

```
C:\WINDOWS\system32\cmd. x + v

i Firebase optionally collects CLI and Emulator Suite usage and error reporting information to help improve our product
s. Data is collected in accordance with Google's privacy policy (https://policies.google.com/privacy) and is not used to
identify you.

? Allow Firebase to collect CLI and Emulator Suite usage and error reporting information? Yes
i To change your data collection preference at any time, run 'firebase logout' and log in again.

Visit this URL on this device to log in:
https://accounts.google.com/o/oauth2/auth?client_id=563584335869-fgrhgmd47bqnekij5i8b5pr03ho849e6.apps.googleusercontent
.com&scope=email%20openid%20https%3A%2F%2Fwww.googleapis.com%2Fauth%2Fcloudplatformprojects.readonly%20https%3A%2F%2Fwww
.googleapis.com%2Fauth%2Ffirebase%20https%3A%2F%2Fwww.googleapis.com%2Fauth%2Fcloud-platform&response_type=code&state=91
7818869&redirect_uri=http%3A%2F%2Flocalhost%3A9005

Waiting for authentication...

+ Success! Logged in as ayoub.sahraoui.pro@gmail.com

C:\Windows\System32>firebase projects:list
/ Preparing the list of your Firebase projects



| Project Display Name       | Project ID                 | Project Number | Resource Location ID |
|----------------------------|----------------------------|----------------|----------------------|
| Atelier4 A Sahraoui IIR5G2 | atelier4-a-sahraoui-iir5g2 | 455625154124   | [Not specified]      |
| sabil-zawaj                | sabil-zawaj-48317          | 410044832002   | [Not specified]      |



2 project(s) total.

C:\Windows\System32>
```

```
> lib 33
> test 34
flutter-plugins

Terminal Local x + v

test_api 0.7.2 (0.7.4 available)
vm_service 14.2.5 (14.3.1 available)
Changed 4 dependencies!
34 packages have newer versions incompatible with dependency constraints.
Try 'flutter pub outdated' for more information.
PS D:\Projects\Mobile\flutter_demo> flutterfire configure
i Found 2 Firebase projects.
? Select a Firebase project to configure your Flutter application with >
) atelier4-a-sahraoui-iir5g2 (Atelier4 A Sahraoui IIR5G2)
sabil-zawaj-48317 (sabil-zawaj)
<create a new project>
```

```
PS D:\Projects\Mobile\flutter_demo> flutterfire configure
i Found 2 Firebase projects.
✓ Select a Firebase project to configure your Flutter application with · atelier4-a-sahraoui-iir5g2 (Atelier4 A Sahraoui IIR5G2)
)
? Which platforms should your configuration support (use arrow keys & space to select)? >
✓ android
✓ ios
macos
web
windows
```

```

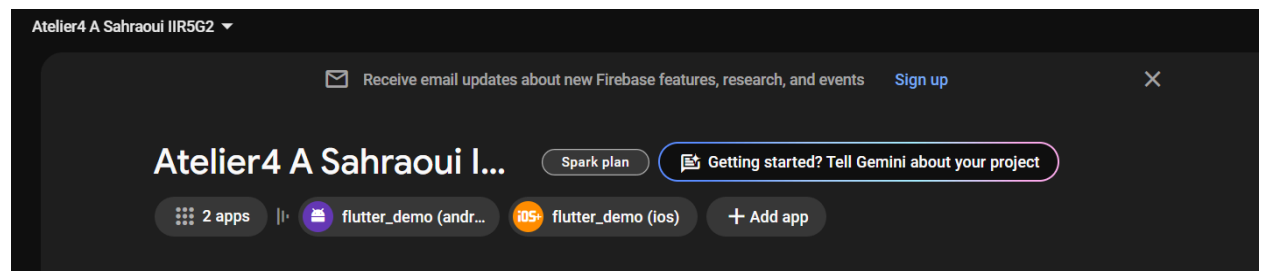
PS D:\Projects\Mobile\flutter_demo> flutterfire configure
i Found 2 Firebase projects.
✓ Select a Firebase project to configure your Flutter application with · atelier4-a-sahraoui-iir5g2 (Atelier4 A Sahraoui IIR562)
✓ Which platforms should your configuration support (use arrow keys & space to select)? · android, ios
✓ Which Android application id (or package name) do you want to use for this configuration, e.g. 'com.example.app'? · com.ex
i Firebase android app com.ex is not registered on Firebase project atelier4-a-sahraoui-iir5g2.
i Registered a new Firebase android app on Firebase project atelier4-a-sahraoui-iir5g2.
i Firebase ios app com.example.flutterDemo is not registered on Firebase project atelier4-a-sahraoui-iir5g2.
i Registered a new Firebase ios app on Firebase project atelier4-a-sahraoui-iir5g2.

Firebase configuration file lib\firebase_options.dart generated successfully with the following Firebase apps:

Platform  Firebase App Id
android   1:455625154124:android:c32a731d767d6381da1ee9
ios       1:455625154124:ios:88d89700dc835d3ada1ee9

Learn more about using this file and next steps from the documentation:
> https://firebase.google.com/docs/flutter/setup
PS D:\Projects\Mobile\flutter_demo>

```



```

Future<void> main() async { No usages
  WidgetsFlutterBinding.ensureInitialized();
  setupLocator();
  await Firebase.initializeApp(options: DefaultFirebaseOptions.currentPlatform);
  runApp(app: const MyApp());
}

```

```

class LoginEcran extends StatelessWidget { 2 usages
  const LoginEcran({super.key}); 1 usage
  @override No usages
  Widget build(BuildContext context) {
    return StreamBuilder<User?>(
      stream: FirebaseAuth.instance.authStateChanges(),
      builder: (BuildContext context, AsyncSnapshot<User?> snapshot) {
        if (snapshot.connectionState == ConnectionState.waiting) {
          return const Center(child: CircularProgressIndicator());
        }
        if (snapshot.hasData) {
          return Column(
            children: [
              Text(data: 'User Email: ${snapshot.data!.email}'),
              const SizedBox(height: 16),
              ElevatedButton(
                onPressed: () {
                  FirebaseAuth.instance.signOut();
                },
                child: const Text(data: 'Sign out'),
              ), // ElevatedButton
              Text(data: 'User is logged in'),
            ],
          ); // Column
        }
        return const Center(child: Text(data: 'User is not logged in'));
      }); // StreamBuilder
  }
}

```

```

Future<void> main() async { No usages
  WidgetsFlutterBinding.ensureInitialized();
  setupLocator();
  await Firebase.initializeApp(options: DefaultFirebaseOptions.currentPlatform);
  FirebaseAuth.configureProviders( configs: [
    EmailAuthProvider(),
  ]);
  runApp( app: const MyApp());
}

class MyApp extends StatelessWidget { 3 usages (1 in tests)
  const MyApp({super.key}); 2 usages (1 in tests)

  @override No usages
  Widget build(BuildContext context) {
    return MaterialApp(
      title: 'Flutter Demo',
      theme: ThemeData(
        colorScheme: ColorScheme.fromSeed(seedColor: Colors.deepPurple),
        useMaterial3: true,
      ), // ThemeData
      home: LoginEcran(),
    ); // MaterialApp
  }
}

```

