## MPL Experiment 6

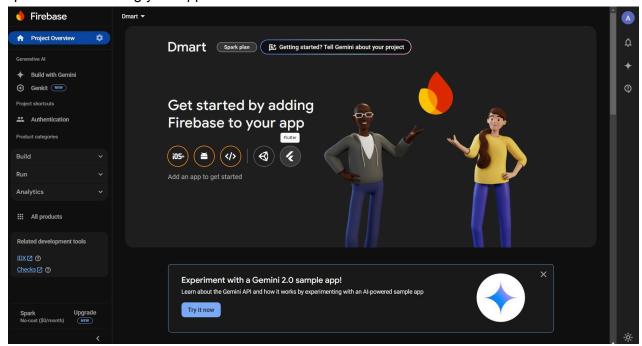
Name: Prathamesh Palve Class: D15A Roll no:31

Aim: How To Set Up Firebase with Flutter for iOS and Android Apps

#### **Steps to Set Up Firebase with Flutter:**

#### Step 1:

Go to the Firebase Console (<a href="https://console.firebase.google.com/">https://console.firebase.google.com/</a>). Click on "Add Project" and follow the steps to create your Firebase project. Once the project is created, select the Flutter option for connecting your app with Firebase.



#### Step 2:

Open Windows PowerShell (or any terminal you prefer).

Run the following commands to install Firebase CLI and verify the installation:

```
npm install -g firebase-tools
firebase --version
firebase login
```

This will install the **Firebase CLI**, check the version, and log you into your Firebase account.

```
Mindows PowerShell X + V - X - X

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Install the latest PowerShell for new features and improvements! https://aka.ms/PSWindows

PS C:\Users\User> npm install -g firebase-tools

changed 635 packages in 33s

70 packages are looking for funding
    run 'npm fund' for details
    PS C:\Users\User> firebase --version
    13.29.3

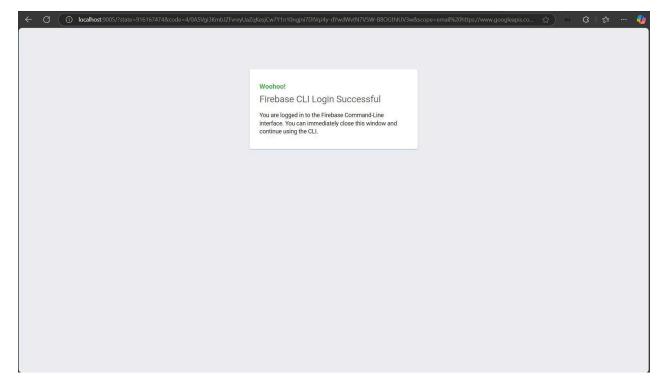
PS C:\Users\User> firebase login
    i Firebase optionally collects CLI and Emulator Suite usage and error reporting information to help improve our product s. Data is collected in accordance with Google's privacy policy (https://policies.google.com/privacy) and is not used to identify you.

Allow Firebase to collect CLI and Emulator Suite usage and error reporting information? Yes
    i To change your data collection preference at any time, run 'firebase logout' and log in again.

Visit this URL on this device to log in:
    https://accounts.google.com/o/oauth2/auth?client_id=563584335869-fgrhgmd47bqnekij5i8b5pr03ho849e6.apps.googleusercontent.com@scope=email%20openid%20https%3A%2F%2Fwww.googleapis.com%2Fauth%2Fcloudplatform&response_type=code&state=916167474&redirect_uri=http%3A%2F%2Flocalhost%3A9905

Waiting for authentication...

+ Success! Logged in as 2022.anuprita.mhapankar@ves.ac.in
    PS C:\Users\User>
```



