Experiment no.:-06

Aim: To connect firebase database with flutter ui

Theory:

Firebase is a great backend solution for anyone that wants to use authentication, databases, cloud functions, ads, and countless other features within an app.

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

This tutorial was verified with Flutter v2.0.6, Android SDK v31.0.2, and Android Studio v4.1.

Creating a New Flutter Project

This tutorial will require the creation of an example Flutter app.

Once you have your environment set up for Flutter, you can run the following to create a new application:

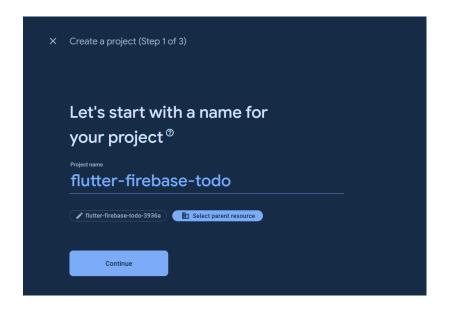
flutter create flutterfirebaseexample

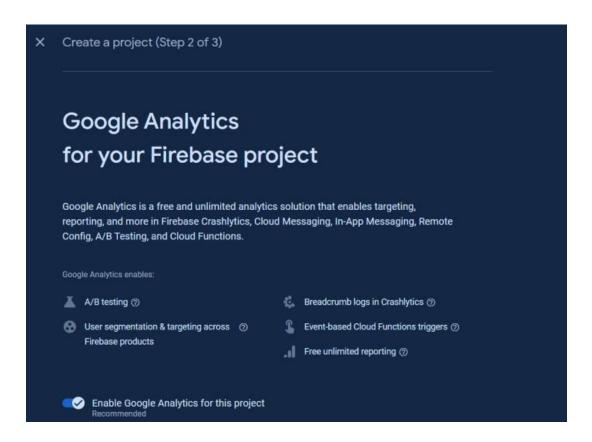
Using flutter create will produce a demo application that will display the number of times a button is clicked.

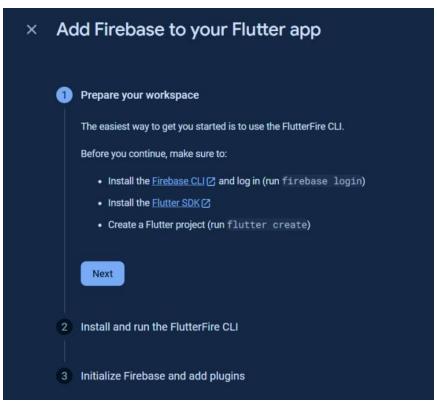
Now that we've got a Flutter project up and running, we can add Firebase.

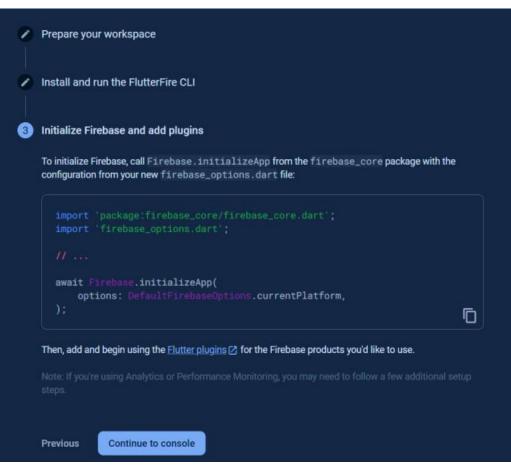
Creating a New Firebase Project

First, log in with your Google account to manage your Firebase projects. From within the Firebase dashboard, select the Create new project button and give it a name:









```
dependencies:
any link preview: ^3.0.1
cloud firestore: ^4.14.0
cupertino_icons: ^1.0.2
dotted border: ^2.1.0
file picker: ^6.1.1
firebase core: ^2.24.2
firebase_storage: ^11.6.0
flutter:
 sdk: flutter
flutter_riverpod: ^2.4.9
fpdart: ^1.1.0
google sign in: ^6.2.1
shared_preferences: ^2.2.2
```

flutter-firebase-todo Spark plan



+ Add app