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Experiment - 6

Aim - To Connect Flutter UI with fireBase database

Theory -

Firebase is a popular mobile and web application development platform powered by Google, offering a suite of tools and services to streamline various aspects of app development. In Flutter, Google's UI toolkit for building natively compiled applications for mobile, web, and desktop from a single codebase, Firebase integration is seamless and efficient.

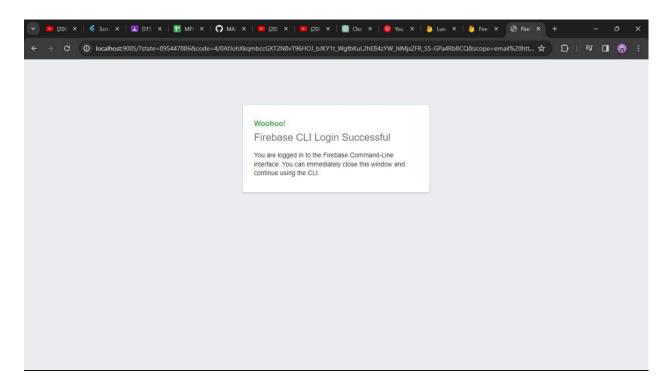
Firebase provides several services that cater to different aspects of app development:

- 1. Authentication: Firebase Authentication offers simple SDKs and ready-to-use UI libraries to authenticate users across various platforms. With Firebase Authentication, developers can implement authentication mechanisms such as email/password, phone number, social logins (Google, Facebook, Twitter, etc.), and more into their Flutter apps with ease.
- 2. Realtime Database: Firebase Realtime Database is a cloud-hosted NoSQL database that allows developers to store and synchronize data between users in real-time. It's particularly useful for applications that require real-time updates, such as chat apps, collaborative tools, and multiplayer games. Flutter developers can seamlessly integrate Firebase Realtime Database into their apps to store and sync structured data.
- 3. Cloud Firestore: Cloud Firestore is a flexible, scalable database for mobile, web, and server development from Firebase and Google Cloud Platform. It offers more powerful querying capabilities, real-time data synchronization, and offline support compared to the Realtime Database. Firestore is commonly used in Flutter apps for its scalability, real-time updates, and robust querying capabilities.
- 4. Cloud Storage: Firebase Cloud Storage provides secure and scalable object storage for storing user-generated content such as images, videos, and documents. It offers SDKs for easy integration into Flutter apps, allowing developers to upload, download, and manage files seamlessly.
- 5. Cloud Functions: Firebase Cloud Functions allows developers to run backend code in response to events triggered by Firebase features and HTTPS requests. Developers can write serverless functions in Node.js, Python, Java, Go, or TypeScript, and deploy them directly from

the Firebase CLI. Cloud Functions are often used to automate tasks, process data, and integrate with other Google Cloud services.

- 6. Cloud Messaging: Firebase Cloud Messaging (FCM) enables developers to send notifications and messages to users across platforms, including Android, iOS, and web. With FCM, Flutter developers can engage users with targeted messages, notifications, and updates, improving user retention and engagement.
- 7. Remote Config: Firebase Remote Config allows developers to customize the behavior and appearance of their Flutter apps without requiring an app update. It enables A/B testing, feature flag management, and dynamic content personalization, empowering developers to deliver tailored experiences to their users.
- 8. Analytics: Firebase Analytics provides comprehensive app usage and event tracking capabilities, allowing developers to gain insights into user behavior, app performance, and user engagement. Flutter developers can easily integrate Firebase Analytics into their apps to track user interactions, measure app performance, and make data-driven decisions.

