Week 07 Exercise

Networking and Firebase

Instructions

For your exercise, you are going to create a Flutter app that will be a part of your project. This.

The assignment link for this week does not have a template, although you can use the discussion code as a reference. Create a `<exercise6_surname>` Flutter app and link it to the repository given to you by your instructor. Make sure to use a provider and separate your files accordingly. (15 points)

App Specifications

The application shows your list of friends, where the data is coming from a Firebase Project. The application should have the following features:

1. Send Friend Request
2. Accept Friend Request
3. Reject Friend Request
4. Unfriend
5. Search Friends

Since there will be no users in the application yet, you will mock the user by creating a collection and it will be up to you on how you would like to design it. You can refer to this sample collection.

```
[
    {
        id: 'sampleid1',
        userName: 'beili',
        displayName: 'Beili',
        friends: ['sampleid2', 'sampleid3'],
        receivedFriendRequests: [],
        sentFriendRequest: [],
    },
    {
        id: 'sampleid2',
        userName: 'claizel',
        displayName: 'Claizel',
        friends: ['sampleid1'],
        receivedFriendRequests: ['sampleid3'],
        sentFriendRequest: [],
```

```
    },
    {
        id: 'sampleid3',
        userName: 'coubeili',
        displayName: 'Coubeili',
        friends: ['sampleid1'],
        receivedFriendRequests: [],
        sentFriendRequest: ['sampleid2'],
    }
]
```

You can treat one user as your own, which will be the one to reflect on your app. You can use the Firebase Console to directly manipulate the data to test your application.

It will be up to you how you will implement the classes, etc. The goal is to be able to mock the friends feature with Firebase.

Bonus
(1 pt) User Interface, User Experience