

Firestore Storage (Kotlin)

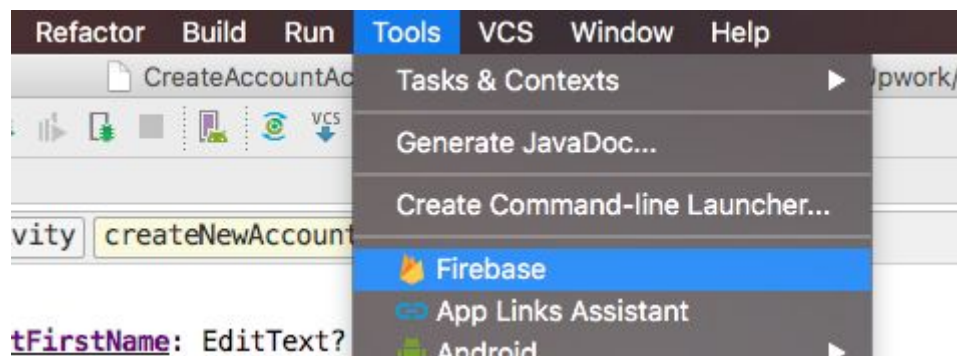
In this lesson on Firestore, we will learn how to use Firestore Storage API to upload files like images from an Android app and retrieve them.

To achieve the objective, we will use our last lesson on Firestore Authentication as a base and add a new feature to it. During a new user registration, we will allow user to upload his profile picture as well.

Although the lesson continues the previous learnings, all of the sample shown here can be independently used by you.


Adding Dependencies

To start, we will have to add new dependencies in our project so that it supports Firestore storage as well. Let's do it now. Go to Tools > Firestore:




In the Firestore Assistant which opens, select 'Firestore Storage':


Assistant

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▼  **Storage**

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▶ [Upload and download a file with Cloud Storage](#)

▶  **Remote Config**

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Now, the process is much automated as shown:

Upload and download a file with Cloud Storage

Cloud Storage provides secure file uploads and downloads for your Firebase apps, regardless of network quality. You can use it to store images, audio, video, or other user-generated content.

[Launch in browser](#)

1 Connect your app to Firebase

Connect to Firebase

2 Add Cloud Storage to your app

Add Cloud Storage to your app

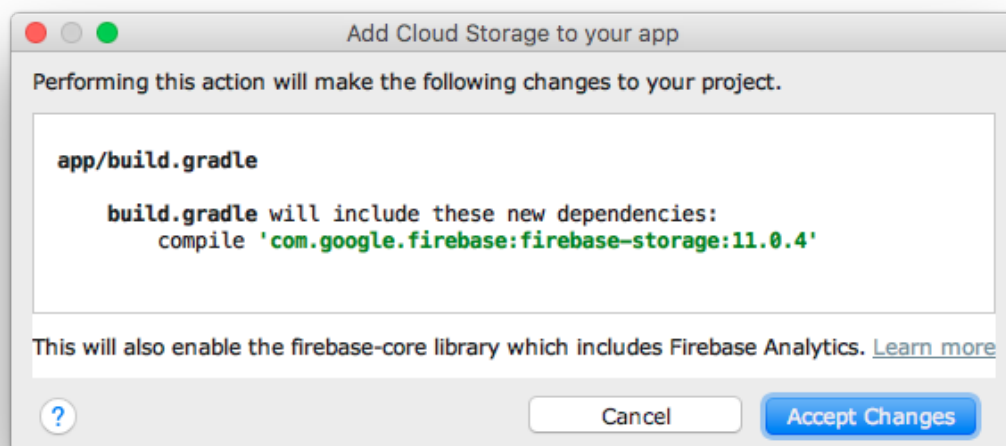
3 Create a reference

Declare a [StorageReference](#) and initialize it in the `onCreate` method.

```
private StorageReference mStorageRef;
```

```
mStorageRef = FirebaseStorage.getInstance().getReference();
```

Complete first 2 steps. When you do this, following dependencies will be asked to be added to the project:

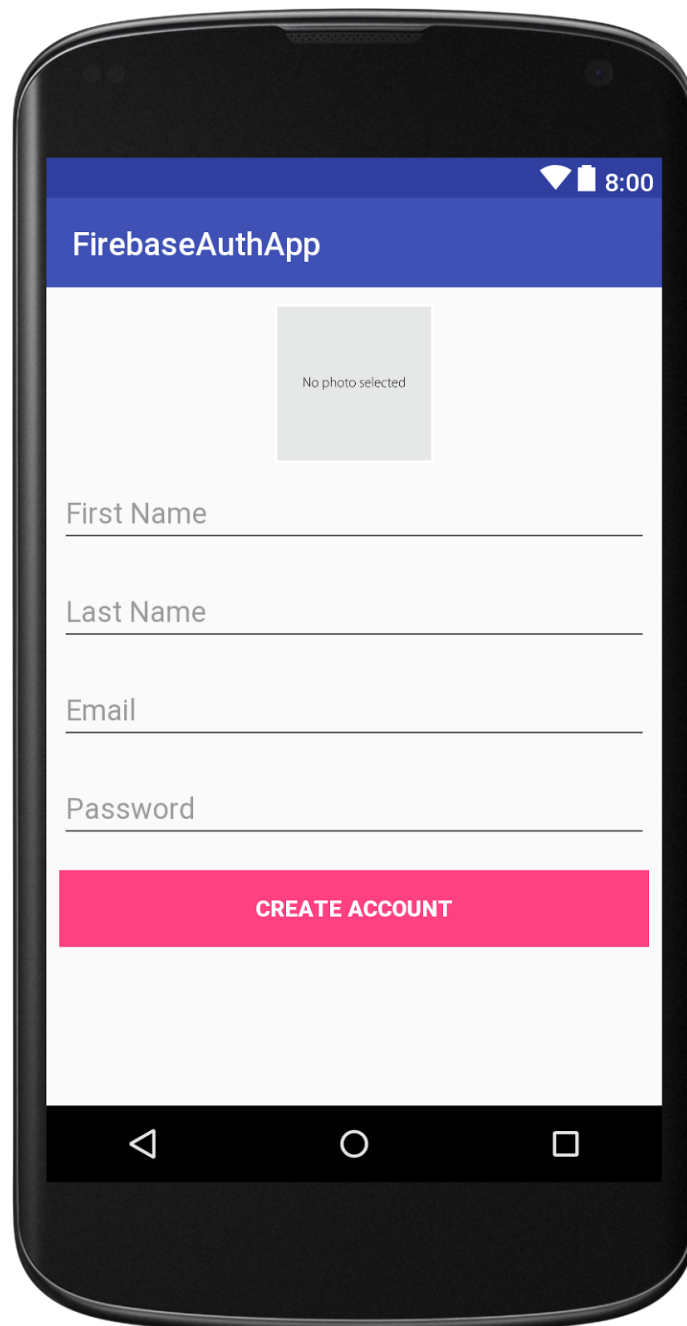


Let the Gradle sync complete.

Design modification

We will now modify our UI to include an `ImageView` which will allow user to include an image from Camera or Gallery. This image will be then uploaded to Firebase Storage.

Our new UI will look like:



We just added an ImageButton where we can show our selected image.

First of all, we will add relevant dependencies to allow our user to crop an image we pick from gallery:

```
implementation 'com.squareup.picasso:picasso:2.5.2'  
implementation  
'com.theartofdev.edmodo:android-image-cropper:2.5.1'
```

Note that picasso was added for showing image later when we need to show user-specific image in our app.

Now, let us start by adding Storage specific information and allow user to pick an image from Gallery.

```
//profile pic references  
private var profilePic: ImageButton? = null  
private var resultUri: Uri? = null  
private val GALLERY_CODE = 1  
private val IMAGE_KEY = "user_profile_picture"
```

Now, we will initialise them:

```
profilePic = findViewById<View>(R.id.ib_profile_pic) as ImageButton  
  
mFirebaseStorage = FirebaseStorage.getInstance().reference.child(IMAGE_KEY)
```

Finally, we set a listener on ImageButton:

```
profilePic!!.setOnClickListener { pickImageFromGallery() }
```

In above call, we can pick an image from Gallery with following function:

```
private fun pickImageFromGallery() {  
    val galleryIntent = Intent()  
    galleryIntent.action = Intent.ACTION_GET_CONTENT  
    galleryIntent.type = "image/*"  
}
```

```
startActivityForResult(galleryIntent, GALLERY_CODE)
}
```

Once we have the image from gallery, the `onActivityResult` will be called where we crop the image.

```
override fun onActivityResult(requestCode: Int, resultCode: Int, data: Intent) {
    super.onActivityResult(requestCode, resultCode, data)

    if (requestCode == GALLERY_CODE && resultCode == Activity.RESULT_OK) {
        val mImageUri = data.data

        CropImage.activity(mImageUri)
            .setAspectRatio(1, 1)
            .setGuidelines(CropImageView.Guidelines.ON)
            .start(this)
    }

    if (requestCode == CropImage.CROP_IMAGE_ACTIVITY_REQUEST_CODE) {
        val result = CropImage.getActivityResult(data)
        if (resultCode == Activity.RESULT_OK) {
            resultUri = result.getUri()
            profilePic!!.setImageURI(resultUri)
        } else if (resultCode == CropImage.CROP_IMAGE_ACTIVITY_RESULT_ERROR_CODE) {
            val error = result.getError()
        }
    }
}
```

