EXPERIMENT NO: - 06

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AIM: - To connect Flutter UI with Firebase database.

Theory: -

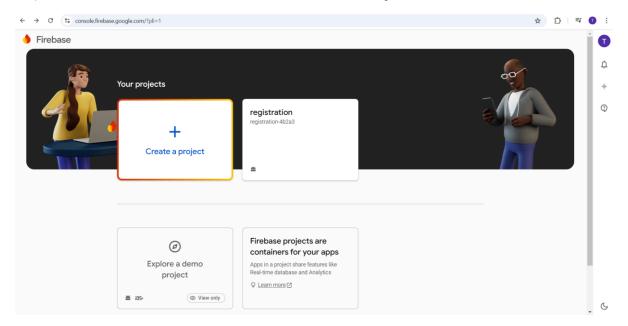
Flutter is an open-source UI toolkit developed by Google for building natively compiled applications for mobile, web, and desktop from a single codebase. Firebase, a Backend-as-a-Service (BaaS) platform, provides real-time database, authentication, and cloud storage services, making it a powerful backend solution for Flutter applications.

By integrating Firebase with Flutter, developers can store and retrieve data in real time, authenticate users, and manage cloud-based data efficiently. This is particularly useful for applications requiring dynamic content updates and user interactions.

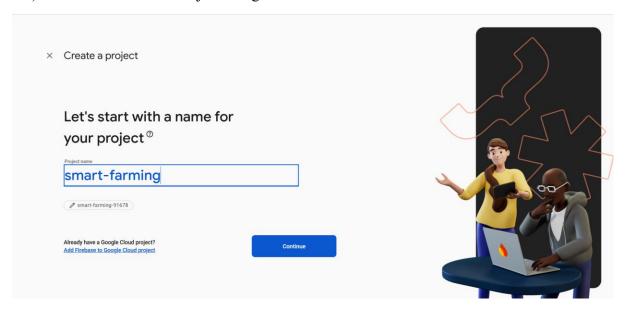
Steps to Connect Flutter UI with Firebase Database

Step 1:

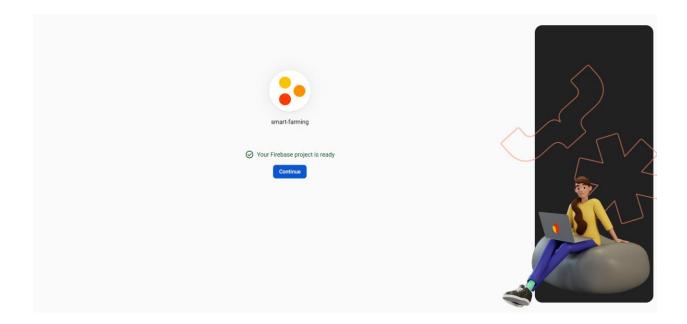
1.1) Go to Firebase Console and Create a Firebase Project



1.2) Click on Create a Project and give it a suitable name.

