFF",
     fontFamily: "Rajdhani_600SemiBold",
     backgroundColor: "#5653D4"
   button: {
    width: "43%",
    height: 55,
    justifyContent: "center",
     alignItems: "center",
     backgroundColor: "#F48D20",
     borderRadius: 15
   buttonText: {
     fontSize: 24,
     color: "#FFFFFF",
     fontFamily: "Rajdhani 600SemiBol
Output:
```





We are done with designing the login screen. When the user enters the email ID and password, there should be something to check if the email ID and password are registered.

Firebase provides an authentication service that helps us do that.

The teacher can refer to the authentication document from <u>Teacher Activity 2</u>.

The student can refer to the authentication document from <u>Student Activity 2</u>.

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The teacher shows how to enable email '**sign in**' inside the authentication tab in the database for the e-library library.

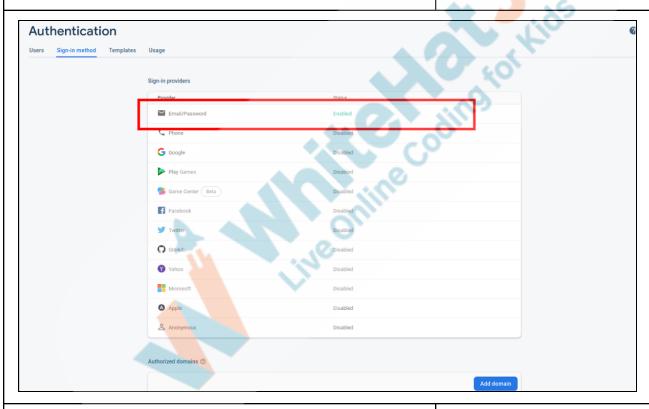
Login to the <u>firebase website</u> using your registered email and password.

Open the e-library database.

Click on Authentication in the side panel.

Click on the Sign-in method.

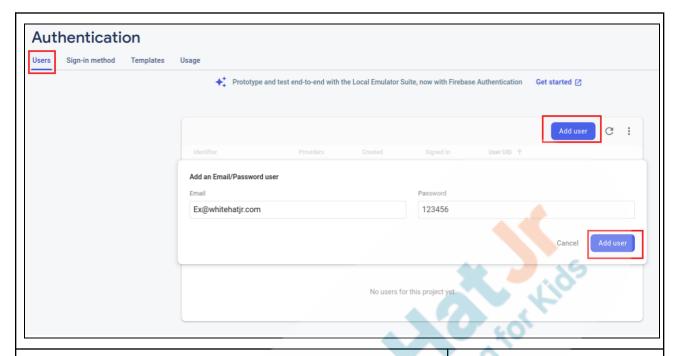
The student observes how different authentication services are enabled inside the firebase database.



Let's select **Email/Password**, to register an email ID and password for test purposes.

The teacher registers an email and password by adding a user.





Now, in our app code, when the user presses the button, we will call the **login()** function, which will check if the username and password are registered.

Firebase provides us an auth service to do that using firebase.auth().signInWithEmailAndPassword()

Let's do that. Our **handleLogin()** function is going to take some time to authenticate.

The teacher creates the handleLogin() function and uses firebase.auth().signInWithEmailAndPassword() to authenticate the registered user and navigate to the next screen if the authentication is successful.

The student helps the teacher write the code.



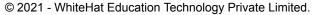
```
<KeyboardAvoidingView behavior="padding" style={styles.container}>
 <ImageBackground source={bgImage} style={styles.bgImage}>
   <View style={styles.upperContainer}>
     <Image source={appIcon} style={styles.appIcon} />
     <Image source={appName} style={styles.appName} />
   </View>
   <View style={styles.lowerContainer}>
      <TextInput
       style={styles.textinput}
       onChangeText={text => this.setState({ email: text })}
