

FIREBASE

LOGISTICS

- Notes on P5.play library changes
- Firebase intro
- Firebase app setup
- Firebase activity

P5.PLAY CHANGES

- The CDN link changed the day after MP3 was due!
- What are the chances?!
- See Yanfu's message in Discord for the fix!

FIREBASE

- App development platform and set of tools from Google
- Many platforms: iOS, Android, Web, C++/Unity (for games)
- Many tools
 - User auth, realtime database, Firestore, Realtime database, Security, Analytics
- Can use as many or as few as you want!

TWO EXAMPLES

- Example firebase database
 - Simple example, walkthrough in today's activity
 - Uses Firestore
- Example chat app with auth
 - Uses Firestore and Firebase auth

EXAMPLE

A chat app with google authentication, anonymous accounts, and a database in *170 lines of JavaScript*

twiggy.cc/example-firebase

USING VITE!

- Provides a dev server and a build tool
- Uses Rollup behind the scenes!
- Install with `npm install vite --save-dev`
- Add Scripts to `package.json`:

```
"scripts": {  
  "start": "vite",  
  "host": "vite --host",  
  "build": "vite build",  
  "preview": "vite preview"  
}
```

EVENT LISTENERS IN TEMPLATES

We can easily bind event listeners in our `lit-html` templates using `@`:

```
import { html, render } from "lit-html";

function handleInput(e) {
  console.log(e.target.value)
}

render(html`<input type="text" @keydown=${handleInput} />`,
  document.body);
```


IN CLASS TODAY

Walking through the *in-class activity*.