## Step 3:

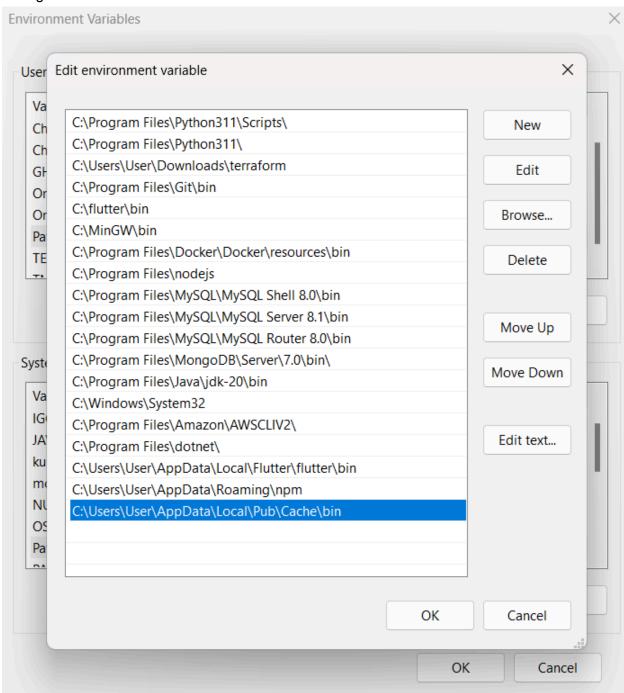
Open your Flutter app in **Android Studio**.

In the terminal of Android Studio, run the following command to activate flutterfire\_cli:

```
dart pub global activate flutterfire cli
```

Add flutterfire to your Environment Variables. You may need to restart Android Studio after

#### adding it.



#### Step 4:

Run the following command to configure Firebase with your

project: flutterfire configure --project=chatGPT 08

Replace chatGPT 08 with your Firebase project ID

## Step 5:

Run this command to add Firebase Core dependency to your app:

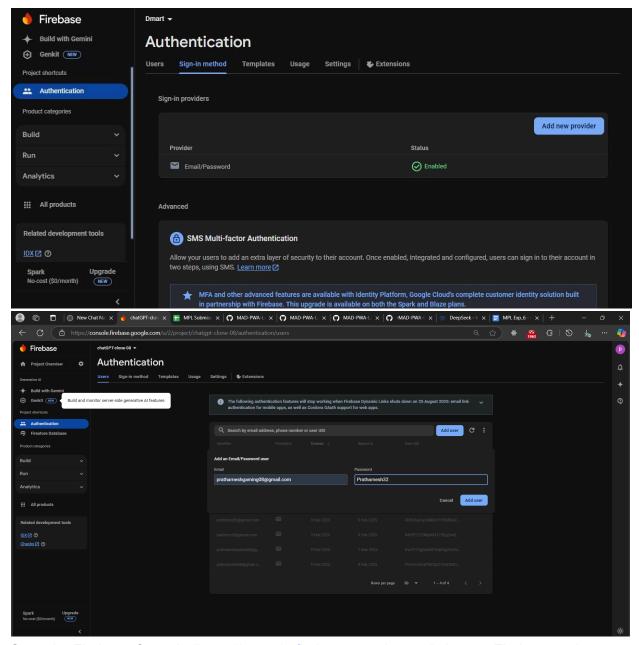
flutter pub add firebase\_core

```
C:\Users\User\StudioProjects\dmart>flutter pub add firebase_core
    Resolving dependencies...
    Downloading packages...
     async 2.11.0 (2.12.0 available)
     boolean_selector 2.1.1 (2.1.2 available)
     characters 1.3.0 (1.4.0 available)
     clock 1.1.1 (1.1.2 available)
collection 1.19.0 (1.19.1 available)
     fake_async 1.3.1 (1.3.3 available)
+ firebase_core 3.10.1
firebase_core_platform_interface 5.4.0
    + firebase_core_web 2.19.0

→ flutter_web_plugins 0.0.0 from sdk flutter

     leak_tracker 10.0.7 (10.0.9 available)
     leak_tracker_flutter_testing 3.0.8 (3.0.9 available)
     matcher 0.12.16+1 (0.12.17 available)
     material_color_utilities 0.11.1 (0.12.0 available)
```