These are just a few of the many services offered by Firebase for Flutter app development. By leveraging Firebase's powerful tools and services, Flutter developers can build high-quality, feature-rich apps more efficiently, saving time and effort in the development process.



```
C:\WINDOWS\system32\cmd. × + ~
Microsoft Windows [Version 10.0.22621.3007]
(c) Microsoft Corporation. All rights reserved.
C:\Users\Tejas Rokade>npm install -g firebase-tools
added 640 packages in 3m
65 packages are looking for funding
  run 'npm fund' for details
C:\Users\Tejas Rokade>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? No
Visit this URL on this device to log in: <a href="https://accounts.google.com/o/oauth2/auth?client_id=563584335869-fgrhgmd47bqnekij5i8b5pr03ho849e6.apps.googleusercontent">https://accounts.google.com/o/oauth2/auth?client_id=563584335869-fgrhgmd47bqnekij5i8b5pr03ho849e6.apps.googleusercontent</a>
.com&scope=email%20openid%20https%3A%2F%2Fwww.googleapis.com%2Fauth%2Fcloudplatformprojects.readonly%20https%3A%2F%2Fwww
.googleapis.com%2Fauth%2Ffirebase%20https%3A%2F%2Fwww.googleapis.com%2Fauth%2Fcloud-platform&response_type=code&state=89
5447886&redirect_uri=http%3A%2F%2Flocalhost%3A9005
Waiting for authentication...
+ Success! Logged in as tejasrok007@gmail.com
C:\Users\Tejas Rokade>dart pub global activate flutterfire_cli
  The Dart tool uses Google Analytics to report feature usage statistics
C:\Users\Tejas Rokade>dart pub global activate flutterfire_cli
     The Dart tool uses Google Analytics to report feature usage statistics
     and to send basic crash reports. This data is used to help improve the
     Dart platform and tools over time.
     To disable reporting of analytics, run:
        dart --disable-analytics
+ ansi_styles 0.3.2+1s... (3.1s)
+ args 2.4.2
+ async 2.11.0
```

+ boolean_selector 2.1.1 + characters 1.3.0

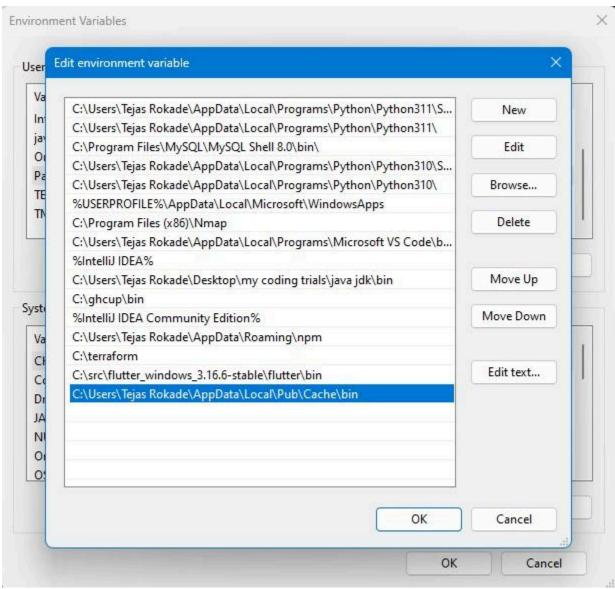
+ cli_util 0.3.5 (0.4.1 available)

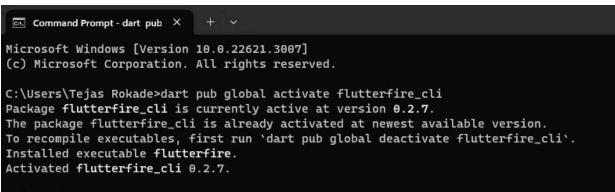
deep_pick 0.10.0 (1.0.0 available)

+ ci 0.1.0

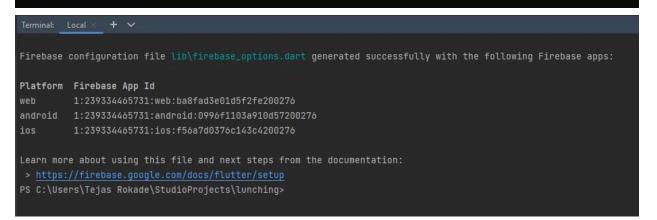
+ clock 1.1.1 + collection 1.18.0 + dart_console 1.2.0

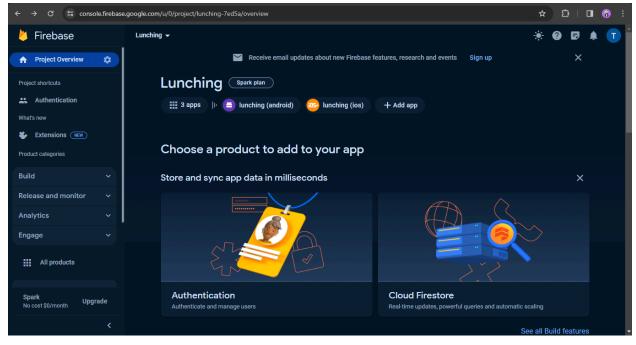
```
+ test_api 0.7.0
+ tint 2.0.1
+ typed_data 1.3.2
+ uri 1.0.0
+ win32 5.2.0
+ xml 6.5.0
+ yaml 3.1.2
Building package executables... (11.7s)
Built flutterfire_cli:flutterfire.
Installed executable flutterfire.
Warning: Pub installs executables into C:\Users\Tejas Rokade\AppData\Local\Pub\Cache\bin, which is not on your path.
You can fix that by adding that directory to your system's "Path" environment variable.
A web search for "configure windows path" will show you how.
Activated flutterfire_cli 0.2.7.
C:\Users\Tejas Rokade>
```

