name: firebase\_integration  
description: A new Flutter application.  
  
*# The following defines the version and build number for your application.  
# A version number is three numbers separated by dots, like 1.2.43  
# followed by an optional build number separated by a +.  
# Both the version and the builder number may be overridden in flutter  
# build by specifying --build-name and --build-number, respectively.  
# In Android, build-name is used as versionName while build-number used as versionCode.  
# Read more about Android versioning at https://developer.android.com/studio/publish/versioning  
# In iOS, build-name is used as CFBundleShortVersionString while build-number used as CFBundleVersion.  
# Read more about iOS versioning at  
# https://developer.apple.com/library/archive/documentation/General/Reference/InfoPlistKeyReference/Articles/CoreFoundationKeys.html*version: 1.0.0+1  
  
environment:  
 sdk: ">=2.1.0 <3.0.0"  
  
dependencies:  
 flutter:  
 sdk: flutter  
 firebase\_auth: ^0.14.0+5  
  
 *# The following adds the Cupertino Icons font to your application.  
 # Use with the CupertinoIcons class for iOS style icons.* cupertino\_icons: ^0.1.2  
  
dev\_dependencies:  
 flutter\_test:  
 sdk: flutter  
  
  
*# For information on the generic Dart part of this file, see the  
# following page: https://dart.dev/tools/pub/pubspec  
  
# The following section is specific to Flutter.*flutter:  
  
 *# The following line ensures that the Material Icons font is  
 # included with your application, so that you can use the icons in  
 # the material Icons class.* uses-material-design: true  
  
 *# To add assets to your application, add an assets section, like this:  
 # assets:  
 # - images/a\_dot\_burr.jpeg  
 # - images/a\_dot\_ham.jpeg  
  
 # An image asset can refer to one or more resolution-specific "variants", see  
 # https://flutter.dev/assets-and-images/#resolution-aware.  
  
 # For details regarding adding assets from package dependencies, see  
 # https://flutter.dev/assets-and-images/#from-packages  
  
 # To add custom fonts to your application, add a fonts section here,  
 # in this "flutter" section. Each entry in this list should have a  
 # "family" key with the font family name, and a "fonts" key with a  
 # list giving the asset and other descriptors for the font. For  
 # example:  
 # fonts:  
 # - family: Schyler  
 # fonts:  
 # - asset: fonts/Schyler-Regular.ttf  
 # - asset: fonts/Schyler-Italic.ttf  
 # style: italic  
 # - family: Trajan Pro  
 # fonts:  
 # - asset: fonts/TrajanPro.ttf  
 # - asset: fonts/TrajanPro\_Bold.ttf  
 # weight: 700  
 #  
 # For details regarding fonts from package dependencies,  
 # see https://flutter.dev/custom-fonts/#from-packages*