7/10/25, 11:33 AM Courses



Courses

Practice

Roadmap







Full Stack Development

<

19 / 22

Convert

Videos

Hosted

5 on 24 min

Google

Cloud

Storage

11 - Add Firebase SDK with Auth

07:22

Mark Lesson Complete



1. Create a Firebase Web App

Navigate to https://console.firebase.google.com/ and within the project you previously created. 7/10/25, 11:33 AM Courses

Add Firebase Click the Gear icon next to Project Overview and click Project Settings.

Navigate to the bottom of the page, and in the Your apps section. Click the </> button, which will create a new firebase web app for our project.

Alternatively, we could've created an ios or android app, but we will be using the web app for this course.

Enter a name for the app, and click [Register app]

2. Add Firebase SDK to our Next.js App

Create a firebase directory within the app directory, and create a file called firebase ts within it.

```
// Import the functions you need from the
SDKs you need
import { initializeApp } from "firebase/app";
import { getAuth, signInWithPopup,
GoogleAuthProvider, onAuthStateChanged, User
} from "firebase/auth";

// Your web app's Firebase configuration
const firebaseConfig = {
   apiKey: "your apiKey",
   authDomain: "<your authDomain",
   projectId: "<your projectId",
   appId: "<your appId>"
};

// Initialize Firebase
const app = initializeApp(firebaseConfig);
```

7/10/25, 11:33 AM Courses

```
const auth = getAuth(app);
/**
 * Signs the user in with a Google popup.
 * @returns A promise that resolves with the
user's credentials.
 */
export function signInWithGoogle() {
  return signInWithPopup(auth, new
GoogleAuthProvider());
/**
 * Signs the user out.
 * @returns A promise that resolves when the
user is signed out.
 */
export function signOut() {
  return auth.signOut();
}
/**
 * Trigger a callback when user auth state
changes.
 * @returns A function to unsubscribe
callback.
 */
export function
onAuthStateChangedHelper(callback: (user:
User | null) => void) {
  return onAuthStateChanged(auth, callback);
}
```