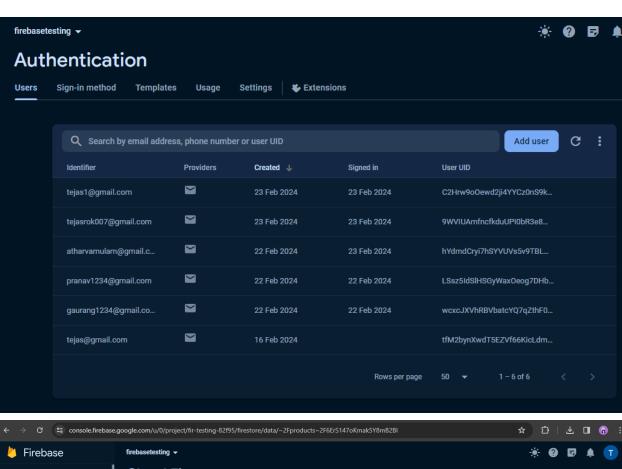


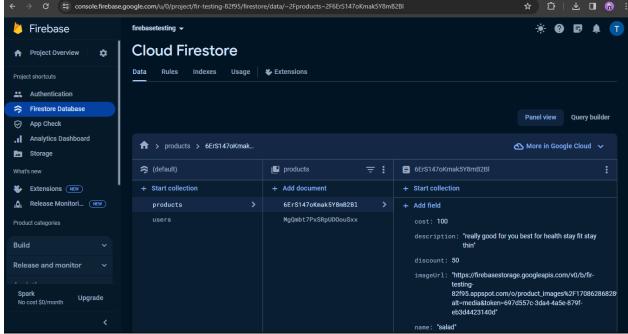


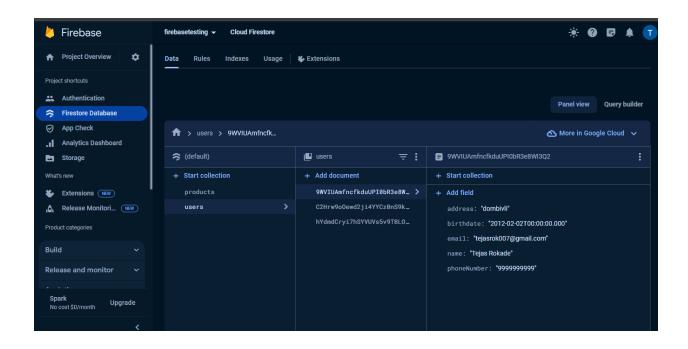
C:\Users\Tejas Rokade>

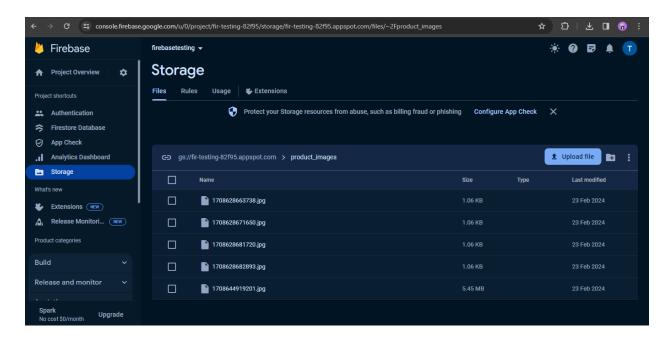












Code -

```
void main() async {
  WidgetsFlutterBinding.ensureInitialized();
  await Firebase.initializeApp(options: DefaultFirebaseOptions.currentPlatform,);
  runApp(MyApp());
}
class loginscreen extends StatefulWidget {
  const loginscreen({Key? key}) : super(key: key);
  @override
  State<loginscreen> createState() => _loginscreenState();
}
```

```
class _loginscreenState extends State<loginscreen> {
final TextEditingController emailController = TextEditingController();
final TextEditingController _passwordController = TextEditingController();
@override
void dispose(){
 emailController.dispose();
 _passwordController.dispose();
 super.dispose();
void loginUser() async{
 // Implementation of loginUser method
 String res = await AuthMethods().loginUser(email: _emailController.text, password: _passwordController.text);
 if(res == 'success'){
   Navigator.of(context as BuildContext).push(
    MaterialPageRoute(
     builder: (context) => HomePage(),
    ),
   );
 }
 else{
   // Show authentication failed message
   ScaffoldMessenger.of(context).showSnackBar(
    SnackBar(
     content: Text('Authentication failed'),
    ),
   );
 }
void navigateSignup(){
 // Implementation of navigateSignup method
 Navigator.of(context as BuildContext).push(
   MaterialPageRoute(builder: (context) => SignupPage()),
 );
}
@override
Widget build(BuildContext context) {
 return Scaffold(
   body: SafeArea(
    child: Container(
     padding: const EdgeInsets.symmetric(horizontal: 32),
     child: Column(
