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Experiment-6

Aim: To connect Flutter UI with Firebase Database.

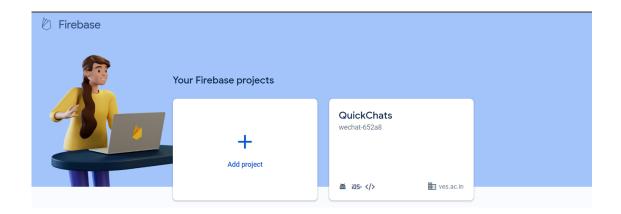
Theory:

Prerequisites:

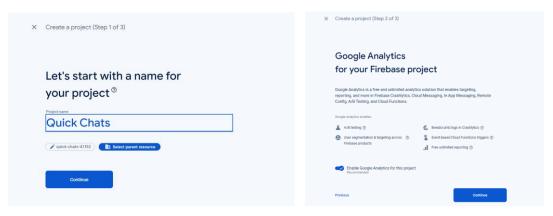
To complete this tutorial, you will need:

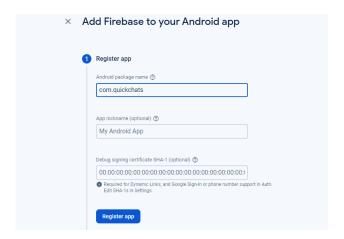
- A Google account to use Firebase.
- Developing for iOS will require XCode.
- To download and install Flutter.
- To download and install Android Studio and Visual Studio Code.
- It is recommended to install plugins for your code editor:
 - o Flutter and Dart plugins installed for Android Studio.
 - o Flutter extension installed for Visual Studio Code.

Creating a New Firebase Project:

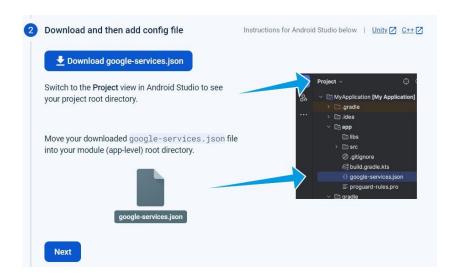


Adding Android support:





Downloading the Config File:



Adding dependencies to the project:

```
dependencies:
 flutter:
   sdk: flutter
 # For using cupertino icons
 cupertino_icons: ^1.0.2
 firebase_core: ^2.2.0
 firebase_auth: ^4.1.3
 google_sign_in: ^5.4.2
 cloud_firestore: ^4.1.0
 cached_network_image: ^3.2.3
  image_picker: ^0.8.6
 firebase_storage: ^11.0.6
 emoji_picker_flutter: ^1.5.1
 firebase_messaging: ^14.2.0
 http: ^0.13.5
  flutter_notification_channel: ^2.0.0
```

Code:

```
login_screen.dart
import 'dart:developer';
import 'dart:io';
import 'package:firebase_auth/firebase_auth.dart';
import 'package:flutter/material.dart';
import 'package:google_sign_in/google_sign_in.dart';
import '../../api/apis.dart';
import '../../helper/dialogs.dart';
import '../../main.dart';
import '../../home_screen.dart';

//login screen -- implements google sign in or sign up feature for app class LoginScreen extends StatefulWidget {
    const LoginScreen({super.key});
```

@override

```
State<LoginScreen> createState() => _LoginScreenState();
}
class LoginScreenState extends State<LoginScreen> {
 bool isAnimate = false;
 @override
 void initState() {
  super.initState();
  //for auto triggering animation
  Future.delayed(const Duration(milliseconds: 500), () {
   setState(() => isAnimate = true);
  });
 _handleGoogleBtnClick() {
  //for showing progress bar
  Dialogs.showProgressBar(context);
  signInWithGoogle().then((user) async {
   //for hiding progress bar
   Navigator.pop(context);
   if (user != null) {
    log('\nUser: ${user.user}');
    log('\nUserAdditionalInfo: ${user.additionalUserInfo}');
    if ((await APIs.userExists())) {
      Navigator.pushReplacement(
        context, MaterialPageRoute(builder: ( ) => const HomeScreen()));
     } else {
      await APIs.createUser().then((value) {
```

```
Navigator.pushReplacement(
        context, MaterialPageRoute(builder: ( ) => const HomeScreen()));
    });
   }
  }
 });
Future<UserCredential?> _signInWithGoogle() async {
 try {
  await InternetAddress.lookup('google.com');
  // Trigger the authentication flow
  final GoogleSignInAccount? googleUser = await GoogleSignIn().signIn();
  // Obtain the auth details from the request
  final GoogleSignInAuthentication? googleAuth =
    await googleUser?.authentication;
  // Create a new credential
  final credential = GoogleAuthProvider.credential(
   accessToken: googleAuth?.accessToken,
   idToken: googleAuth?.idToken,
  );
  // Once signed in, return the UserCredential
  return await APIs.auth.signInWithCredential(credential);
 } catch (e) {
  log('\n signInWithGoogle: $e');
  Dialogs.showSnackbar(context, 'Something Went Wrong (Check Internet!)');
  return null;
 }
```

```
@override
Widget build(BuildContext context) {
//initializing media query (for getting device screen size)
 mq = MediaQuery.of(context).size;
 return Scaffold(
  //app bar
  appBar: AppBar(
   automaticallyImplyLeading: false,
   title: const Text('Welcome to Quick Chats'),
  ),
  //body
  body: Stack(children: [
   //app logo
   AnimatedPositioned(
      top: mq.height * .15,
      right: isAnimate? mq.width * .25: -mq.width * .5,
      width: mq.width * .5,
      duration: const Duration(seconds: 1),
      child: Image.asset('images/icon.png')),
   //google login button
   Positioned(
      bottom: mq.height * .15,
     left: mq.width * .05,
      width: mq.width * .9,
      height: mq.height * .06,
      child: ElevatedButton.icon(
        style: ElevatedButton.styleFrom(
          backgroundColor: const Color.fromARGB(255, 223, 255, 187),
```

```
shape: const StadiumBorder(),
          elevation: 1),
       onPressed: () {
         _handleGoogleBtnClick();
       },
       //google icon
       icon: Image.asset('images/google.png', height: mq.height * .03),
       //login with google label
       label: RichText(
         text: const TextSpan(
           style: TextStyle(color: Colors.black, fontSize: 16),
           children: [
            TextSpan(text: 'Login with '),
            TextSpan(
               text: 'Google',
               style: TextStyle(fontWeight: FontWeight.w500)),
           ]),
       ))),
 ]),
);
```

Output:



