# Islamic Reels installation setup with firebase

### **Description**

Uploaded Date: 1-October-2023

• Project: Islamic reels

• Author: Pioneer developer

• Email: pioneerwebdeveloper@gmail.com

Contact Telegram or WhatsApp

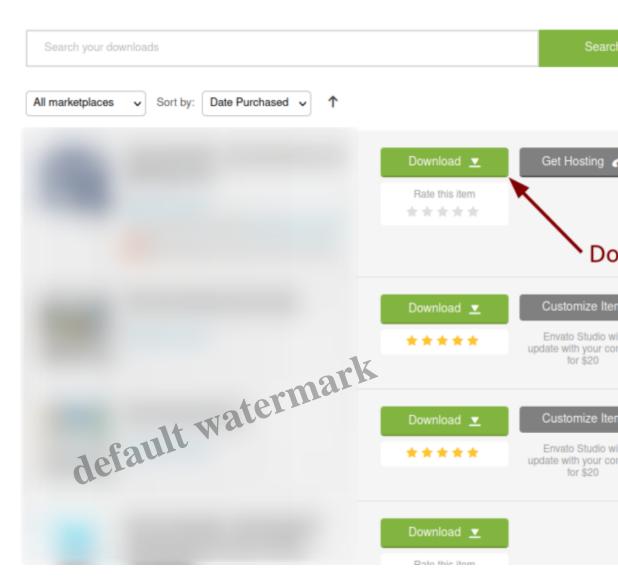
#### Requirements

You must have Flutter version 3.7.12 or below and Dart version 2.19.6 or below installed.

- Flutter & Dart SDK
- Anyone IDE Android Studio (Recommended), Visual Studio Code or IntelliJ IDEA
- To edit this project you must have Flutter and Dart installed and configured successfully on your computer.
- Set up your editor Install the Flutter and Dart plugins.
- If you have got Android SDK installed and configured, to install Flutter you only need to:
  - Download Flutter SDK from official website and extract it.
  - Add path to previously extracted SDK to your PATH variable
  - Run flutter doctor tool to check if everything is configured correctly.
  - All above steps are mentioned here: https://flutter.dev/docs/get-started/install/

## **Download Project from Envato**

After successfully purchase Islamic reels download the project from Envato download page

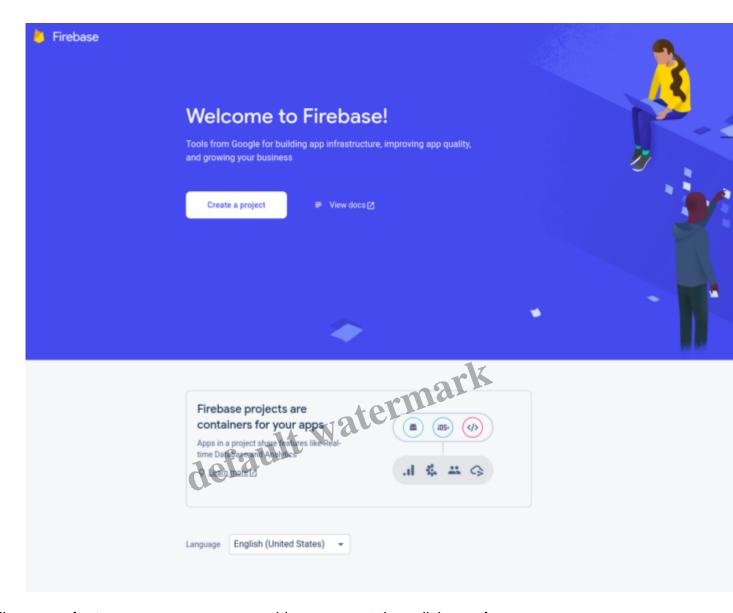


Extract the downloaded file. You will have another zip file named *islamicreels.zip* containing the main project's files and a documentation link. You are reading this documentation, that means you already have theme both.

