

## 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](#)

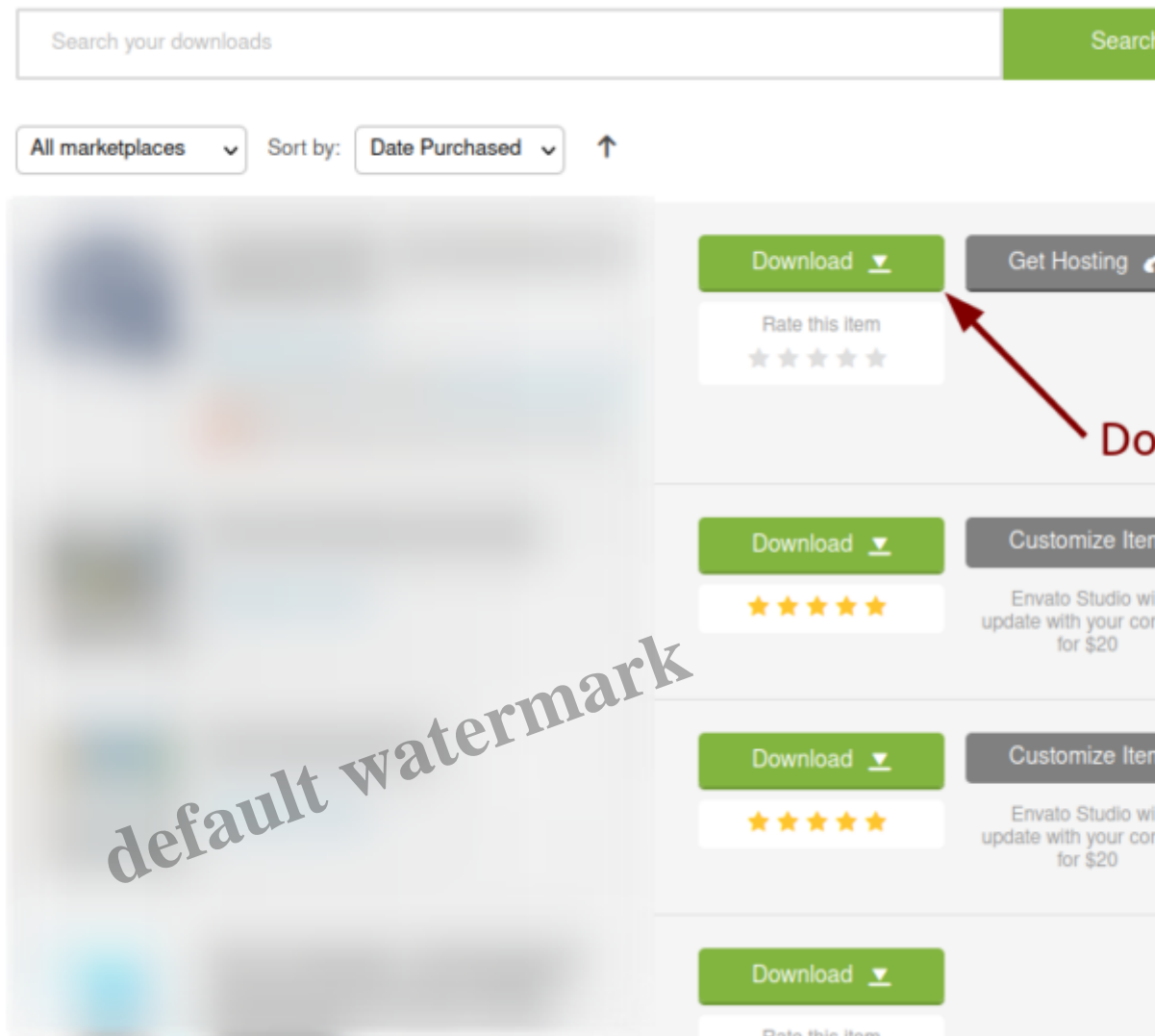
### Requirements

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

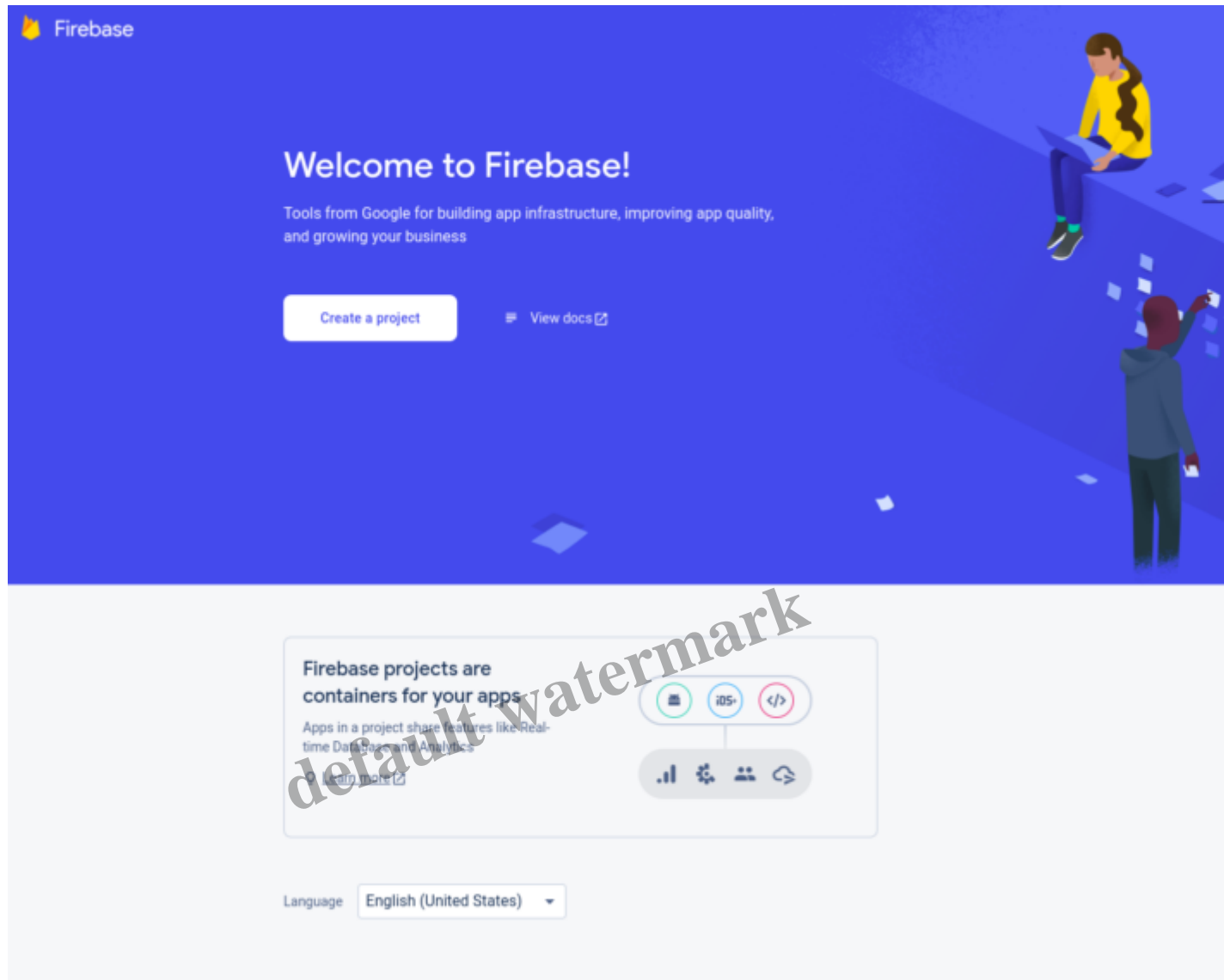


Extract the downloaded file. You will have another zip file named *islamicreels.zip* containing the main project's files and a documentation link. You are reading this documentation, that means you already have them both.