# Firebase Authentication SetUp Step 1:



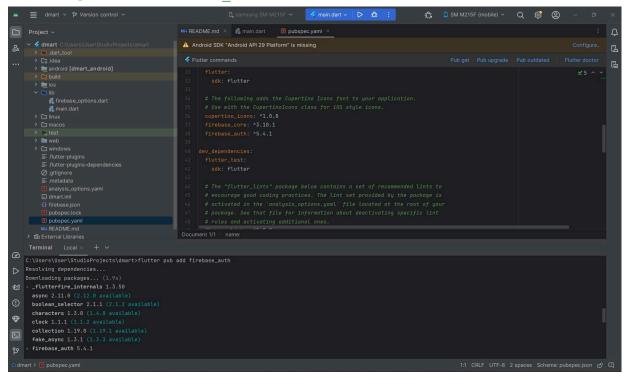
Go to the Firebase Console (<a href="https://console.firebase.google.com/">https://console.firebase.google.com/</a>). In your Firebase project, navigate to **Authentication**. Under the **Sign-in method** tab, enable **Email/Password** sign-in. Once enabled, go to the **Users** section and click on **Add User**. Enter a **username** (email) and a **password** for the new user.

#### Step 2:

Open your app in Android Studio.

In the terminal, run the following command to add the Firebase Authentication dependency:

flutter pub add firebase auth

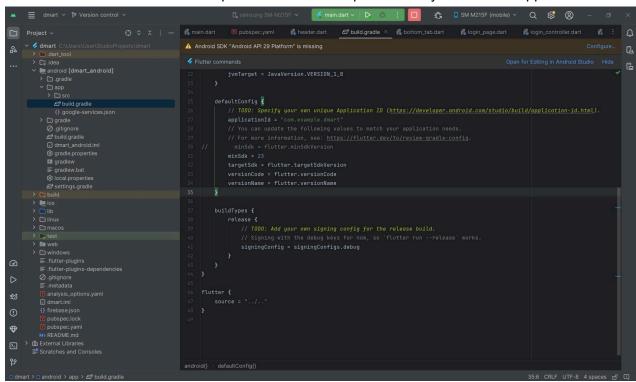


#### Step 3:

If you encounter any issues, add the following configuration to your

```
android/app/build.gradle file:
```

This ensures that the Firebase dependencies are compatible with your Android app.

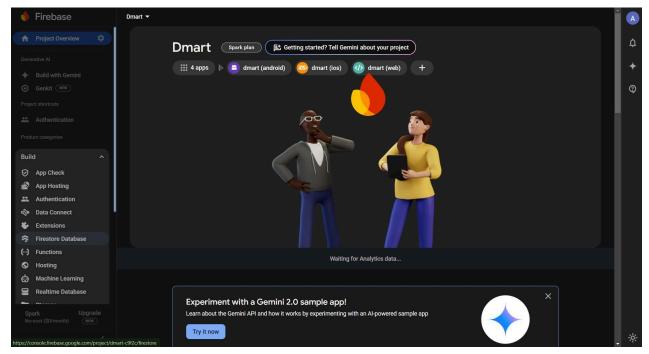


Now, firebase is successfully connected to our app.

## **Firestore Database Setup**

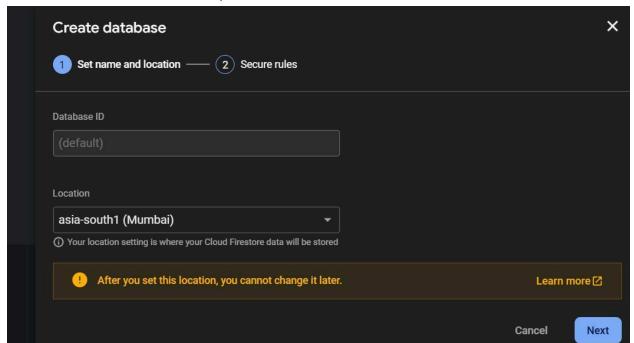
## Step 1:

