# Firebase in Flutter setup

### Go to firebase and create a firebase project

🔶 Firebase					
	Your projects	00			
		recipe-app	test-recipe-app		
	Create a Firebase project				
		🛎 i05+ > 💼 datalab.cs.nthu.edu	tatalab.cs.nthu.edu		
	test-genkit	compass			
	195 195 () Italiatalah as atku adu	🗮 👘 💼			
	<b>≅ i05+ &gt; ⊞</b> datalab.cs.nthu.edu	atalab.cs.nthu.edu			

× Create a project

# Let's start with a name for your project<sup>®</sup>

todolist	
✓ todolist-6968e	
Already have a Google Cloud project?	Continue



#### × Create a project

### for your Firebase project

Google Analytics is a free and unlimited analytics solution that enables targeting, reporting, and more in Firebase Crashlytics, Cloud Messaging, In-App Messaging, Remote Config, A/B Testing, and Cloud Functions.

Google Analytics enables:

- X A/B testing (?)
- User segmentation & targeting across ⑦
   Firebase products
- X Breadcrumb logs in Crashlytics (?)
- X Event-based Cloud Functions triggers (?)
- ★ Free unlimited reporting ⑦

Enable Google Analytics for this project Recommended

Disable first

Then create

Previous

Create project





#### Your projects



todolist todolist-6968e

#### Go into the project you just created

datalab.cs.nthu.edu....

todolist



➡ Getting started? Tell Gemini about your project

### Get started by adding Firebase to your app

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Add an app to get started



#### Add Firebase to your Flutter app ×



#### Prepare your workspace

The easiest way to get you started is to use the FlutterFire CLI.

Before you continue, make sure to:

- Install the Firebase CLI 🖸 and log in (run firebase login)
- Install the Flutter SDK
- Create a Flutter project (run flutter create)





Install and run the FlutterFire CLI



Initialize Firebase and add plugins

# Install firebase CLI

- Windows
- <u>MacOS</u>
- If you have installed firebase CLI in the previous lab, the following instruction does not have to follow.

### • We recommend using npm install

- Install node version manager(nvm)
- Add nvm to PATH(<u>windows</u>, MacOS: should be automatic)
- \$ nvm install 20.13.0
- \$ nvm use 20.13.0
- \$ nvm run
- \$ npm install -g firebase-tools (Windows problem)

# Login Firebase CLI with Google account

- After Firebase CLI is installed In terminal, run \$ firebase login
- Follow the pop-up login window and login to the Google account with a billing account

```
victor890915@VictordeMacBook-Pro ~ % firebase login
  Firebase optionally collects CLI and Emulator Suite usage and error reporting
information to help improve our products. 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:
https://accounts.google.com/o/oauth2/auth?client_id=563584335869-fgrhgmd47bqneki
j5i8b5pr03ho849e6.apps.googleusercontent.com&scope=emai1%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%2Fcl
oud-platform&response_type=code&state=253403360&redirect_uri=http%3A%2F%2Flocalh
ost%3A9005
Waiting for authentication...
  Success! Logged in as swcheng@datalab.cs.nthu.edu.tw
victor890915@VictordeMacBook-Pro ~ % ||
```

# Go back to firebase page and run

Install and run the FlutterFire CLI	
From any directory, run this command:	
<pre>\$ dart pub global activate flutterfire_cli</pre>	Q
Then, at the root of your Flutter project directory, run this comm	nand:
\$ flutterfire configureproject=todolist-69	68e
This automatically registers your per-platform apps with Fireba lib/firebase_options.dart configuration file to your Flu	ase and adds a tter project.
Previous Next	

# In your flutter project

- In project directory , run \$ dart pub global activate flutterfire\_cli
- Then run **\$flutterfire configure --project=xxxxxxxxx** (copy from firebase page)

victor890915@VictordeMacBook-Pro todo % flutterfire configure --project=todoapp-3d5c1
i Found 1 Firebase projects. Selecting project todoapp-3d5c1.
? Which platforms should your configuration support (use arrow keys & space to select)? >
 android
 ios
 macos
 web
 windows

Choose the platform that you'll use. In this lab we only use web. (arrow key to select, space to toggle, enter to choose)

## In your flutter project

Choose the firebase project you've created

• After running flutter configure, you should see firebase\_options.dart under /lib

### Possible problems

- Insecure world writable dir in PATH, mode 040777
- Flutterfire not in <u>PATH</u>
- MacOS: <u>cannot load such file -- xcodeproj (LoadError)</u>

### Go back to FireBase console



#### Build / Firestore Database

#### Create database

1 Set name and location — (2) Secure rules

Interested in Firestore with MongoDB compatibility? Create a Firestore Enterprise database in the Google Cloud Console

#### Learn more 🛽

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Database ID

 $\star$ 

(default)

1

Location Leave em

(i) Your location setting is where your Cloud Firestore data will be stored

After you set this location, you cannot change it later.