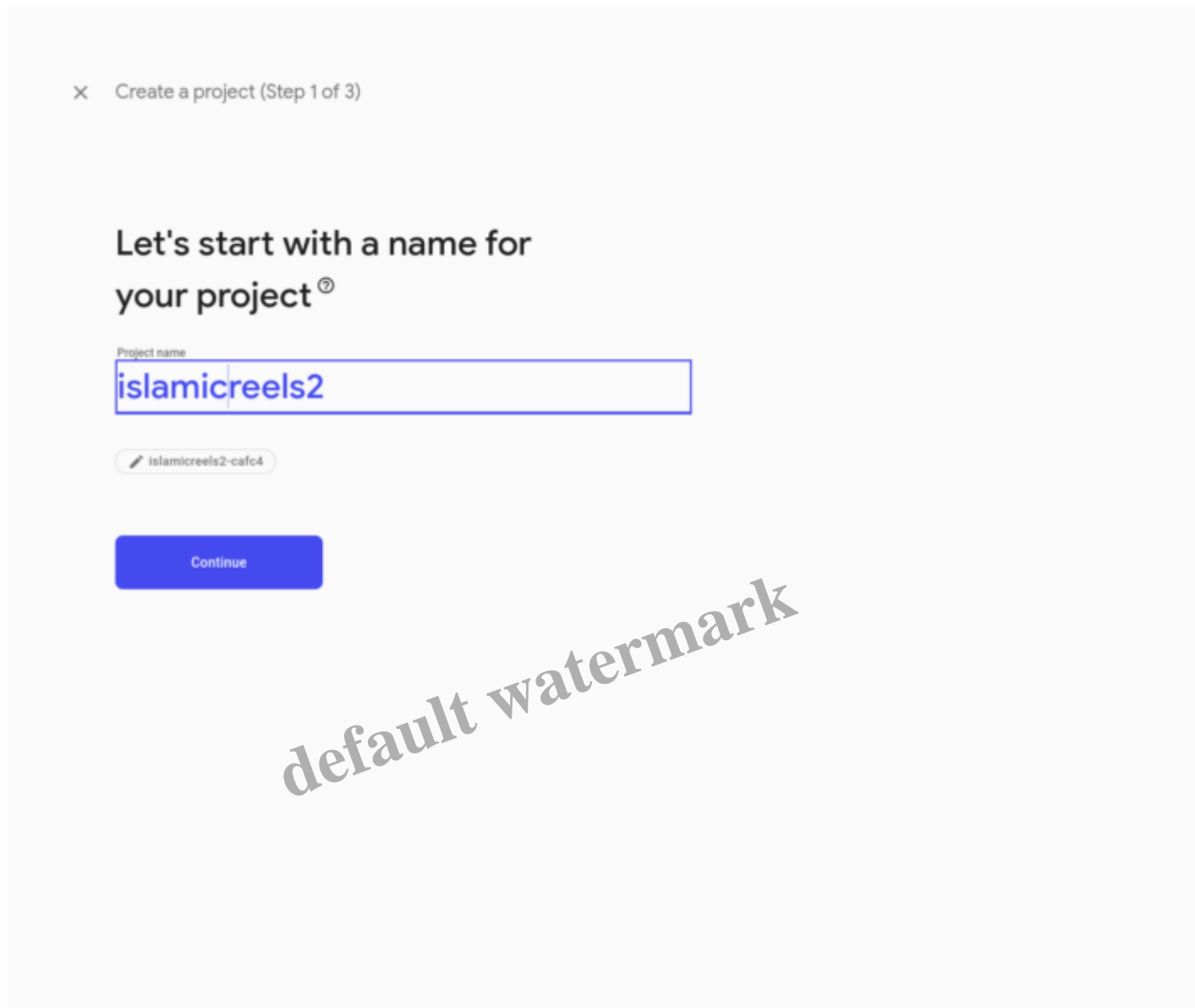
### Firestore Setup

Search firestore on Your browser. chrome is preferable, then create new Firestore account with your google account

Click the **Create project** button.