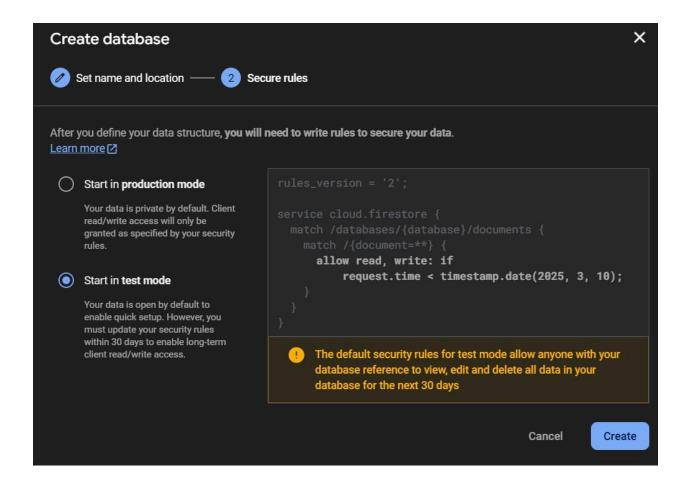
Select Firestore Database from Build in the sidebar.



Then click on Create database. For location select asia-south1(Mumbai). Then choose **Start in test mode** (for development).

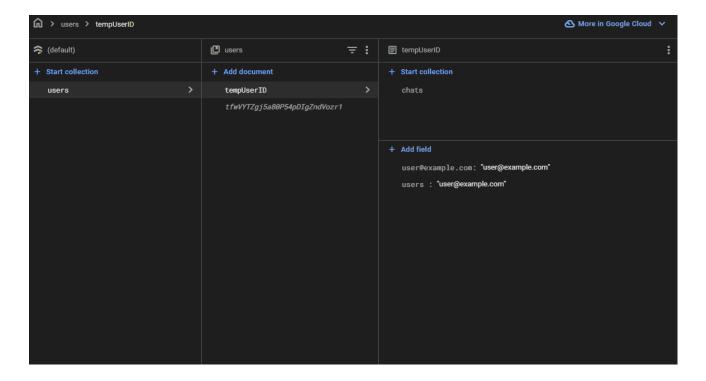
Click **Next** and choose a location, then **Enable**.





#### Step 2:

Start by creating a **collection**. Add a **document** within the collection. Define the **fields** as per project



## Step 3:

Run the following command to add Firestore to your Flutter app:

```
flutter pub add cloud_firestore
```

## Step 4:

Go to Firebase Console  $\rightarrow$  Firestore Database  $\rightarrow$  Rules Set the following rules:

```
rules_version = '2';
service cloud.firestore
{
  match /databases/{database}/documents {
    match /categories/{categoryId} {
      allow read, write: if true;
      match /subcategories/{subcategoryId}
      { allow read, write: if true;
    }
  }
}
```

and then click **Publish** to apply changes.