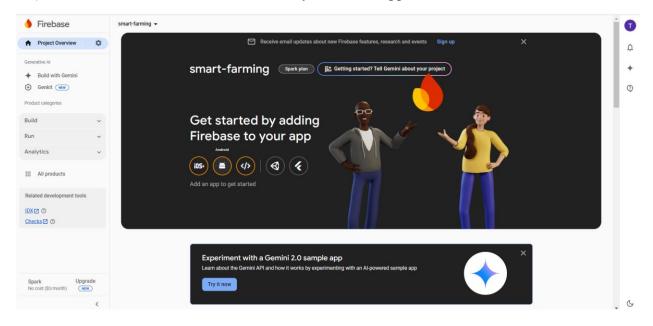


1.3) Enable Google Analytics (optional) & Click continue and complete the setup

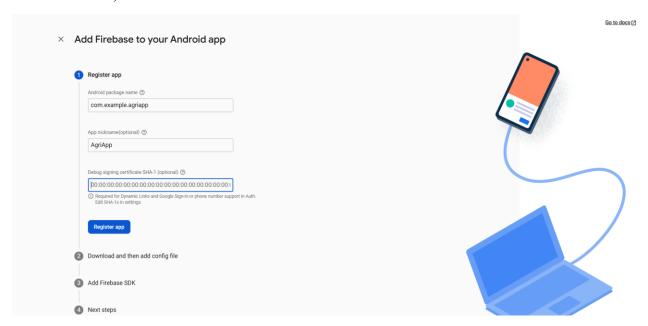


Step 2:- Add Firebase to Your Flutter App

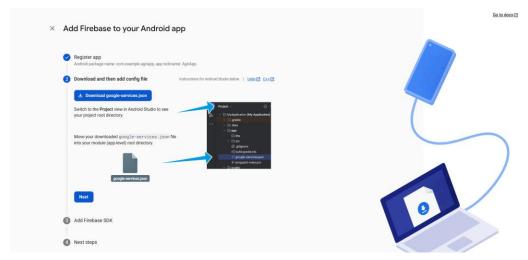
2.1) Click on Android/iOS/Web based on your Flutter application

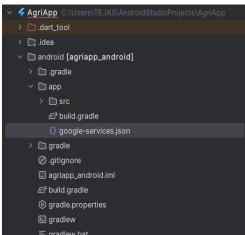


2.2) Register your app with a unique package name (found in android/app/build.gradle for Android).



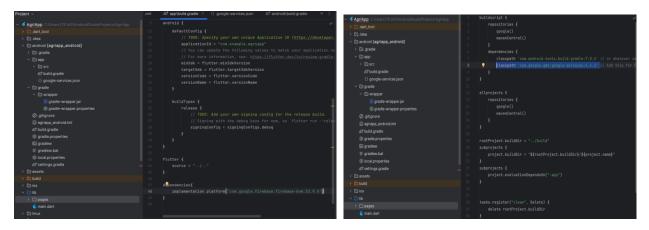
2.3) Download the google-services.json (for Android) & place the JSON file inside android/app/ directory.





2.4) Add Firebase SDK dependencies to android/build.gradle





Step 3: - Add Firebase Authentication to Your App

3.1) Add Firebase Authentication Dependencies

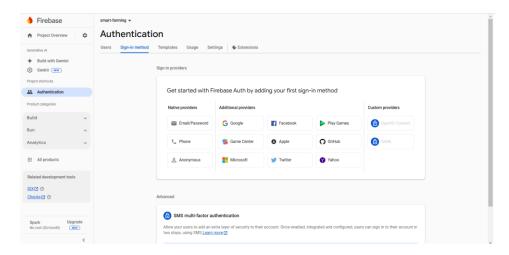
```
dependencies:
    flutter:
        sdk: flutter
    firebase_core: ^3.11.0
    firebase_auth: ^5.4.2 # For authentication
    cloud_firestore: ^5.6.3 # For Firestore, if you need it
    firebase_messaging: ^15.2.2
    http: ^0.13.3
    image_picker: ^1.0.4
    tflite_flutter: ^0.11.0
    image: ^3.2.0
    url_launcher: ^6.1.14
```

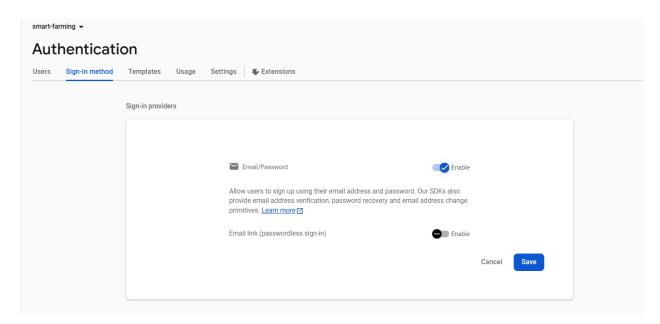
3.2) Enable Authentication in Firebase Console

Go to Firebase Console \rightarrow Authentication.

Click on **Sign-in method** and enable **Email/Password** (or any other method like Google).