       placeholder={"Enter Email"}
       placeholderTextColor={"#FFFFFF"}
       autoFocus
     <TextInput
       style={[styles.textinput, { marginTop: 20 }]}
       onChangeText={text => this.setState({ password:
       placeholder={"Enter Password"}
       placeholderTextColor={ "#FFFFFF"}
       secureTextEntry
     <TouchableOpacity
      style={[styles_button, { marginTop: 20 }]
       onPress={() => this.handleLogin(email, password)}
       <Text style={styles.buttonText}>Login</Text>
     </TouchableOpacity>
   </View>
 </ImageBackground>
</KeyboardAvoidingView>
```



Let's now test our app and see if our login works.

The teacher runs the app and checks by logging in using the registered ID and password.

The student observes the output.







Great! We now have user authentication ready.

One final change. We need to change our database rules to allow only authenticated users to access, read and modify our database.

There is a separate way for writing complex database rules, which we will learn later. For now, we can just make

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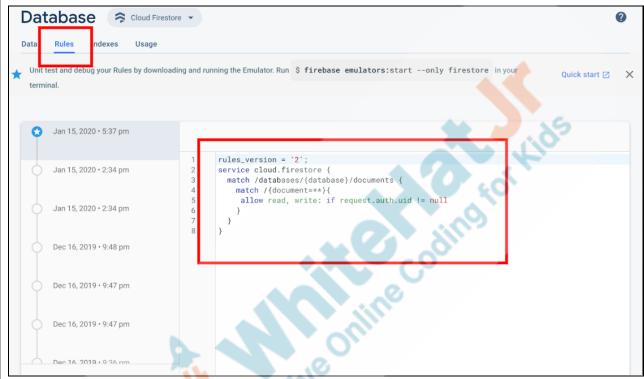
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a small change to allow everyone who is authenticated to read and write values in our database.

Here, **auth.uid!=null** means to allow a person who is authenticated to read and write values in our database.

The student observes how to make these changes in the database security rules.



Awesome! Great work!

Now, can you do this in your own app?

Teacher Stops Screen Share

Now it's your turn. Please share your screen with me.

STUDENT-LED ACTIVITY - 15 mins

• Ask Student to press ESC key to come back to panel
• Guide Student to start Screen Share

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Teacher gets into Fullscreen



ACTIVITY

- Recreate the login screen and its functionality in the app.
- Try login with an unauthorized user ID to observe the error toast message.

Teacher starts slideshow



Slide 11 to 12

Refer to speaker notes and follow the instructions on each slide.

Teacher Action	Student Action	
Now you will be recreating the login screen and its functionalities in the app by yourself.	Student can use the code from previous class or clone	
Begin by creating the SwitchNavigator containing BottomTabNavigator and the Login Screen	the code from <u>Student</u> <u>Activity 1</u> .	
Create the basic Login Screen UI.	dill	
Chline	The student writes code for the Login Screen.	