#### Code:

```
//auth.dart
import 'package:flutter/material.dart';
import 'package:firebase_auth/firebase_auth.dart';
import 'home.dart'; // Import HomeScreen

class AuthScreen extends StatefulWidget {
    @override
    _AuthScreenState createState() => _AuthScreenState();
}

class _AuthScreenState extends State
AuthScreenState();
}

class _AuthScreenState extends State
AuthScreenState();

bool isSignUp = false;

bool isPasswordVisible = false;

bool isLoading = false;

final FirebaseAuth _auth = FirebaseAuth.instance;
final TextEditingController _emailController = TextEditingController();
final TextEditingController _passwordController = TextEditingController();
final TextEditingController _usernameController = TextEditingController();

@override

void initState() {
    super.initState();
    _auth.setPersistence(Persistence.SESSION); // Ensures user logs in again if apprestarts
}
```

```
String email = emailController.text.trim();
  if (email.isEmpty || password.isEmpty || (isSignUp && username.isEmpty)) {
    ScaffoldMessenger.of(context).showSnackBar(
    UserCredential userCredential;
      await userCredential.user?.updateDisplayName(username);
      ScaffoldMessenger.of(context).showSnackBar(
      userCredential = await auth.signInWithEmailAndPassword(
        email: email,
      String chatId = userCredential.user?.uid ?? "defaultChatId";
Pass chatId
  } on FirebaseAuthException catch (e) {
    ScaffoldMessenger.of(context).showSnackBar(
```

```
Widget build(BuildContext context) {
      child: Column(
        children: [
            style: TextStyle(fontSize: 28, fontWeight: FontWeight.bold),
              controller: usernameController,
              decoration: InputDecoration(
                filled: true,
BorderRadius.circular(10)),
            decoration: InputDecoration(
              filled: true,
              border: OutlineInputBorder(borderRadius: BorderRadius.circular(10)),
```

```
border: OutlineInputBorder(borderRadius: BorderRadius.circular(10)),
                onPressed: () {
                   setState(() {
               ? CircularProgressIndicator()
             child: Text(isSignUp ? "Sign Up" : "Sign In", style:
TextStyle(fontSize: 16)),
            child: Text(
account? Sign Up",
```

```
//home.dart
```

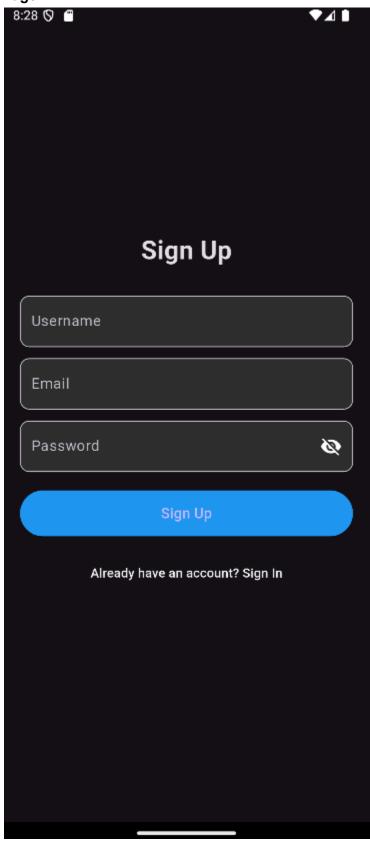
```
import 'package:cloud firestore/cloud firestore.dart';
import '../widgets/chat bubble.dart';
import '../widgets/empty state.dart';
import '../widgets/bottom bar.dart';
import 'left slidder.dart';
class HomeScreen extends StatefulWidget {
final String chatId; // Accepts chatId dynamically
HomeScreen({required this.chatId});
 HomeScreenState createState() => HomeScreenState();
class HomeScreenState extends State<HomeScreen> {
final TextEditingController messageController = TextEditingController();
final FirebaseAuth auth = FirebaseAuth.instance;
final ApiService apiService = ApiService();
  String userId = user.uid;
  String userMessage = messageController.text.trim();
    await firestoreService.addMessage(userId, chatId, userMessage, true);
    setState(() {
       scrollToBottom();
```

```
String aiResponse = await apiService.getHuggingFaceResponse(userMessage);
   await firestoreService.addMessage(userId, chatId, aiResponse, false);
   print("V AI Response stored successfully!");
   print("X Error sending message: $e");
     curve: Curves.easeOut,
Widget build(BuildContext context) {
     elevation: 0,
       builder: (context) => IconButton(
         onPressed: () {
           Scaffold.of(context).openDrawer();
```