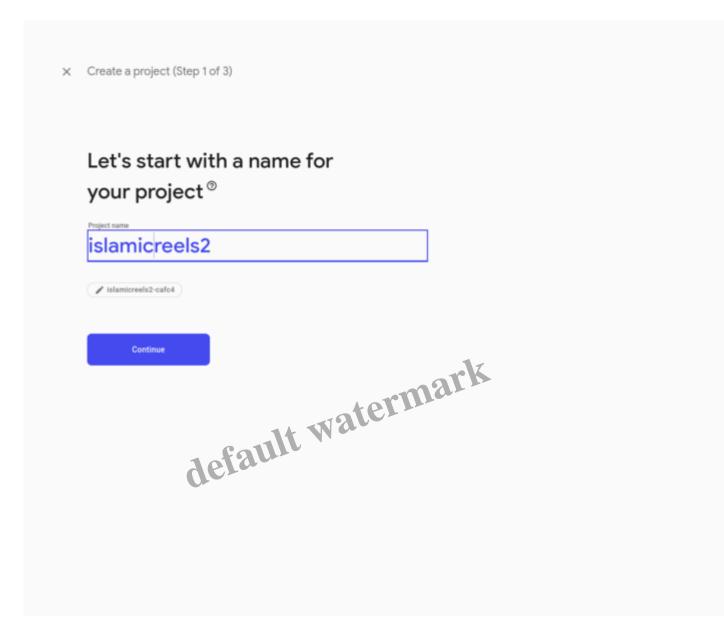
### **Firebase Setup**

Search firebase on Your browser. chrome is prefferable, then create new Firebase account with your google account

Click the **Create project** button.

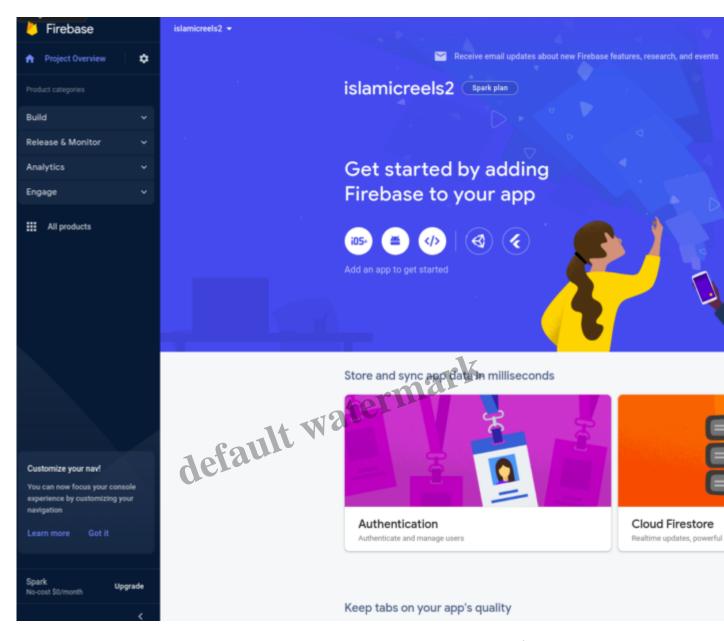


Fill your project name. you can use anything you want then click continue



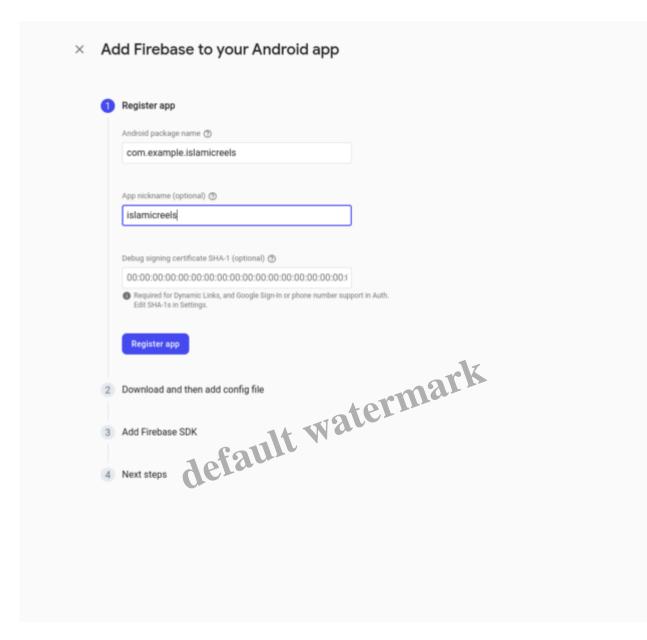
You are now in your firbase console

click that android Logo to register your app for android same for ios too



Fill your android package name Please change Your android package name from the one downloaded from code canyon, it should be unique

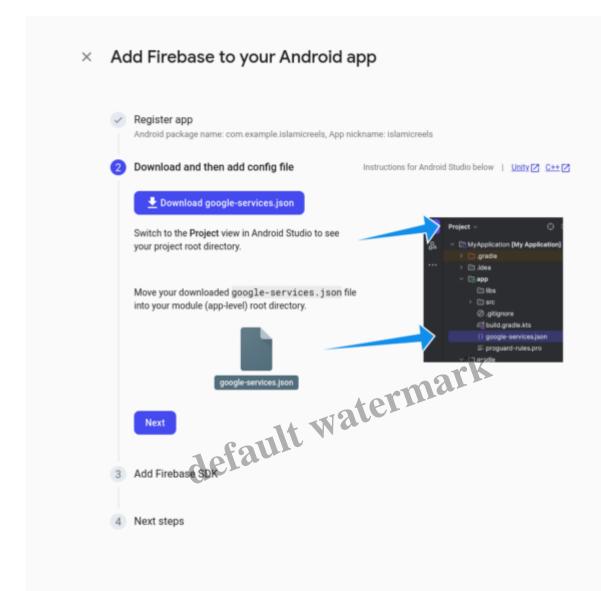
watch this tutorial on how to change package name click here Youtube



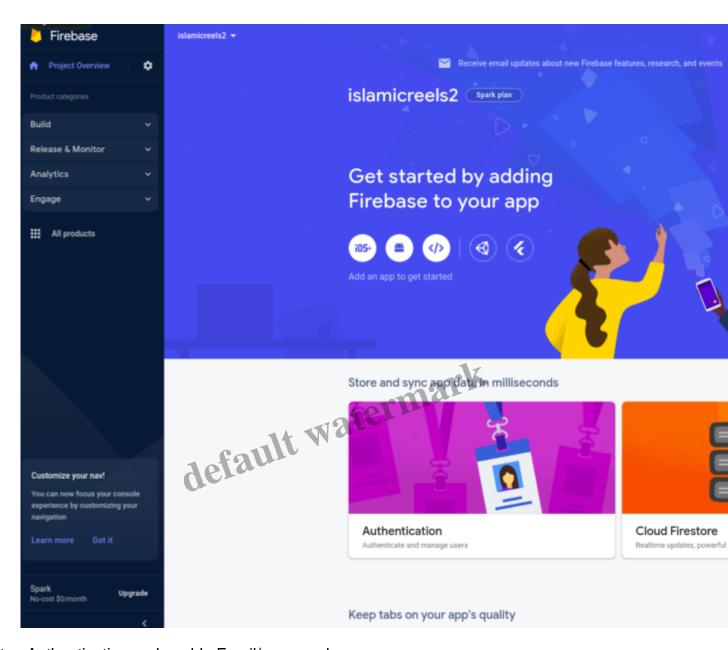
Open The flutter app in your ide Then come to android/app/src/main/AndroidManifest.xml then change package name. use your package name for firabse project

```
cmanifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="com.example.islamicreel"s">
                                                                                                                                                                                                                                        <uses-permission android:name="android.permission.INTERNET" />
<uses-permission android:name="android.permission.READ_EXTERNAL_STORAGE"/>
<uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE"/>
<uses-permission android:name="android.permission.ACCESS_NETWORK_STATE" />
<uses-permission android:name="android.permission.CAMERA" />
<uses-permission android:name="android.permission.MODIFY_AUDIO_SETTINGS" />
<uses-permission android:name="android.permission.WAKE_LOCK" />
<uses-permission android:name="android.permission.VIBRATE" />
<uses-permission android:name="android.permission.READ_PHONE_STATE" />
<uses-permission android:name="android.permission.READ_CONTACTS" />
<uses-permission android:name="android.permission.ACCESS_FINE_LOCATION"/>
<uses-permission android:name="android.permission.ACCESS_WIFI_STATE"/>
<uses-permission android:name="android.permission.RECEIVE_BOOT_COMPLETED"/>
<uses-permission android:name="android.permission.RECEIVE_BOOT_COMPLETED"/></uses-permission android:name="android.permission.RECEIVE_BOOT_COMPLETED"/></uses-permission android:name="android.permission.RECEIVE_BOOT_COMPLETED"/></uses-permission android:name="android.permission.RECEIVE_BOOT_COMPLETED"/></uses-permission android:name="android.permission.RECEIVE_BOOT_COMPLETED"/></uses-permission android:name="android.permission.RECEIVE_BOOT_COMPLETED"/></uses-permission android:name="android.permission.RECEIVE_BOOT_CO
 build.gradle
                                                                                                                                                                                                                                                               android: label="Islamic Reels"
android: name="${applicationName}
                                                                                                                                                                                                                                                                 android:icon="@mipmap/ic_launcher">
settings.gradle
                                                                                                                                                                                                                                                                                     android:name=".MainActivity"
android:exported="true"
  images
                                                                                                                                                                                                                                                                                      android:configChanges="orientation|keyboardHidden|keyboard|screenSize|smallestScreenSize|leandroid:hardwareAccelerated="true"
android:windowSoftInputMode="adjustResize">
                                                                                                                                                                                                                                                                                                              Specifies an Android theme to apply to this Activity as soon as
the Android process has started. This theme is visible to the user
while the Flutter UI initializes. After that, this theme continues
to determine the Window background behind the Flutter UI. -->
                                                                                                                                                                                                                                                                                               android:name="io.flutter.embedding.android.NormalTheme"
android:resource="@style/NormalTheme"
                                                                                                                                                                                                                                                                                                          android:name="android.app.label"
android:resource= "@style/NormalTheme"/>
                                                                                                                                                                                                                                                                                                            <action android:name="android.intent.action.MAIN"/>
<category android:name="android.intent.category.LAUNCHER"/>
 UTLINE
```

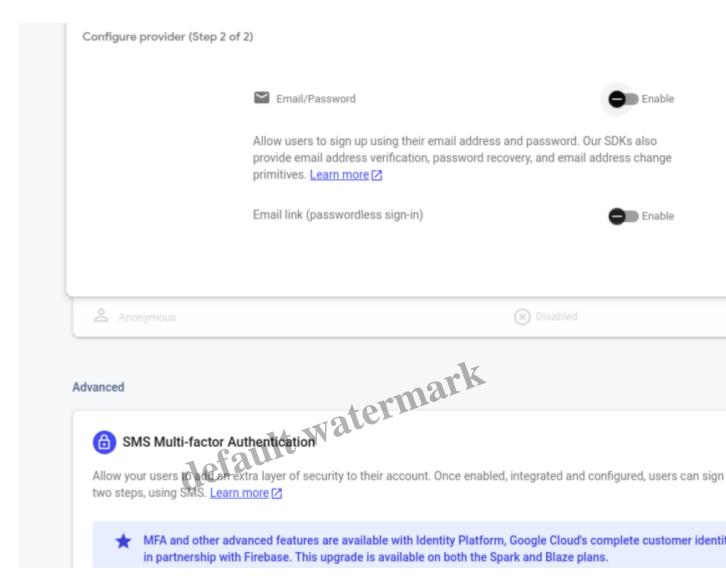
Download google-services json in to android/app or move the file to android/app in the project. then click all next



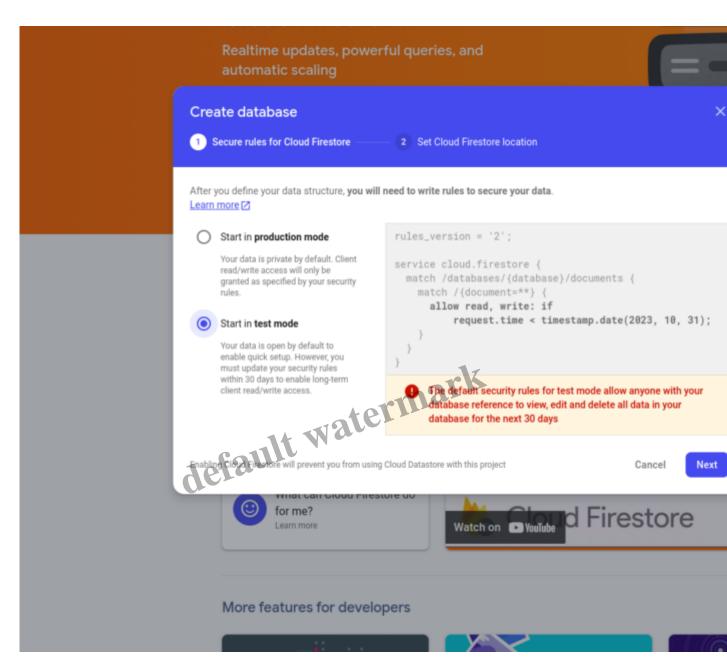
Click on Build and select Authentication, firestore database and storage



Setup Authentication and enable Email/password



Then Setup Firestore database and Storage. make sure check **start in test mode** you can change it later.



In /lib/views/screens/News/wp-api.dart change Uri.parse("https://islamdaily.akonlinetutor.com/wp-json/wp/v2/posts"), to your link change "https://islamdaily.akonlinetutor.com

```
import 'package:http/http.dart' as http;
import 'dart:convert';
                                                  const maxRetries = 3;
                                                          but response - waste ntep.get ntep.get up.j.com/wp-json/wp/v2/posts*),
headers: {"Accept": "application/json"},
                                                          return convertedDataToJson;
> generated
                                                         throw NetworkException("Failed to load posts: ${response.statusCode}");
                                                    } catch (e) {
  if (retries < maxRetries) {</pre>
cache.dart
                                                       retries++;
video.dart
  ad_helper.dart
                                                   var retries = 0;
  wp-api.dart
  feedback_user.dart
                                                     var convertDatatoJson = json.decode(response.body);
                                                          return convertDatatoJson;
                                                       if (retries < maxRetries) {
```

if nothing works Contact Us through Telegram or Whatsapp

### Category

1. Uncategorised

**Date Created**1 October 2023 **Author**abdi-musa