```
JS LoginScreen.js • JS SearchScreen.js
PEN EDIT... 1 UNSAVED screens > JS LoginScreen.js > ...
                            import {View,Text,StyleSheet,Image,TextInput,TouchableOpacity,Alert,KeyboardAvoidingView} from 'react-nativ'
JS SearchScreen.is ...
ARCHBAR
                              render(){
ssets
BookTransactionSc.
gitignore
App.js
                              loginBox:
config.js
HEAD
                             height: 40.
                             borderWidth: 1.5,
oackage-lock.json M
                              margin:10,
test.pna
arn.lock
JTLINE
```

Create **SwitchNavigator** containing **BottomTabNavigator** and the Login Screen.

The student creates a

SwitchNavigator which
contains

BottomTabNavigator and
LoginScreen.

```
import React, { Component } from "react";
import { Rajdhani_600SemiBold } from "@expo-google-fonts/rajdhani";
import * as Font from "expo-font";
import db from "./config";
import LoginScreen from "./screens/Login";
import BottomTabNavigator from "./components/BottomTabNavigator";

import { createSwitchNavigator, createAppContainer } from "react-navigation";
}
```



Now, create the Login Screen UI.

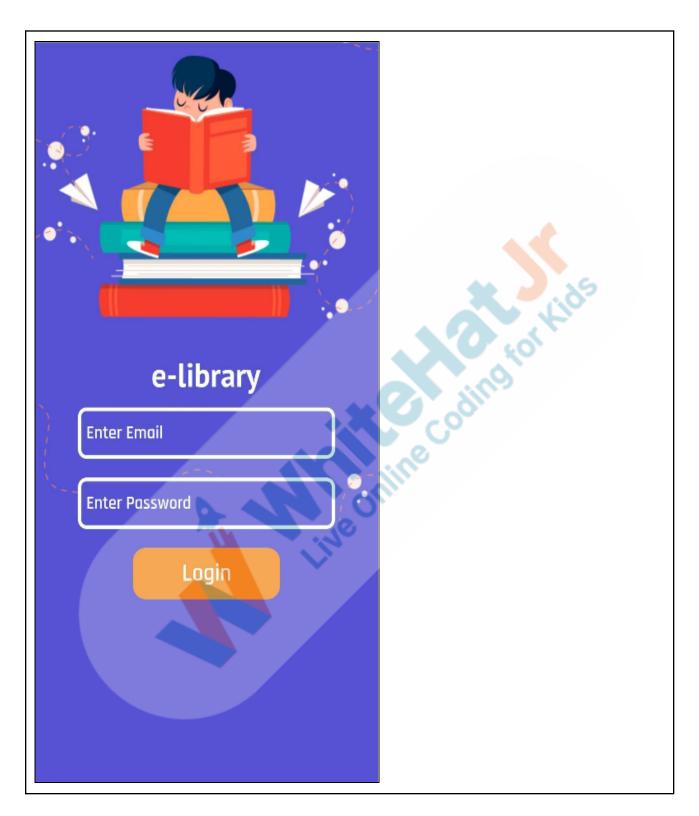
The student creates the Login Screen User Interface containing the 2 TextInput Components and a Touchable Opacity Button.