      crossAxisAlignment: CrossAxisAlignment.center,
      children: [
        const Text(
         'Lunching',
         style: TextStyle(
          fontSize: 24,
          fontWeight: FontWeight.bold,
          color: Colors.red,
         ),
        const SizedBox(height: 20),
        // Image.network(
        // imageUrl,
```

```
// width: double.infinity,
        // fit: BoxFit.cover,
        // ),
        Image.asset('assets/card_image_1.jpeg',height: 200,width:double.infinity ,fit: BoxFit.cover,),
        const SizedBox(height: 24),
        InputTextField(
         textEditingController: emailController,
         hintText: 'Email',
         textInputType: TextInputType.emailAddress,
        ),
        const SizedBox(height: 24),
        InputTextField(
         textEditingController: passwordController,
         hintText: 'Password',
         textInputType: TextInputType.text,
         isPass: true,
        ),
        const SizedBox(height: 24),
        ElevatedButton(
         onPressed: loginUser,
         style: ElevatedButton.styleFrom(
          backgroundColor: Colors.green, // Set button color to green
         ),
         child: const Text('Log In'),
        ),
        const SizedBox(height: 20),
         mainAxisAlignment: MainAxisAlignment.center,
         children: [
           Text("Don't have an account?"),
           GestureDetector(
            onTap: navigateSignup,
            child: Text(
             " Sign up",
             style: TextStyle(
              fontWeight: FontWeight.bold,
              color: Colors.blue, // Keep signup link color blue
 );
class InputTextField extends StatelessWidget {
final TextEditingController textEditingController;
final String hintText;
final TextInputType textInputType;
```

