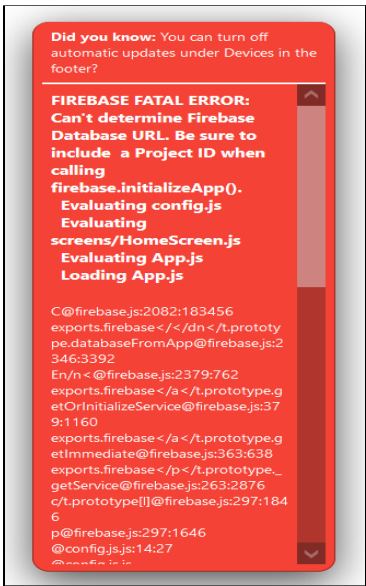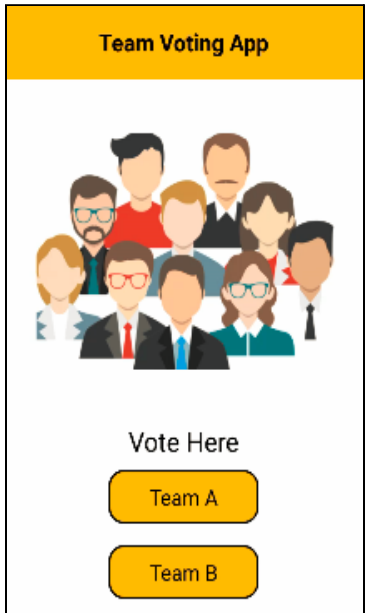## INSTRUCTIONS:
_____

Goal of the Project:

In class 58, you learned about "React with Databases". You have coded for a wireless buzzer where the first team who clicks on the buzzer will be registered along with a time stamp. In this project, you will apply what you have learned in class to create and configure the database for a Team Voting App and update the vote values in the database.

Story:

Every Saturday, your teacher organizes a quiz activity in which she divides students into two teams in your class. When it comes to voting for the winning teams, it becomes very complex for the teacher to count votes.

So, she started creating a Team Voting App. Wherein if the Team A button is clicked value in database updates to 1 and when Team B button is clicked value in database updates to 2. She has designed the user interface for the app and needs you to resolve some issues. Are you up for the challenge?
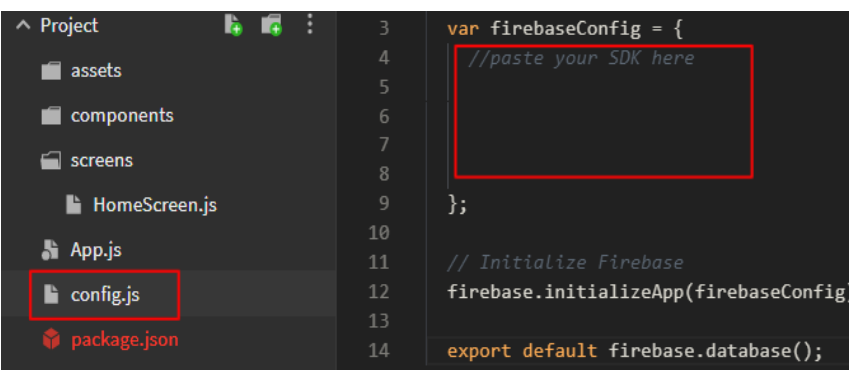
See a video of this in [action](#).

Project Template Output	Project Expected Output

Getting Started:

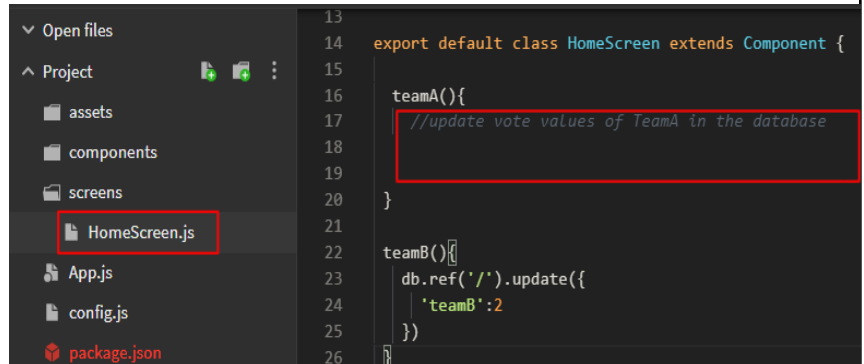1. Login to snack.expo.io/
2. Use this template available on Snack.
3. Name this snack as **Project C58**.
4. Click on the **Save** button.
5. Start editing your code.

Specific tasks to complete the Project:

Things to do	Reference Code Snippets
Step 1 Setup Firebase for the project. You can refer to the steps given in the document.	**Refer to this document to set up a database.**
Step 2 Paste the SDK into **config.js**.	

Submitting the Project:

1. Save your expo snack (**Ctrl/Command + S**).
2. Copy the URL and submit it on the **Student Dashboard > Projects** panel against the correct Class Number.

Hints:

1. Check the **teamB()** function code which is provided in the project template as a reference, you can then update the **teamA()** function similarly.

REMEMBER... Try your best, that's more important than being correct.
After submitting your project, the teacher will give you feedback on your project work.
———————— xxx ———————— xxx ———————— xxx ———————— xxx ———————— xxx ————————