Click Save





3.3) Implement Authentication in Flutter Modify main.dart

```
import 'package:firebase_core/firebase_core.dart';
import 'package:firebase_auth/firebase_auth.dart';

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

Step 4: -Configure Firebase Realtime Database

- 4.1) Go to Firebase Console \rightarrow Realtime Database.
- 4.2) Click **Create Database** → Choose location → Set rules (for development, set read/write to true).
- 4.3) Click Publish.

Code:-

Register page.dart

```
await
                                                    FirebaseFirestore.instance.collection('users')
class RegistrationPageState extends
State<RegistrationPage> {
                                                    .doc(userId).set({
 final formKey =
                                                          'name': name,
GlobalKey<FormState>();
                                                          'email': email,
 bool isLoading = false;
                                                          'phone': phone,
 String name = ";
                                                          'state': state,
 String email = ";
                                                          'district': district,
 String state = ";
                                                          // You can add other fields here
 String district = ";
                                                         });
 String password = ";
 String phone = ";
                                                         setState(() {
                                                          isLoading = false;
 final FirebaseAuth auth =
                                                         });
FirebaseAuth.instance:
                                                        // Navigate to OTP verification page
 // Firebase Registration
                                                    after successful registration
 Future<void> handleRegistration() async
                                                         Navigator.pushReplacementNamed(
                                                          context,
  if ( formKey.currentState!.validate()) {
                                                          '/otp',
   setState(() {
                                                          arguments: phone, // Pass the phone
     isLoading = true;
                                                    number here
   });
                                                        ):
                                                       } catch (e) {
                                                         setState(() {
   try {
    // Register user with Firebase
                                                          isLoading = false;
Authentication (Email and Password)
                                                         });
     UserCredential userCredential = await
auth.createUserWithEmailAndPassword(
                                                    ScaffoldMessenger.of(context).showSnackB
      email: email,
                                                    ar(
      password: password,
                                                          SnackBar(content: Text("Registration
                                                    failed: $e")),
    );
                                                        );
    // Get the user ID from Firebase
Authentication user
     String userId =
userCredential.user!.uid;
    // Store extra user information in
Firestore
```

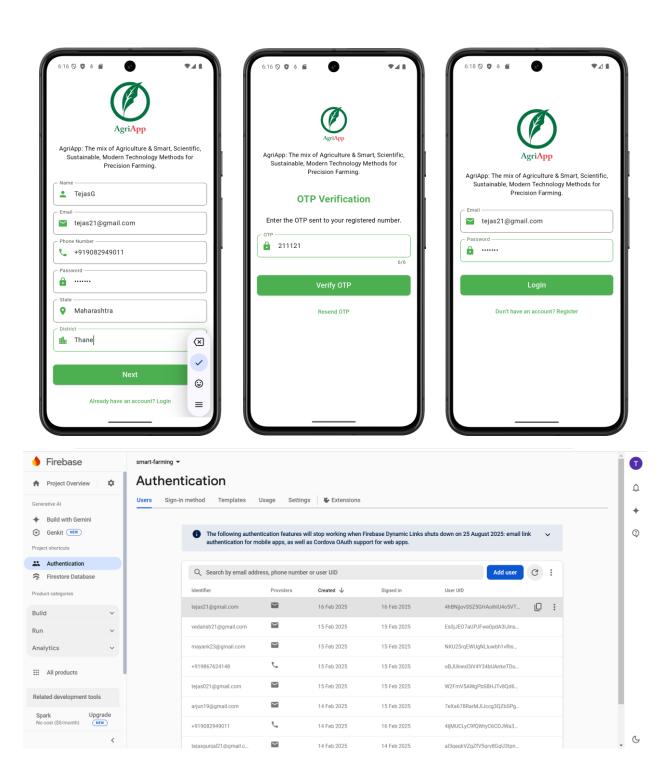
login page.dart

```
import 'package:flutter/material.dart';
import
'package:firebase auth/firebase auth.dart';
class LoginPage extends StatefulWidget {
 @override
 LoginPageState createState() =>
LoginPageState();
class LoginPageState extends
State<LoginPage> {
 final formKey =
GlobalKey<FormState>();
 final FirebaseAuth auth =
FirebaseAuth.instance;
 TextEditingController emailController =
TextEditingController();
 TextEditingController passwordController
= TextEditingController();
 bool isLoading = false;
 String errorMessage = ";
 Future<void> loginUser() async {
  if (! formKey.currentState!.validate())
return;
  setState(() {
   isLoading = true;
   errorMessage = ";
  });
  try {
   UserCredential userCredential = await
auth.signInWithEmailAndPassword(
    email: emailController.text.trim(),
    password:
passwordController.text.trim(),
   );
```