When we do this, we're starting a new activity not present in our app. We must add this to our Manifest file:

```
<activity
    android:name="com.theartofdev.edmodo.cropper.CropImageActivity"/>
```

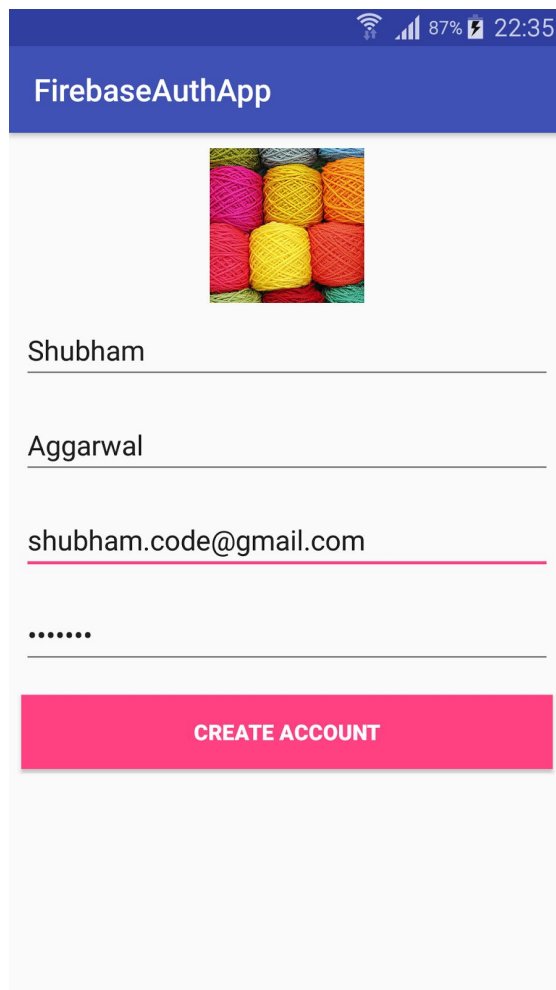
We can upload this image when user is registering an account. We will try to keep the code independent of user registration:

```
private fun uploadImage() {

    val imagePath =
mFirebaseStorage!!.child(IMAGE_KEY).child(resultUri!!.lastPathSegment)

    imagePath.putFile(resultUri!!).addOnSuccessListener {
        mDatabaseReference!!
            .child(mAuth!!.currentUser!!.uid)
            .child("image")
            .setValue(resultUri.toString())
    }
}
```

Once I do this, I can pick an Image from Gallery and it will be shown in my ImageButton view:



This method is called when a user registers an account. Let's see the complete method from last lesson here, with additions:

```
private fun createNewAccount() {

    firstName = etFirstName?.text.toString()
    lastName = etLastName?.text.toString()
    email = etEmail?.text.toString()
    password = etPassword?.text.toString()

    if (!TextUtils.isEmpty(firstName) && !TextUtils.isEmpty(lastName)
        && !TextUtils.isEmpty(email) && !TextUtils.isEmpty(password)) {

        mProgressBar!!.setMessage("Registering User...")
        mProgressBar!!.show()

        mAuth!!.createUserWithEmailAndPassword(email!!, password!!)
            .addOnCompleteListener(this) { task ->

                if (task.isSuccessful) {
                    // Sign in success, update UI with the signed-in user's information
                    Log.d(TAG, "createUserWithEmail:success")

                    val userId = mAuth!!.currentUser!!.uid

                    verifyEmail()

                    //update user profile information
                    val currentUserDb = mDatabaseReference!!.child(userId)
                    currentUserDb.child("firstName").setValue(firstName)
                    currentUserDb.child("lastName").setValue(lastName)

                    uploadImage()
                    mProgressBar!!.hide()

                    updateUserInfoAndUI()
                } else {
                    mProgressBar!!.hide()
                    // If sign in fails, display a message to the user.
                    Log.w(TAG, "createUserWithEmail:failure", task.exception)
                    Toast.makeText(this@CreateAccountActivity, "Authentication failed.",
                        Toast.LENGTH_SHORT).show()
                }
            }
    }
}
```