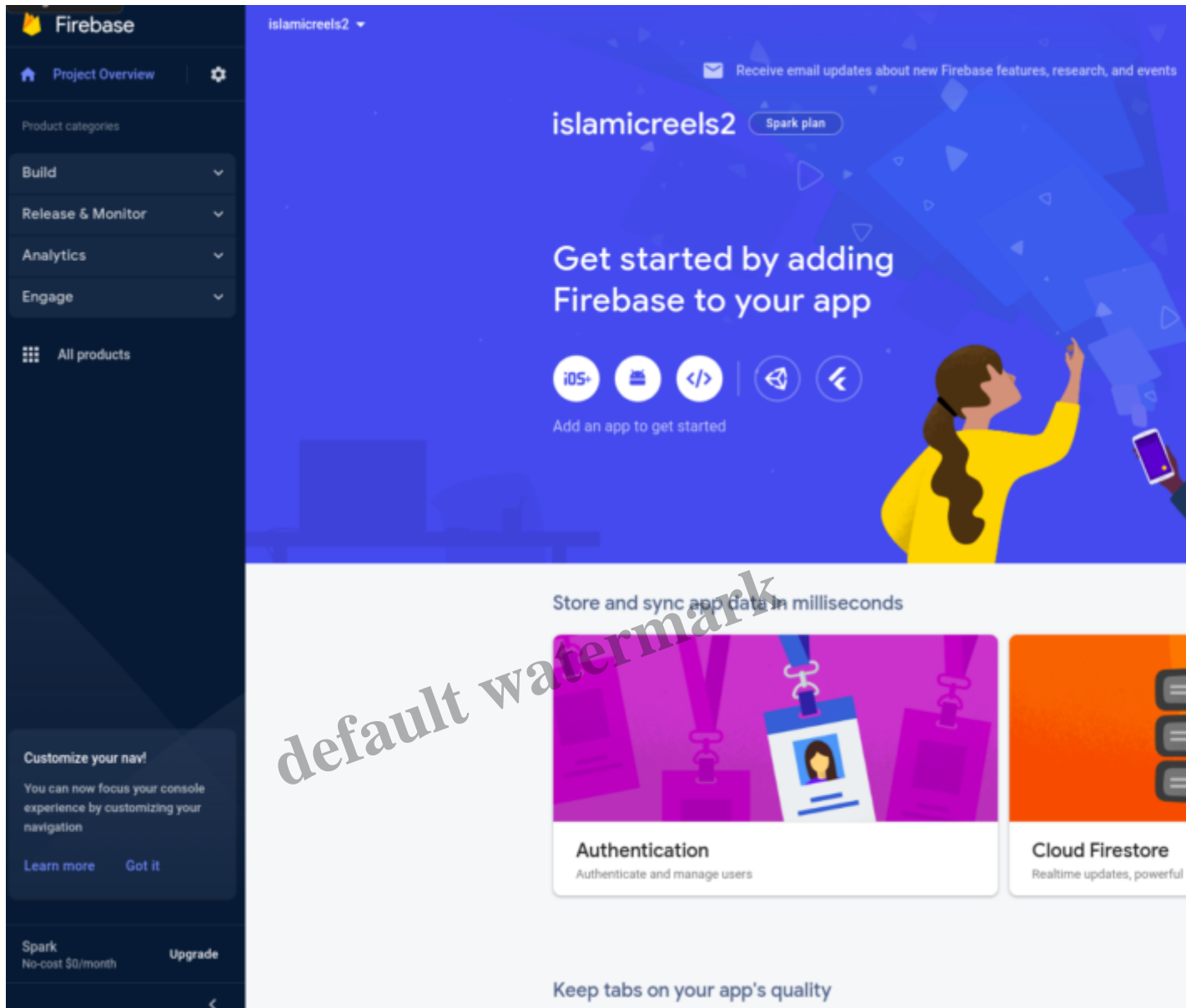


Fill your **project name**. you can use anything you want then click **continue**