```
<KeyboardAvoidingView behavior="padding" style={styles.container}>
  <ImageBackground source={bgImage} style={styles.bgImage}>
    <View style={styles.upperContainer}>
      <Image source={appIcon} style={styles.appIcon} />
      <Image source={appName} style={styles.appName} />
    </View>
    <View style={styles.lowerContainer}>
      <TextInput
        style={styles.textinput}
        onChangeText={text => this.setState({ email: text });
        placeholder={"Enter Email"}
        placeholderTextColor={"#FFFFFF"}
        autoFocus
      <TextInput
        style={[styles.textinput, { marginTop: 20 }]}
        onChangeText={text => this.setState({ password: te
        placeholder={"Enter Password"}
        placeholderTextColor={"#FFFFFF"]
        secureTextEntry
      <TouchableOpacity
        style={[styles.button, { marginTop: 20 }]}
        onPress={() => this.handleLogin(email, password)}
        <Text style={styles.buttonText}>Login</Text>
      </TouchableOpacity>
    </View>
  </ImageBackground>
</KeyboardAvoidingView>
```

Output for the UI:

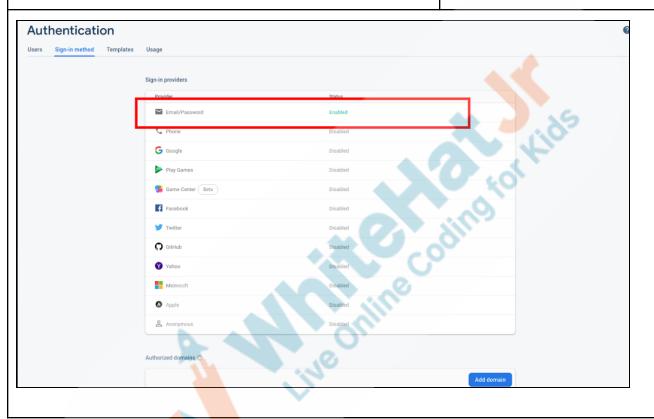




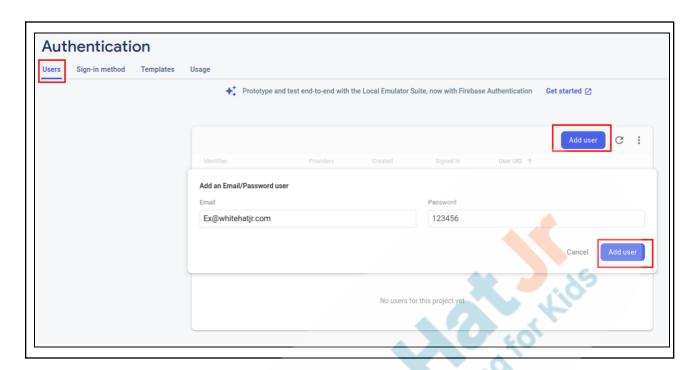


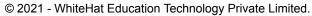
Now, enable firebase authorization for email sign-ins and add registered users.

The student enables the firebase authorization service for email sign-ins. He/She creates a registered email id and password for testing.









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```
<KeyboardAvoidingView behavior="padding" style={styles.container}>
   <ImageBackground source={bgImage} style={styles.bgImage}>
     <View style={styles.upperContainer}>
       <Image source={appIcon} style={styles.appIcon} />
       <Image source={appName} style={styles.appName} />
     </View>
     <View style={styles.lowerContainer}>
       <TextInput
         style={styles.textinput}
         onChangeText={text => this.setState({ email: text })
         placeholder={"Enter Email"}
         placeholderTextColor={"#FFFFFF"}
         autoFocus
       <TextInput
         style={[styles.textinput, { marginTop: 20 }]}
         onChangeText={text => this.setState({ password:
         placeholder={"Enter Password"}
         placeholderTextColor={ "#FFFFFF"}
         secureTextEntry
       <TouchableOpacity
        style={[styles.button, { marginTop: 20 }]
         onPress={() => this.handleLogin(email, password)}
         <Text style={styles.buttonText}>Login</Text>
       </TouchableOpacity>
     </View>
   </ImageBackground>
 </KeyboardAvoidingView>
Check the output and debug the code if needed.
                                                        The student runs the app to
                                                        check the output.
Change the security rules for the application.
                                                        The student modifies the
                                                        security rules to allow only
The rule that you will be changing is to allow only the
                                                        authenticated users to
authenticated user to make changes to the data of the
                                                        access the database.
database.
Do you recall what does auth.uid!=null helps us with?
```

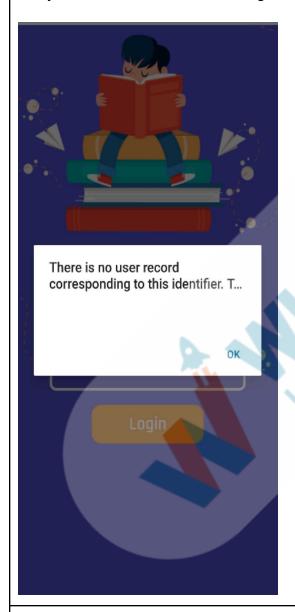
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Here, **auth.uid!=null** means to allow a person who is authenticated to read and write values in our database. Now, try logging in using an unauthorized email and password to check the output.

If any unauthorized user tries to log in he/she will see the following output:



Great work today! We have learned to create a login page and add the firebase authentication so that only the registered users can make changes to our data. If the non-existent user tries to log in, he/she will see a toast message.



Teacher Guides Student to Stop Screen Share **WRAP-UP SESSION - 5 Mins** from: Slide 13 to slide 23 **Teacher starts slideshow Activity details** Solution/Guidelines Run the presentation from slide 13 to slide 23. Discuss with the student the Following are the WRAP-UP session deliverables: current class activities and Appreciate the student. Revise the current class activities. the student will ask doubts related to the activities. Discuss the quizzes. Assignment discussion. Quiz time - Click on in-class quiz Question **Answer** Which of the following is true for try-catch block? D A. The try statement allows you to define a block of code to be tested for errors while it is being executed. B. The catch statement allows you to define a block of code to be executed if an error occurs in the try block. C. The try-catch block is used for exception handling D. All of the above Which of the following functions did we use to log in the Α authenticated user? A. firebase.auth().signInWthEmailAndPassword() B. firebase.auth().logInWthEmailAndPassword() C. firestore.auth().signInWthEmailAndPassword() D. firestore.auth().signUpWthEmailAndPassword() Which of the following rules in the database will allow only Α

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the authenticated user to log in?

