Aim: To set up Firebase authentication for the android application.

1. firebase_core Initialization:

- o await Firebase.initializeApp(); is crucial. This line initializes Firebase for your app. It's placed in the main() function *before* runApp().
- WidgetsFlutterBinding.ensureInitialized(); is also important, and is required before Firebase.initializeApp().

2. Firebase Authentication (firebase_auth):

- o The code uses FirebaseAuth for user authentication.
- signInWithEmailAndPassword and createUserWithEmailAndPassword are used for login and registration.
- Error handling is improved with FirebaseAuthException catching, providing user friendly messages.

3. Cloud Firestore (cloud_firestore):

- o FirebaseFirestore is used to store user data in the "users" collection.
- set() is used to write data to Firestore.

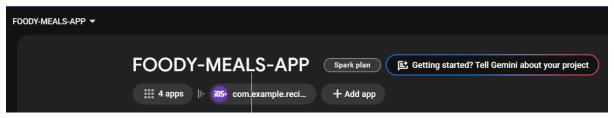
4. Platform Setup (iOS and Android):

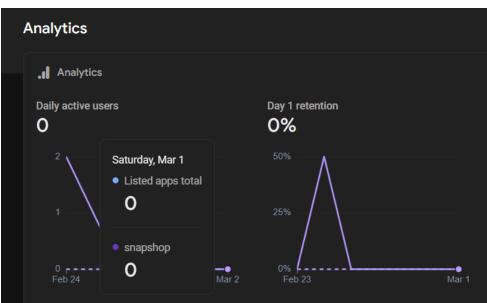
- To make this work, you must follow the Firebase console setup for both iOS and Android. This
 involves:
 - Creating a Firebase project.
 - Adding iOS and Android apps to your project.
 - Downloading the google-services.json (Android) and GoogleService-Info.plist (iOS)
 files and placing them in the correct locations within your Flutter project.
 - Ensuring the correct Firebase plugins are added to your pubspec.yaml.
- 5. **Error Handling:** FirebaseAuth exceptions are now specifically handled, providing better error messages to the user.
- 6. Navigation: Navigation is implemented using named routes, allowing for cleaner transitions.

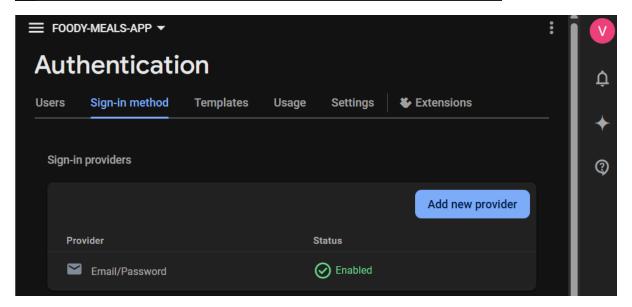
We need the following packages;

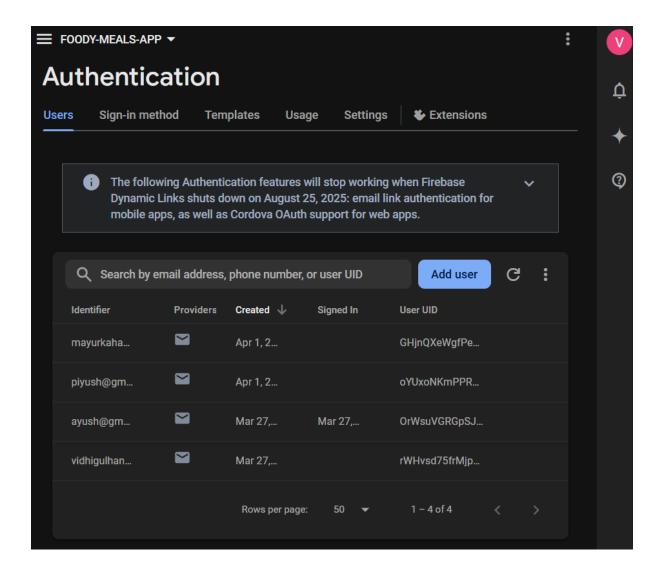
```
import 'package:firebase_auth/firebase_auth.dart';
import 'package:firebase_core/firebase_core.dart';
import 'package:cloud_firestore/cloud_firestore.dart';
```

Output









Conclusion: In this experiment, we learnt to integrate our application with firebase and implement authentication functionality. We made the necessary changes to our flutter program to implement the desired functionality.