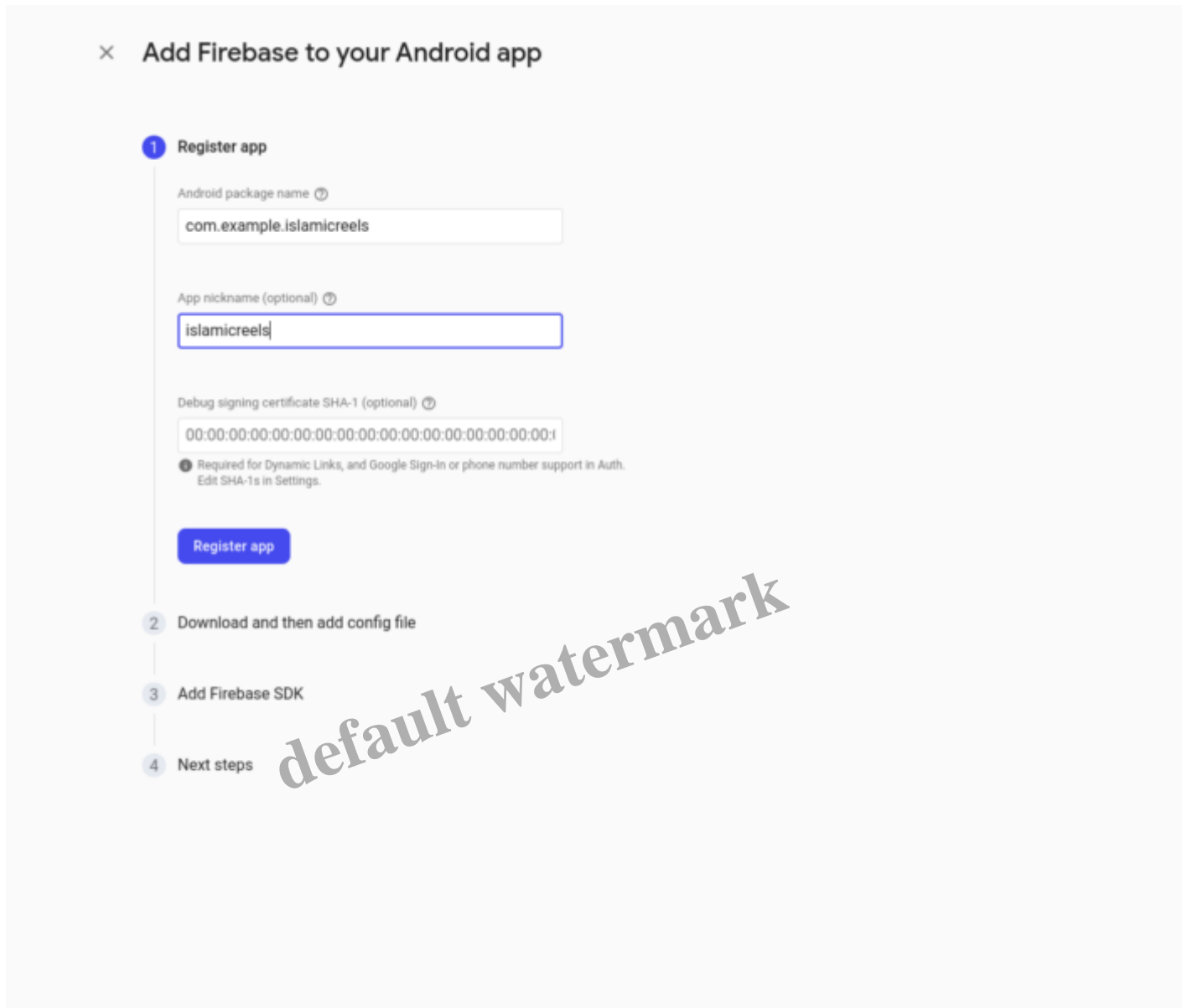
You are now in your **firebase console**

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

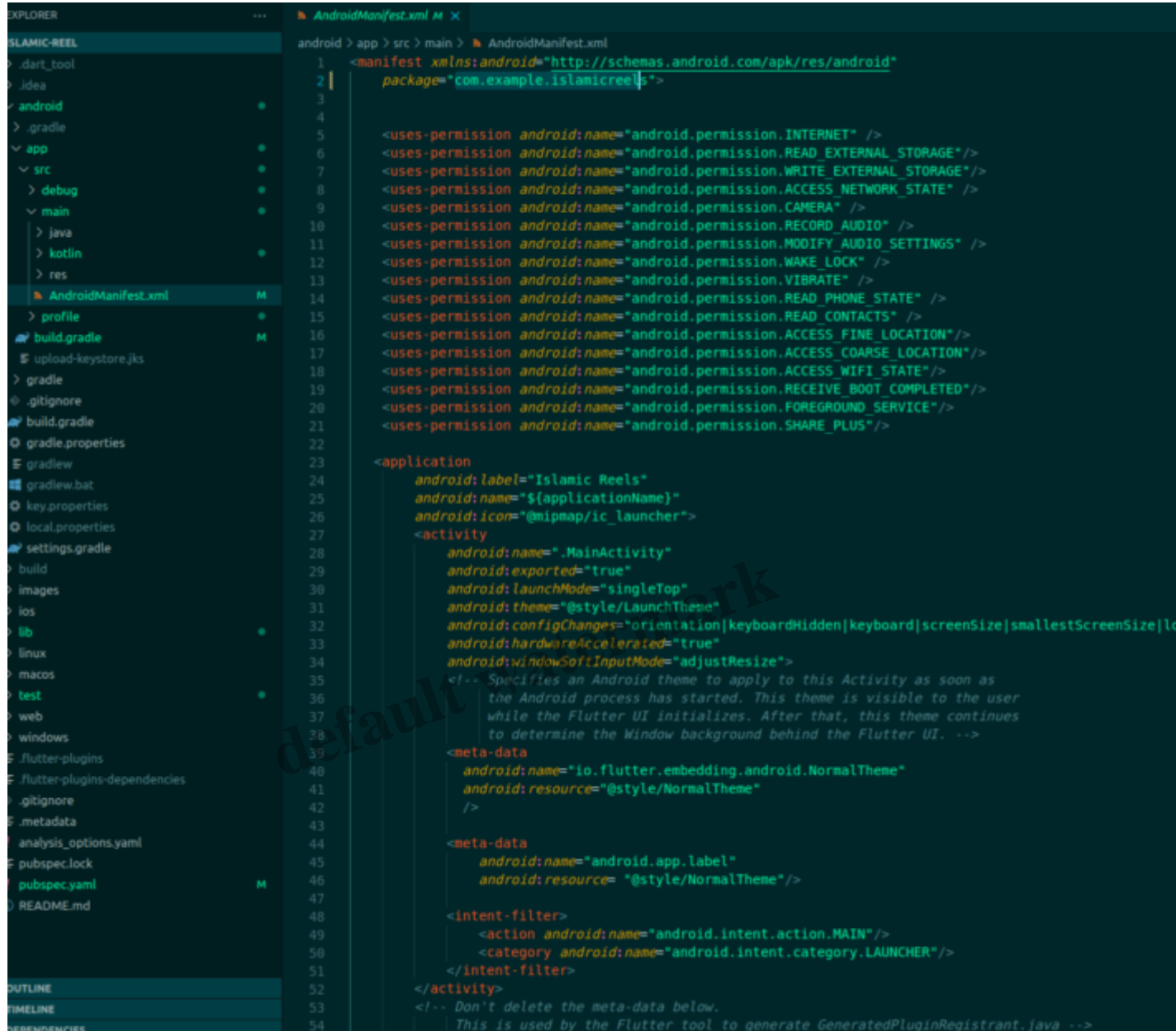


Fill your android package name Please change Your android package name from the one downloaded from code canyon, it should be unique

watch this tutorial on how to change package name click here [Youtube](#)

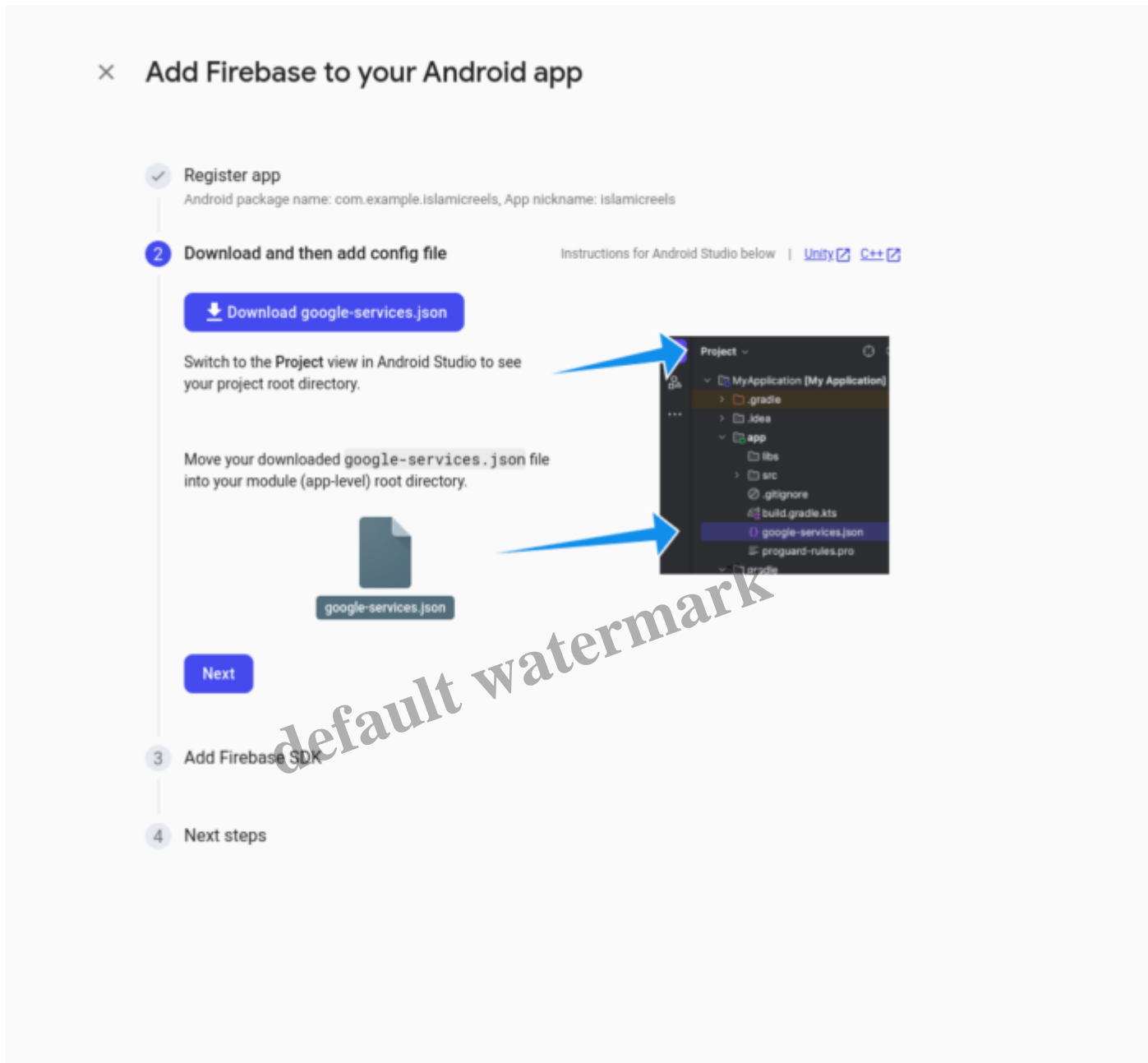


Open The flutter app in your ide Then come to android/app/src/main/AndroidManifest.xml then change package name. use your package name for firabse project