// height: 150, // Adjust height as needed

```
final bool isPass;
const InputTextField({
 Key? key,
 required this.textEditingController,
 required this.hintText,
 required this.textInputType,
 this.isPass = false,
}) : super(key: key);
@override
Widget build(BuildContext context) {
 return TextField(
  controller: textEditingController,
  keyboardType: textInputType,
  obscureText: isPass.
  decoration: InputDecoration(
    hintText: hintText,
    border: OutlineInputBorder(),
  ),
 );
}
class DatabaseMethods {
Future<void> addUserDetail(Map<String, dynamic> userInfoMap, String id) async {
 return await FirebaseFirestore.instance
    .collection('users')
    .doc(id)
    .set(userInfoMap);
}
class SignupPage extends StatefulWidget {
@override
_SignupPageState createState() => _SignupPageState();
class SignupPageState extends State<SignupPage> {
final FirebaseAuth _auth = FirebaseAuth.instance;
final DatabaseMethods databaseMethods = DatabaseMethods();
final TextEditingController emailController = TextEditingController();
final TextEditingController passwordController = TextEditingController();
final TextEditingController _nameController = TextEditingController();
final TextEditingController _addressController = TextEditingController();
final TextEditingController _phoneNumberController = TextEditingController();
DateTime? selectedDate;
Future<void> signUpWithEmailAndPassword() async {
 try {
  final UserCredential userCredential = await _auth.createUserWithEmailAndPassword(
    email: emailController.text.trim(),
    password: _passwordController.text.trim(),
  );
   await databaseMethods.addUserDetail({
    'email': emailController.text.trim(),
    'name': nameController.text.trim(),
    'address': _addressController.text.trim(),
```

```
'phoneNumber': _phoneNumberController.text.trim(),
    'birthdate': _selectedDate != null ? _selectedDate!.tolso8601String(): null,
  }, userCredential.user!.uid);
 } catch (e) {
  print("Failed to register with email and password: $e");
  showDialog(
    context: context,
    builder: (BuildContext context) {
     return AlertDialog(
      title: Text("Registration Error"),
      content: Text("Failed to register with email and password."),
      actions: <Widget>[
        TextButton(
        child: Text("OK"),
        onPressed: () {
          Navigator.of(context).pop();
       ),
  );
},
  );
Future<void> _selectDate(BuildContext context) async {
 final DateTime? picked = await showDatePicker(
  context: context,
  initialDate: DateTime.now(),
  firstDate: DateTime(1900),
  lastDate: DateTime.now(),
 if (picked != null && picked != _selectedDate)
  setState(() {
    _selectedDate = picked;
  });
}
@override
Widget build(BuildContext context) {
 return Scaffold(
  appBar: AppBar(
   title: Text("Signup"),
  ),
  body: SingleChildScrollView(
    child: Padding(
     padding: EdgeInsets.all(16.0),
     child: Column(
      crossAxisAlignment: CrossAxisAlignment.center,
      mainAxisAlignment: MainAxisAlignment.center,
      children: <Widget>[
        TextField(
        controller: emailController,
        decoration: InputDecoration(
          labelText: 'Email',
          border: OutlineInputBorder(
```

```
borderSide: BorderSide(color: Colors.lightBlue),
  ),
),
),
SizedBox(height: 16.0),
TextField(
controller: _passwordController,
obscureText: true,
decoration: InputDecoration(
  labelText: 'Password',
  border: OutlineInputBorder(
   borderSide: BorderSide(color: Colors.lightBlue),
  ),
),
),
SizedBox(height: 16.0),
TextField(
 controller: _nameController,
decoration: InputDecoration(
  labelText: 'Name',
  border: OutlineInputBorder(
   borderSide: BorderSide(color: Colors.lightBlue),
  ),
),
SizedBox(height: 16.0),
TextField(
controller: addressController,
decoration: InputDecoration(
  labelText: 'Address',
  border: OutlineInputBorder(
   borderSide: BorderSide(color: Colors.lightBlue),
  ),
),
),
SizedBox(height: 16.0),
TextField(
controller: phoneNumberController,
 decoration: InputDecoration(
  labelText: 'Phone Number',
  border: OutlineInputBorder(
   borderSide: BorderSide(color: Colors.lightBlue),
  ),
),
),
SizedBox(height: 16.0),
GestureDetector(
onTap: () => _selectDate(context),
child: AbsorbPointer(
  child: TextFormField(
   decoration: InputDecoration(
    labelText: 'Birthdate',
    border: OutlineInputBorder(
      borderSide: BorderSide(color: Colors.lightBlue),
```

```
),
             suffixIcon: Icon(Icons.calendar today),
           ),
           controller: TextEditingController(
             text: _selectedDate != null
               ? '${_selectedDate!.day}/${_selectedDate!.month}/${_selectedDate!.year}'
           ),
          ),
         ),
        SizedBox(height: 32.0),
        ElevatedButton(
         onPressed: signUpWithEmailAndPassword,
         style: ElevatedButton.styleFrom(
          foregroundColor: Colors.white, backgroundColor: Colors.lightGreen,
         child: Text('Sign Up'),
class NavBar extends StatelessWidget {
const NavBar({Key? key}) : super(key: key);
@override
Widget build(BuildContext context) {
 return Drawer(
   child: ListView(
    padding: EdgeInsets.zero,
    children: [
     StreamBuilder(
      stream: FirebaseAuth.instance.authStateChanges(),
      builder: (BuildContext context, AsyncSnapshot<User?> snapshot) {
        if (snapshot.connectionState == ConnectionState.waiting) {
         return CircularProgressIndicator(); // Show loading indicator while fetching user data
       }
        if (!snapshot.hasData || snapshot.data == null) {
         return Text('No user signed in'); // Handle the case where no user is signed in
        }
        String? userId = snapshot.data!.uid;
        return StreamBuilder(
         stream: FirebaseFirestore.instance
            .collection('users')
            .doc(userId)
            .snapshots(),
```