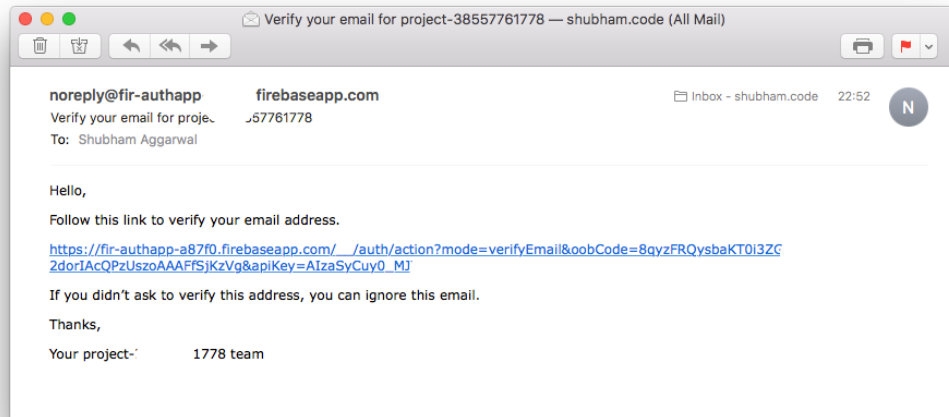
```
    }  
  }  
} else {  
    Toast.makeText(this, "Enter all details", Toast.LENGTH_SHORT).show()  
}  
}
```

Now, you can see that image is uploaded once user has created an account.

We can cross check this in our Database. After uploading image, it has an extra field as shown:



Not related to this lesson but we also see a verification email in our Inbox:



Clearly, everything is working !

Retrieving image from Firebase

In our MainActivity where we show user specific information, we will now fetch user Image from Firebase. For this, we start by creating references:

```
private var profilePic: ImageButton? = null
```

Initialise them:

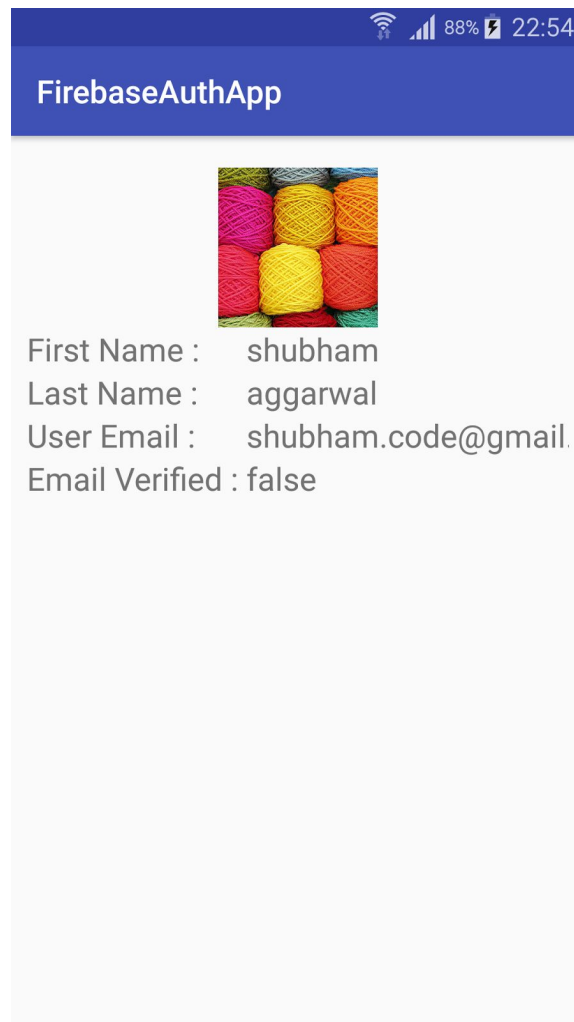
```
profilePic = findViewById<View>(R.id.ib_profile_pic) as  
ImageButton
```

Finally when we fetch information:

```
mUserReference.addValueEventListener(object : ValueEventListener {  
    override fun onDataChange(snapshot: DataSnapshot) {  
        tvFirstName!!.text = snapshot.child("firstName").value as String  
        tvLastName!!.text = snapshot.child("lastName").value as String  
  
        Picasso.with(this@MainActivity)  
            .load(snapshot.child("image").value as Uri?)  
            .into(profilePic)  
    }  
  
    override fun onCancelled(databaseError: DatabaseError) {}  
})
```

With picasso, we load the image from URI obtained from Firebase into our ImageView.

When we're logged in, image is retrieved from firebase:



Isn't that awesome!

Conclusion

In this lesson on Firebase Storage, we learned how to take leverage from the power of Firebase Storage to upload user files like images and personalise our app.

This app can be extended to a full feature app of user specific details and data. Go on and play with the code.