#### Learn more 🗹

Cancel

Next

Set name and location — 2 Secure rules

After you define your data structure, **you will need to write rules to secure your data**. Learn more

#### Start in production mode

Your data is private by default. Client read/write access will only be granted as specified by your security rules.

#### Start in test mode

 $\bigcirc$ 

Your data is open by default to enable quick setup. However, you must update your security rules within 30 days to enable long-term client read/write access.

```
rules_version = '2';
```

```
service cloud.firestore {
   match /databases/{database}/documents {
    match /{document=**} {
      allow read, write: if
      request.time < timestamp.date(2025, 6, 7);
   }
}</pre>
```

The default security rules for test mode allow anyone with your database reference to view, edit and delete all data in your database for the next 30 days

×

### Test

• Add a new user, close app and reopen, the Users should persist

♠ > apps > group-todo-list > users > I1M7Wtc4R2tqp.				🛆 More in Google Cloud 🗸 🗸		
🗐 group-todo-list	:	🕒 users	<b></b> ∓ :	■ I1M7Wtc4R2tqppe8ZyjT		
+ Start collection		+ Add document		+ Start collection		
users	>	: 11M7Wtc4R2tqppe8ZyjT	>	todo-items		
		m6RhmKCxzryG4KU7NNpk				
+ Add field This document does not exist, it will not appear in queries or snapshots. Learn more [2]				+ Add field <desc>+iuttermoji on pub.dev</desc> <dets> <circle id="path-1" cx="120" cy="120" r="120"&gt; <path d="M12,160 C12,226.27417 65.72583,280 132,280 C198.27417,280 252,226.27417 252,160 L264,160 L264,-1.42108547e-14 L-3.19744231e-14,-1.42108547e-14 L-3.19744231e-14,160 L12,160 Z" id="path-3"&gt; &lt;path d="M124,144.610951 L124,163 L128,163 L128,163&lt;br&gt;C167.764502,163 200,195.235498 200,235 L200,244 L0,244 L0,235 C-4.86974701e-15,195.235498 32.235498,163 72,163 L72,163 L76,163 L76,144.610951 C58.7626345,136.422372 46.3722246,119.687011 44.3051388,99.8812385 C38.4803105,99.0577866 34,94.0521096 34,88 L34,74 C34,68.0540074 38.3245733,63.1180731 44,62.1659169 L44,56 L44,56 C44,25.072054 69.072054,5.68137151e-15 100,0 L100,0 L100,0 C130.927946,-5.68137151e-15 156,25.072054 156,56 L156,62.1659169 C161.675427,63.1180731</path </circle </dets>		

Users are now stored in Firebase database

## Setup security rules

- Run \$ firebase init firestore, there should be two new files (firestore.rules, firestore.indexes).
- These are system generated rules, but we have written our own rules, so delete them
- Move the "resources/firestore" folder out to the surface level (For Lab, don't do this in example.)
- Because we organized them in a folder, we must update the firebase.json



Modify the path and save

- Run \$ flutterfire configure
  - Reuse firebase.json
- **Deploy to firebase:** \$ firebase deploy --only firestore:rules

### Go back to FireBase console



#### **Build/Functions**



Choose the billing account you've created

\$

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#### ← Set a billing budget

Billing to ⑦
My Billing Account View account 2

Send an email to all administrators on the billing account when cost for the project approaches or exceeds this amount.

#### Budget amount in TWD

#### Set a billing budget

You'll get an email at \$5.00 (50%), \$9.00 (90%), \$10.00 (100%), and can customize this later in the Google Cloud Console 2.

Skip this step



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### **Functions**

Run your mobile backend code without managing servers

Get started



System will tell you to install a tool using npm

If you've done this, you can skip

VIEW LIE LUGS

Cancel

## Setup cloud functions

- Move the "resources/functions" folder out to the surface level (For Lab, don't do this in example.)
- Run \$ firebase init functions
  - Overwrite
  - Language: JavaScript
  - Use ESLint: NO
  - Index.js exsists, overwritre?: No
  - Install npm dependences: Yes
- Run \$ flutterfire configure
  - Reuse firebase.json

### • Deploy function to firebase by using: \$firebase deploy --only functions

• In "/android/app/build.gradle", change minSdkVersion to 21 or higher

### Back to Firebase console.

函式	觸發條件	版本	要求數量 (24 小時)	執行個體數量下限/上 限	逾時時間
todoAppDecrementUserItemCount us-west1	< document.deleted	v2	0	0 / 40	1分鐘
<pre>todoAppIncrementUserItemCount us-west1</pre>	🛜 document.created	v2	0	0 / 40	1分鐘

Successfully deployed cloud functions

• Test by assigning to-do's to other user and see if the if the user's number of to-do items increases