# FlutterStreamLine

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## Chapter I. INTRODUCTION.

### Abstract

In this project, we aim to simplify the process of login and registering using Firebase SDK. This app can be used for various purposes where we want to register users. For login and register, we need to go through a lot of cumbersome process. Registering manually process includes walkthrough, business understanding, submitting a lot of documents from previous employment and many more. So, with the help of technology we can minimise all the manual process as much as we can. It saves effort for everyone. This is just a prototype of the approach that we can build to provide a smooth login and register process using Flutter with Firebase.

### Who will be benefited? Discuss applied and scientific contributions.

The section of users that will get benefitted with this approach is basically the new employees, hiring department or any other sector where we need to register users using application. This approach aids the manual entry of details by users can view their details and recheck it again before registration. User also can edit his details whenever he wants to.

Whole process is now automated using latest technology Android Studio, Flutter, Dart, Firebase.

## Chapter- II: Technology Used

### Android Studio

We are using Android Studio for developing application. This is mostly tool for developing application worldwide. It works on Java, Kotlin, C++. It’s a Intellij based IDE used for developing native as well as hybrid applications using Flutter.

Version of Android studio used: ArcticFox

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### Flutter

Flutter is an open-source UI software development kit created by Google. It is used to develop cross platform applications for Android, iOS, Linux, macOS, Windows, Google Fuchsia, and the web from a single codebase. First described in 2015, Flutter was released in May 2017.

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### Java

A programming language optimized for building user interfaces with features such as [sound null safety](https://dart.dev/null-safety), the [spread operator](https://dart.dev/guides/language/language-tour#spread-operator) for expanding collections, and [collection if](https://dart.dev/guides/language/language-tour#collection-operators) for customizing UI for each platform.

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### Firebase

For handling the database of this project we are having Firebase. Firebase is a server application built by Google for handling realtime database, authentication, database storage , crashlytics and many more features. It’s a very easy to use SDK to build scalable apps with realtime database.

Firebase SDK version used:

*firebase\_core: ^1.18.0*

*firebase\_auth: ^3.3.20*

*cloud\_firestore: ^3.1.18*

*firebase\_database: ^9.0.16*



## Chapter III. Project timelines

### Checkpoints

* Project requirements
* UI Designing
* Implementation of UI in real project
* Networking Setup
* Firebase connectivity
* Integrating UI with database
* Final project report

## Chapter IV. App Screenshots

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Graphical user interface, application

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## Chapter V. References

<https://www.googleadservices.com/pagead/aclk?sa=L&ai=DChcSEwiCsOKPk7T4AhX6mWYCHRDRCuoYABABGgJzbQ&ohost=www.google.com&cid=CAESauD2Rmfzi4CfJgUM-uOzfvo_W8yy_YPv1pSH_d4ofo4KVrKfq_niyhtLY40D4l4oNijt7DlRmWufyTT4Tuj74IjD86j6mCfD-JEDiPxxAN6Pz5su8Ezuow8znNVLJkUQ1oj7eloeR4ymmEQ&sig=AOD64_1n24rNg6QHomM-zvP-lMxMhWC08w&ved=2ahUKEwiV6duPk7T4AhU8pekKHc0dAv0QqyQoAHoECAQQBQ&adurl=>

<https://firebase.google.com/>

<https://www.java.com/en/\>

<https://developer.android.com/>