

## MPL Experiment 6

AIM: - To connect Flutter UI with Firebase Database

Theory: - Firebase is a cloud-based platform by Google that provides backend services like authentication, real-time databases, and cloud storage. In Flutter, Firebase can be integrated using the Firebase SDK to store and retrieve data dynamically. The Cloud Firestore database enables real-time data synchronization, making it ideal for Flutter applications.

Steps to Connect Flutter UI with Firebase Database

### 1. Create a Firebase Project

- Go to Firebase Console.
- Click on "Add Project" → Configure settings → Create the project.

### 2. Add Firebase to Flutter App

- Open your Flutter project.

Run: `flutter pub add firebase_core firebase_firestore`

- Configure Firebase in `android/app/google-services.json` (for Android) and `ios/Runner/GoogleService-Info.plist` (for iOS).

### 3. Initialize Firebase in Flutter

Modify `main.dart`:

```
import 'package:firebase_core/firebase_core.dart';
import 'package:flutter/material.dart';
```

```
void main() async { WidgetsFlutterBinding.ensureInitialized();
await Firebase.initializeApp();
runApp(MyApp());
}
```

### 4. Connect Firestore Database

- In Firebase Console → Firestore → Create a database.

Create a Firestore instance in Flutter:

```
import 'package:cloud_firestore/cloud_firestore.dart';
FirebaseFirestore firestore = FirebaseFirestore.instance;
```

### 5. Perform CRUD Operations

Add Data: `firestore.collection('users').add({'name': 'John', 'age': 25});`

```
Retrieve Data: firestore.collection('users').get().then((snapshot) {
for (var doc in snapshot.docs) {
print(doc.data());
}
});
```

Update Data: `firestore.collection('users').doc('docId').update({'age': 26});` Delete Data: `firestore.collection('users').doc('docId').delete();`

6. Run the App & Test Execute flutter run and verify Firebase data operations in Firestore.

This setup enables a Flutter UI to interact with Firebase in real-time, ensuring seamless data storage and retrieval.

Code:

build.gradle file:

```
plugins {  
    id "com.android.application"  
    id "kotlin-android"  
    // The Flutter Gradle Plugin must be applied after the Android and Kotlin Gradle  
    plugins.  
    id "dev.flutter.flutter-gradle-plugin"  
}
```

```
android {  
    namespace = "com.example.blinkit"  
    compileSdk = flutter.compileSdkVersion  
    ndkVersion = flutter.ndkVersion  
  
    compileOptions {  
        sourceCompatibility = JavaVersion.VERSION_1_8  
        targetCompatibility = JavaVersion.VERSION_1_8  
    }
```

```
    kotlinOptions {  
        jvmTarget = JavaVersion.VERSION_1_8  
    }
```

```
    defaultConfig {  
        // TODO: Specify your own unique Application ID  
(https://developer.android.com/studio/build/application-id.html).  
        applicationId = "com.example.blinkit"  
        // You can update the following values to match your application needs.  
        // For more information, see: https://flutter.dev/to/review-gradle-config.  
        minSdk = flutter.minSdkVersion  
        targetSdk = flutter.targetSdkVersion  
        versionCode = flutter.versionCode  
        versionName = flutter.versionName  
        multiDexEnabled true  
    }
```

```

buildTypes {
    release {
        // TODO: Add your own signing config for the release build.
        // Signing with the debug keys for now, so `flutter run --release` works.
        signingConfig = signingConfigs.debug
    }
}

flutter {
    source = "../.."
}

dependencies{
    implementation 'com.google.android.gms:play-services-recaptcha:18.2.0'
    implementation platform('com.google.firebase:firebase-bom:32.7.0')
    implementation 'com.google.firebase:firebase-appcheck-playintegrity'
    implementation 'com.google.firebase:firebase-appcheck-recaptcha-enterprise'
    implementation 'com.google.firebase:firebase-appcheck:17.1.1'
}

apply plugin: 'com.android.application'
apply plugin: 'com.google.gms.google-services' // Add this line

```