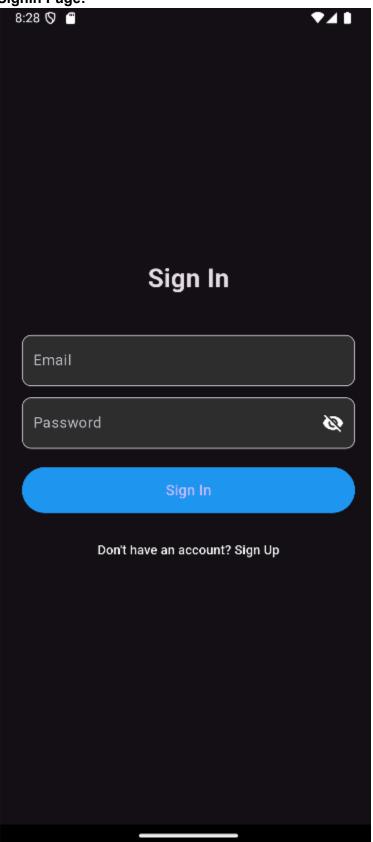
```
onPressed: () \{\},
          child: Text("Get Plus *, style: TextStyle(color: Colors.white)),
          onPressed: () {},
    drawer: LeftSlider(currentChatId: widget.chatId),
    body: Column (
      children: [
            stream: firestoreService.getMessages(user.uid, widget.chatId),
            builder: (context, snapshot) {
              if (snapshot.connectionState == ConnectionState.waiting) {
                return Center(child: CircularProgressIndicator());
                padding: EdgeInsets.all(16),
                reverse: true, // 6 Messages appear from bottom to top
                children: snapshot.data!.docs.map((doc) {
                  Map<String, dynamic> data = doc.data() as Map<String, dynamic>;
isUser);
          messageController: messageController,
```

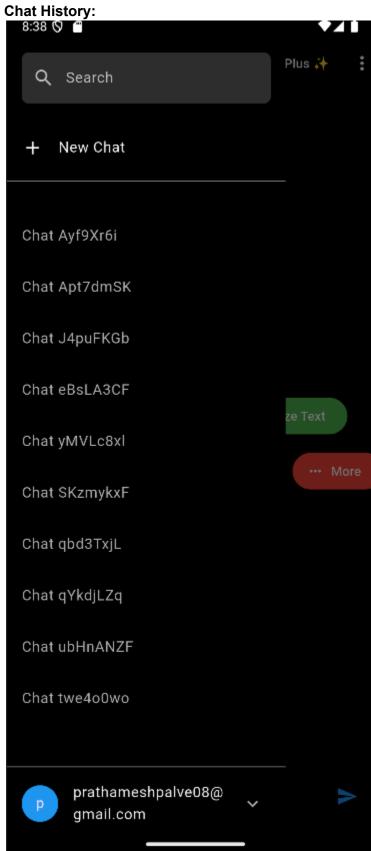
# Signup

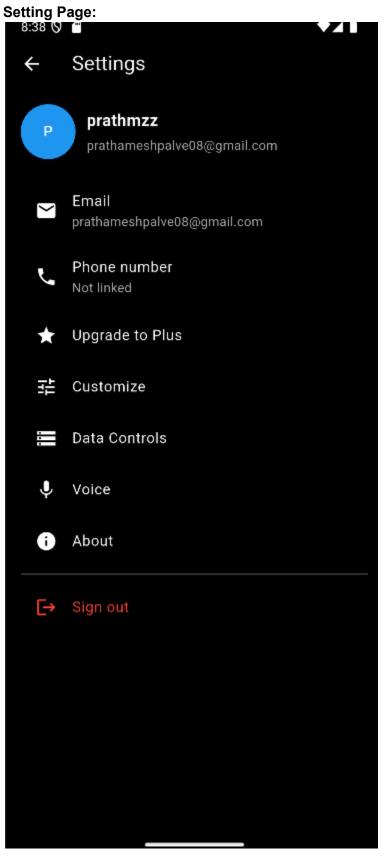
# Page:



# Signin Page:







## home Page:

