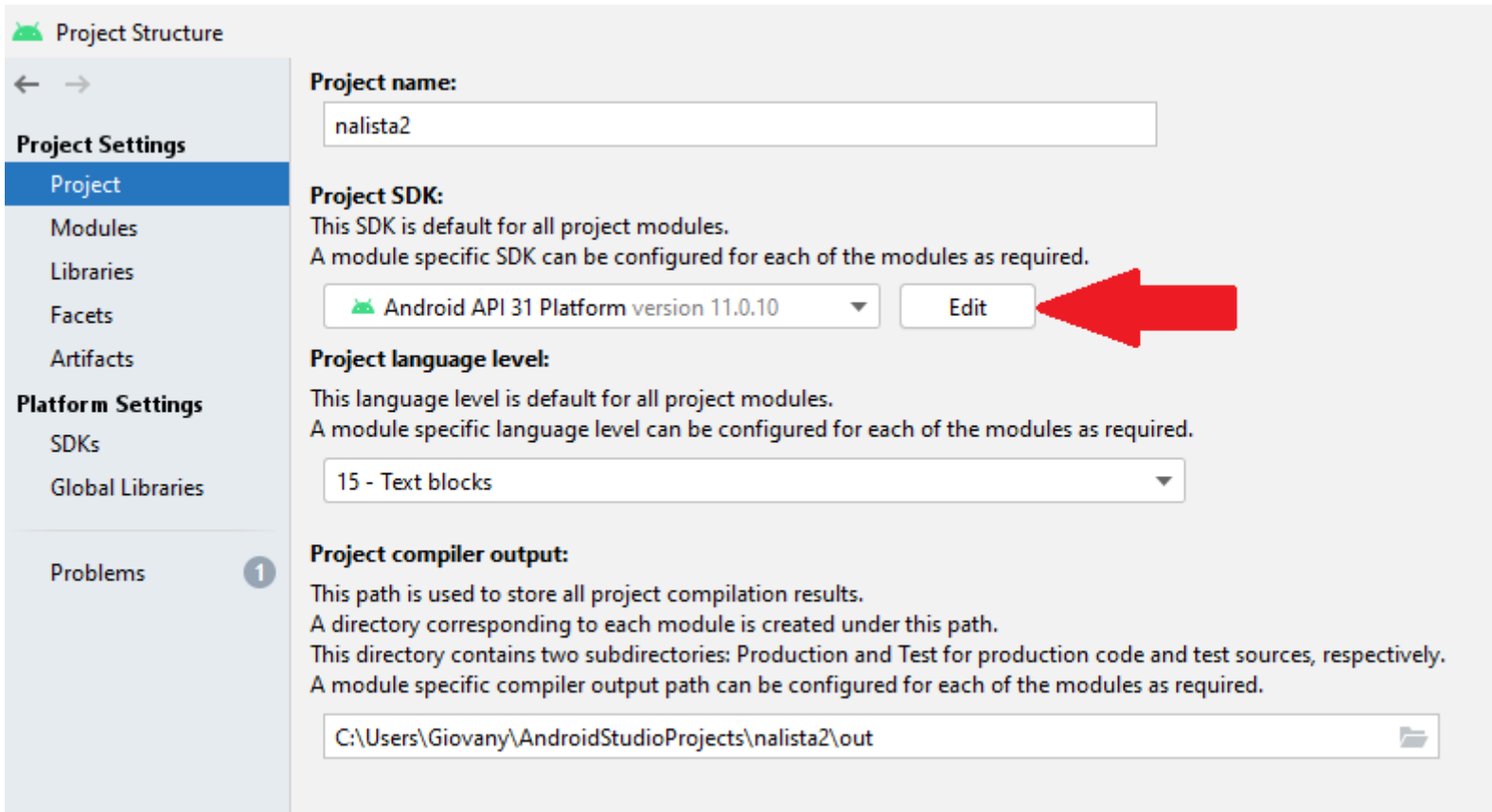


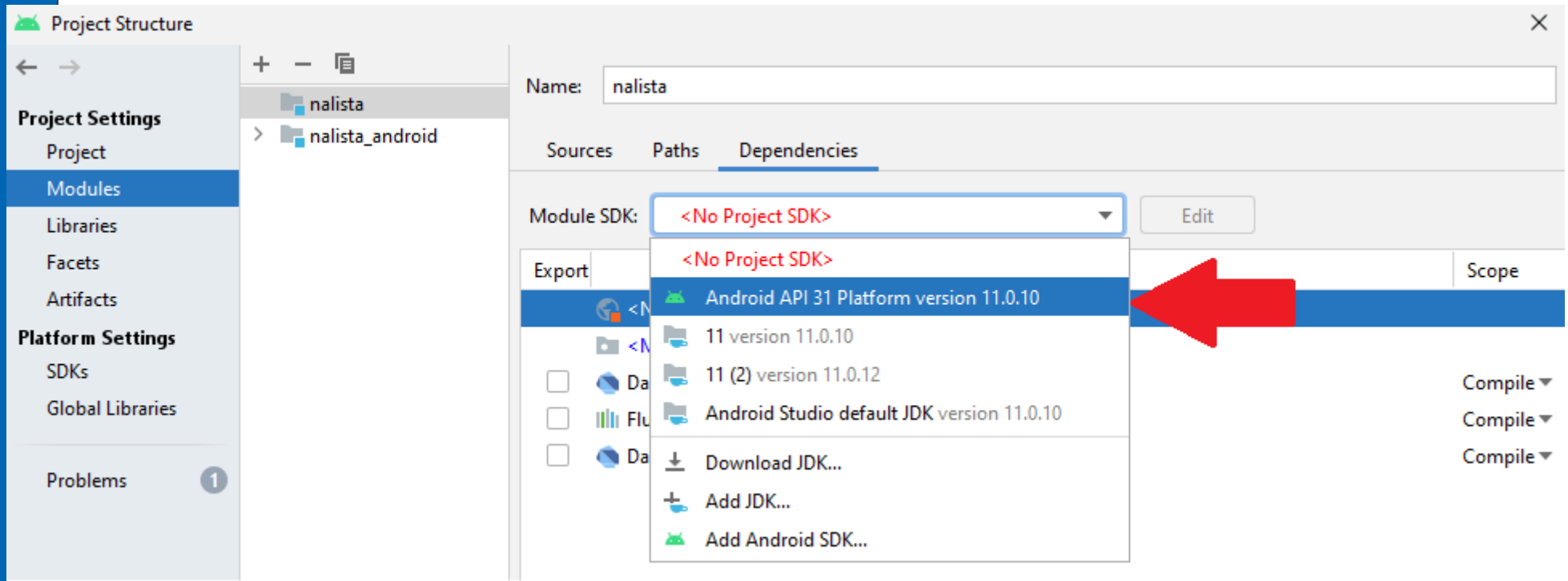
Correções no projeto para usar Firebase (Flutter 2.0)



SDK em File→Project Structure

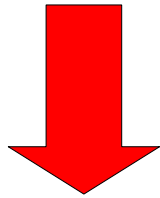


SDK em Modules

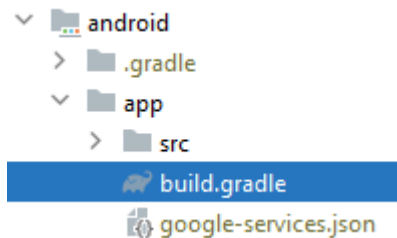


FileNotFoundException em build.gradle

```
def flutterRoot = localProperties.getProperty('flutter.sdk')
if (flutterRoot == null) {
    throw new GradleException("Flutter SDK not found. Define location with flutter.sdk in the local.properties file.")
}
```

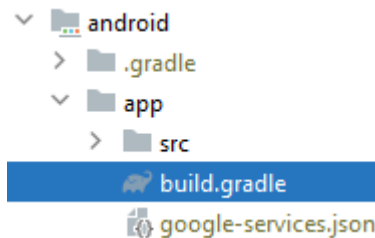


```
def flutterRoot = localProperties.getProperty('flutter.sdk')
if (flutterRoot == null) {
    throw new FileNotFoundException("Flutter SDK not found. Define location with flutter.sdk in the local.properties file.")
}
```



multiDexEnable true em build.gradle

```
defaultConfig {  
    // TODO: Specify your own unique Application ID (https://developer.android.com/studio/build/application-id.html).  
    applicationId "com.compra.nalista2"  
    minSdkVersion 16  
    targetSdkVersion 30  
    versionCode flutterVersionCode.toInteger()  
    versionName flutterVersionName  
    testInstrumentationRunner "androidx.test.runner.AndroidJUnitRunner"  
    multiDexEnabled true  
}
```



Inicialização do Firebase

```
// Para chamar Firebase.initializeApp()  
import 'package:firebase_core/firebase_core.dart';  
  
Future<void> main() async {  
  WidgetsFlutterBinding.ensureInitialized();  
  await Firebase.initializeApp();  
  runApp(MyApp());  
}
```

Procedimento feito antes do runApp do App



Dúvidas?