```
User? user = userCredential.user;
   if (user != null) {
Navigator.pushReplacementNamed(context,
'/home');
   } else {
    setState(() {
      errorMessage = "Something went
wrong. Please try again.";
    });
  } on FirebaseAuthException catch (e) {
   setState(() {
     errorMessage = e.message ?? "An
error occurred. Please try again.";
   });
  setState(() {
    isLoading = false;
  });
```

.collection('users') **Myaccountpage.dart** .doc(user.uid) import .get(); 'package:cloud firestore/cloud firestore.dart if (doc.exists) { import setState(() { 'package:firebase auth/firebase auth.dart'; name = doc['name'];import 'package:flutter/material.dart'; phone = doc['phone']; email = doc['email']; state = doc['state']; class MyAccountPage extends StatefulWidget { language = doc['language']; myCrops = @override MyAccountPageState createState() => List<String>.from(doc['myCrops']); MyAccountPageState(); isLoading = false; **})**; } class MyAccountPageState extends } catch (e) { State<MyAccountPage> { print("Error fetching user data: \$e"); final formKey = setState(() { GlobalKey<FormState>(); isLoading = false; String name = "; **})**; String phone = "; String email = "; String state = "; String language = 'English'; List<String> myCrops = []; // Save updated data to Firestore bool isLoading = true; saveUserData() async { User? user = FirebaseAuth.instance.currentUser: @override void initState() { super.initState(); if (user != null) { fetchUserData(); try { await FirebaseFirestore.instance.collection('users') // Fetch data from Firestore .doc(user.uid).update({ fetchUserData() async { 'name': name, User? user = 'phone': phone, FirebaseAuth.instance.currentUser; 'email': email, 'state': state, if (user != null) { 'language': language, try { 'myCrops': myCrops, DocumentSnapshot doc = await **})**; FirebaseFirestore.instance

```
RegistrationPage(),
    // Show success message
                                                       '/otp': (context) =>
ScaffoldMessenger.of(context).showSnackB
                                                  OtpVerificationPage(
ar(SnackBar(content: Text('Changes
                                                        phoneNumber:
saved!')));
                                                  ModalRoute.of(context)!.settings.arguments
   } catch (e) {
                                                  as String,
    print("Error saving user data: $e");
                                                       ),
                                                       '/home': (context) => MainScreen(),
ScaffoldMessenger.of(context).showSnackB
                                                      },
ar(SnackBar(content: Text('Error saving
                                                    );
changes')));
   }
                                                  class MainScreen extends StatefulWidget {
                                                   @override
                                                    MainScreenState createState() =>
                                                  MainScreenState();
Main.dart
void main() async {
                                                  class MainScreenState extends
 WidgetsFlutterBinding.ensureInitialized();
                                                  State<MainScreen> {
 await Firebase.initializeApp();
                                                   int currentIndex = 0;
 runApp(MyApp());
                                                   final List<Widget> pages = [
                                                    HomePage(),
class MyApp extends StatelessWidget {
                                                    WeatherPage(),
 @override
                                                    DiseaseDetectionPage(),
 Widget build(BuildContext context) {
                                                    CropListPage(),
  return MaterialApp(
                                                    MyAccountPage(),
   debugShowCheckedModeBanner: false,
                                                   ];
   title: 'AgriApp',
   theme: ThemeData(
    primarySwatch: Colors.green,
    colorScheme:
ColorScheme.fromSeed(seedColor:
Color(0xFF6A9A5B)),
   ),
   home:
FirebaseAuth.instance.currentUser == null?
LoginPage(): MainScreen(),
   routes: {
    '/login': (context) => LoginPage(),
    '/register': (context) =>
```



After Registering, the user details is saved in the database.

User details get fetched from the database in the profile page.