- A. request.auth.uid != null;
- B. request.time < timestamp.date(2020, 11, 14);
- C. request.authentication == true
- D. request.uid == "authenticated"

End the quiz panel

FEEDBACK

 Encourage the student to look at other modes of authentication services firebase provides and read their documentation.

Wow!

We finally completed our e-library application which is ready to be published.

How many hours did it take to create our application?

ESR:

8 hours!

Isn't it amazing!

What did we learn while creating this application?

ESR:

- Use of different React Native Components.
- Creating Tab
 Navigation and
 Switch Navigation in our app.
- Scanning QR code
- Lazy loading through FlatLists.
- Creating a database in firestore.
- Querying data from firestore.
- Authenticating our users through email

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	sign in.
Amazing!	
In the next class, we are going to start another application based on another problem statement.	
Do you want to find out what we will be creating?	ESR: Yes!
This time we will be creating a space-related application called the ISS Tracker.	Tes!
We will find out in the next class!!	
You get a "hats off".	Make sure you have given at least 2 Hats Off during
Till next class then. See you. Bye!	the class for:
liveOnline	Creatively Solved Activities +10 Great Question
	Strong Concentration
* This Project will take only 30 mins to complete. Motivate students to try and finish it immediately after the class.	Note: You can assign the project to the student in class itself by clicking on the Assign Project button
Project Overview	which is available under
E-RIDE STAGE 8	the projects tab.
Goal of the Project:	

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In class 75, you learned how to authenticate a user in their app by asking them to enter their username and password. You will be implementing and creating an authentication page in the e-ride app.

* This is a continuation of Project-68, 69, 70, 71,72,73,& 74 to make sure you have completed and submitted that before attempting this one. This is the last part of the e-ride.

Story:

The e-ride app is working fantastic! You are receiving great feedback from the users. Now that the app is working great, you would like to work on data security in the app, you proposed to create an Authentication page in the app as well as in the database. This would allow only an authorized user to log in to your app.

I am very excited to see your project solution and I know you both will do really well.

Bye Bye!

Teacher ends slideshow



Teacher Clicks



ADDITIONAL ACTIVITIES

Additional Activities

Encourage the student to write reflection notes in their reflection journal using Markdown.

Use these as guiding questions:

What happened today?

The student uses the Markdown editor to write her/his reflection as a reflection journal.

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- o Describe what happened
- o Code I wrote
- How did I feel after the class?
- What have I learned about programming and developing games?
- What aspects of the class helped me?
- What did I find difficult?

Links:

Activity	Activity Name	Links
Teacher Activity 1	Previous class code	https://github.com/procodingclass/e-library-75-TA
Teacher Activity 2	Firebase Authentication Document	https://firebase.google.com/docs/aut h/web/password-auth
Teacher Activity 3	Teacher Reference	https://github.com/procodingclass/e-library-PRO-C75
Student Activity 1	Boilerplate Code	https://github.com/procodingclass/e-library-C75-SA
Student Activity 2	Firebase Authentication Document	https://firebase.google.com/docs/aut h/web/password-auth
Visual Aid Link	VA Link	https://curriculum.whitehatjr.com/Vis ual+Project+Asset/PRO_VD/BJFC- PRO-V3-C75-withcues.html
In-Class Quiz	In-Class quiz doc	https://s3-whjr-curriculum-uploads.w hjr.online/809a3bbc-d333-4e42-806 9-dd1e9e4e6279.pdf
Project Solution	E-Ride Stage-8	https://github.com/procodingclass/P RO-C75-PROJECT