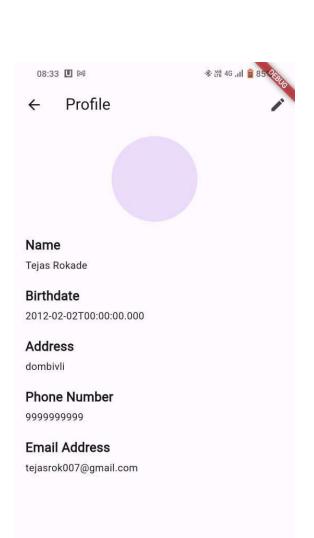
```
builder: (BuildContext context, AsyncSnapshot<DocumentSnapshot> snapshot) {
    if (snapshot.connectionState == ConnectionState.waiting) {
      return CircularProgressIndicator(); // Show loading indicator while fetching data
    }
    if (snapshot.hasError) {
      return Text('Error: ${snapshot.error}');
     if (!snapshot.hasData || !snapshot.data!.exists) {
      return Text('No data found'); // Handle the case where user data is not available
    }
     // Access user data from snapshot
     Map<String, dynamic> userData = snapshot.data!.data() as Map<String, dynamic>;
     String accountName = userData['name'] ?? "; // Get account name from user data
     String accountEmail = userData['email'] ?? "; // Get account email from user data
     return UserAccountsDrawerHeader(
      accountName: Text(accountName),
      accountEmail: Text(accountEmail),
      currentAccountPicture: CircleAvatar(
       backgroundImage: AssetImage('assets/Profile image 1.jpg'),
      decoration: BoxDecoration(
       color: Colors.blueAccent,
       // Add background image if needed
       image: DecorationImage(
        image: AssetImage('assets/background image 1.jpg'),
        fit: BoxFit.cover,
       ),
      ),
    );
   },
  );
ListTile(
leading: Icon(Icons.person),
title: Text('Add Food Product'),
 onTap: () {
  Navigator.of(context).push(
   MaterialPageRoute(builder: (context) => AddProductPage()),
  );
ListTile(
leading: Icon(Icons.person),
 title: Text('Profile'),
 onTap: () {
  Navigator.of(context).push(
   MaterialPageRoute(builder: (context) => ProfilePage()),
  );
```

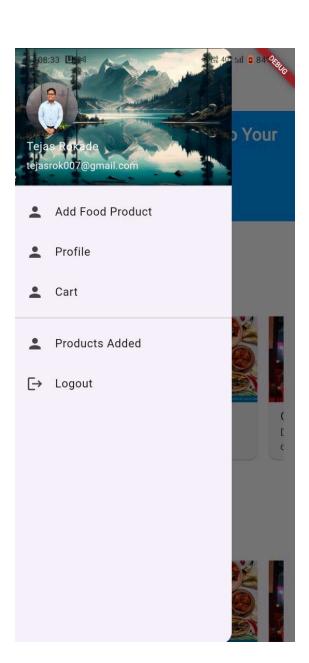
},),

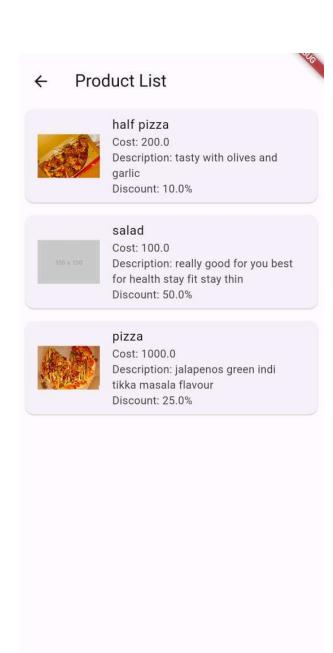
},),

},),

```
ListTile(
     leading: Icon(Icons.person),
     title: Text('Cart'),
     onTap: () {
      Navigator.of(context).push(
       MaterialPageRoute(builder: (context) => CartPage()),
      );
     },
    ),
    Divider(),
    ListTile(
     leading: Icon(Icons.person),
     title: Text('Products Added'),
     onTap: () {
      Navigator.of(context).push(
        MaterialPageRoute(builder: (context) => ProductList()),
      );
     },
    ),
    ListTile(
     leading: Icon(Icons.logout),
     title: Text('Logout'),
     onTap: () {
      // Logout functionality
      // Example:
      // Navigator.of(context).pop(); // Close drawer
      // Navigator.of(context).pushReplacement(
      // MaterialPageRoute(builder: (context) => LoginScreen()),
      // );
     },
 ),
],
);
```







Conclusion -

Through this experiment we understood implementation of navigator, haptics and gestures for implementing navigation from one tab to another tab as per need and gestures to recognise and for events to occur in the flutter application.