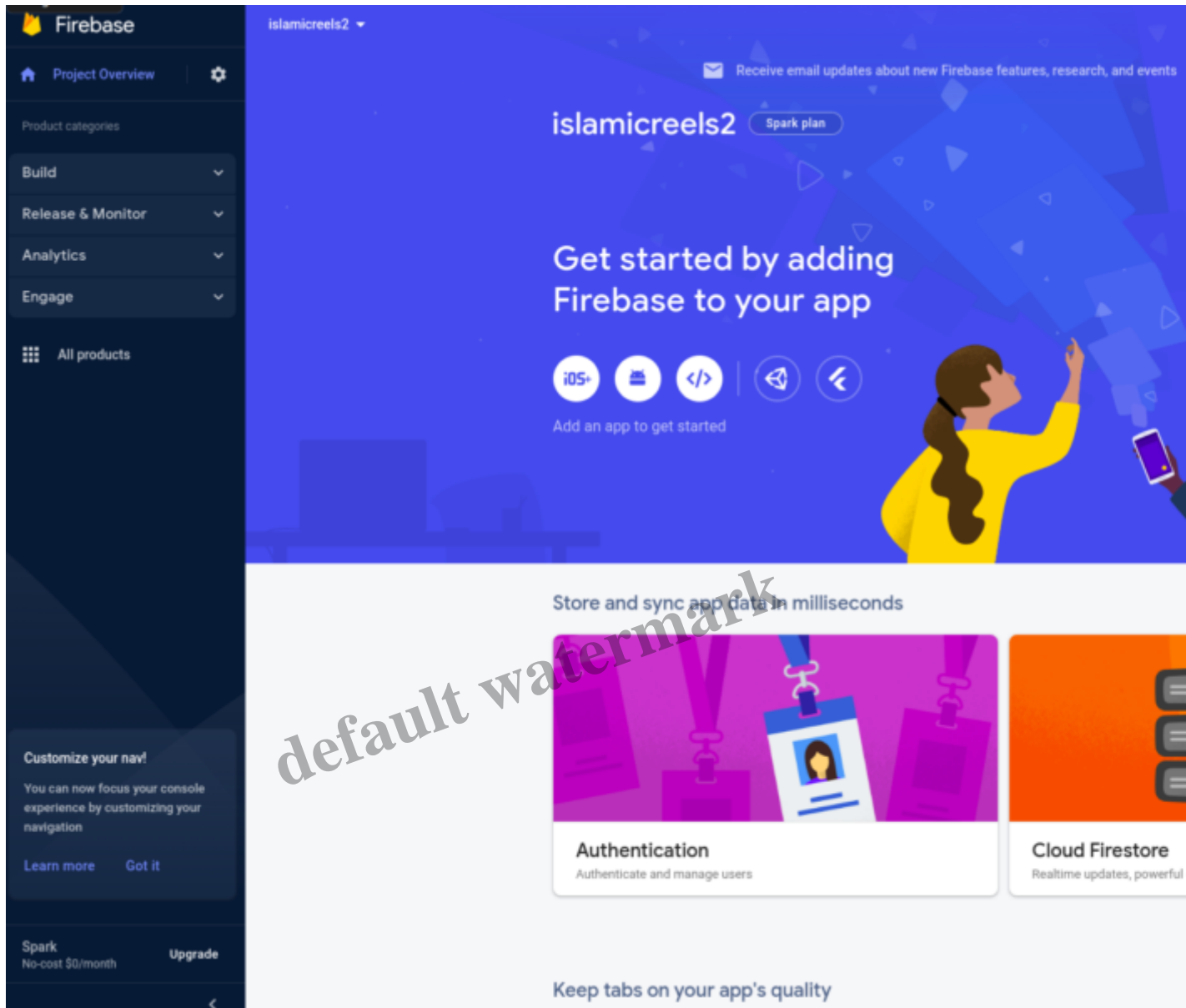
```
1 <manifest xmlns:android="http://schemas.android.com/apk/res/android"
2     package="com.example.Islamicreels">
3
4
5     <uses-permission android:name="android.permission.INTERNET" />
6     <uses-permission android:name="android.permission.READ_EXTERNAL_STORAGE" />
7     <uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE" />
8     <uses-permission android:name="android.permission.ACCESS_NETWORK_STATE" />
9     <uses-permission android:name="android.permission.CAMERA" />
10    <uses-permission android:name="android.permission.RECORD_AUDIO" />
11    <uses-permission android:name="android.permission.MODIFY_AUDIO_SETTINGS" />
12    <uses-permission android:name="android.permission.WAKE_LOCK" />
13    <uses-permission android:name="android.permission.VIBRATE" />
14    <uses-permission android:name="android.permission.READ_PHONE_STATE" />
15    <uses-permission android:name="android.permission.READ_CONTACTS" />
16    <uses-permission android:name="android.permission.ACCESS_FINE_LOCATION" />
17    <uses-permission android:name="android.permission.ACCESS_COARSE_LOCATION" />
18    <uses-permission android:name="android.permission.ACCESS_WIFI_STATE" />
19    <uses-permission android:name="android.permission.RECEIVE_BOOT_COMPLETED" />
20    <uses-permission android:name="android.permission.FOREGROUND_SERVICE" />
21    <uses-permission android:name="android.permission.SHARE_PLU..." />
22
23    <application
24        android:label="Islamic Reels"
25        android:name="${applicationName}"
26        android:icon="@mipmap/ic_launcher">
27        <activity
28            android:name=".MainActivity"
29            android:exported="true"
30            android:launchMode="singleTop"
31            android:theme="@style/LaunchTheme"
32            android:configChange="orientation|keyboardHidden|keyboard|screenSize|smallestScreenSize|locati
33            android:hardwareAccelerated="true"
34            android:windowSoftInputMode="adjustResize">
35            <!-- Specifies an Android theme to apply to this Activity as soon as
36                 the Android process has started. This theme is visible to the user
37                 while the Flutter UI initializes. After that, this theme continues
38                 to determine the Window background behind the Flutter UI. -->
39            <meta-data
40                android:name="io.flutter.embedding.android.NormalTheme"
41                android:resource="@style/NormalTheme"
42            />
43            <meta-data
44                android:name="android.app.label"
45                android:resource="@style/NormalTheme" />
46            <intent-filter>
47                <action android:name="android.intent.action.MAIN" />
48                <category android:name="android.intent.category.LAUNCHER" />
49            </intent-filter>
50        </activity>
51    </application>
52
53    <!-- Don't delete the meta-data below.
54         This is used by the Flutter tool to generate GeneratedPluginRegistrant.java -->
```

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

### Configure provider (Step 2 of 2)

 Email/Password

Enable

Allow users to sign up using their email address and password. Our SDKs also provide email address verification, password recovery, and email address change primitives. [Learn more](#)

Email link (passwordless sign-in)

Enable

 Anonymous

Disabled

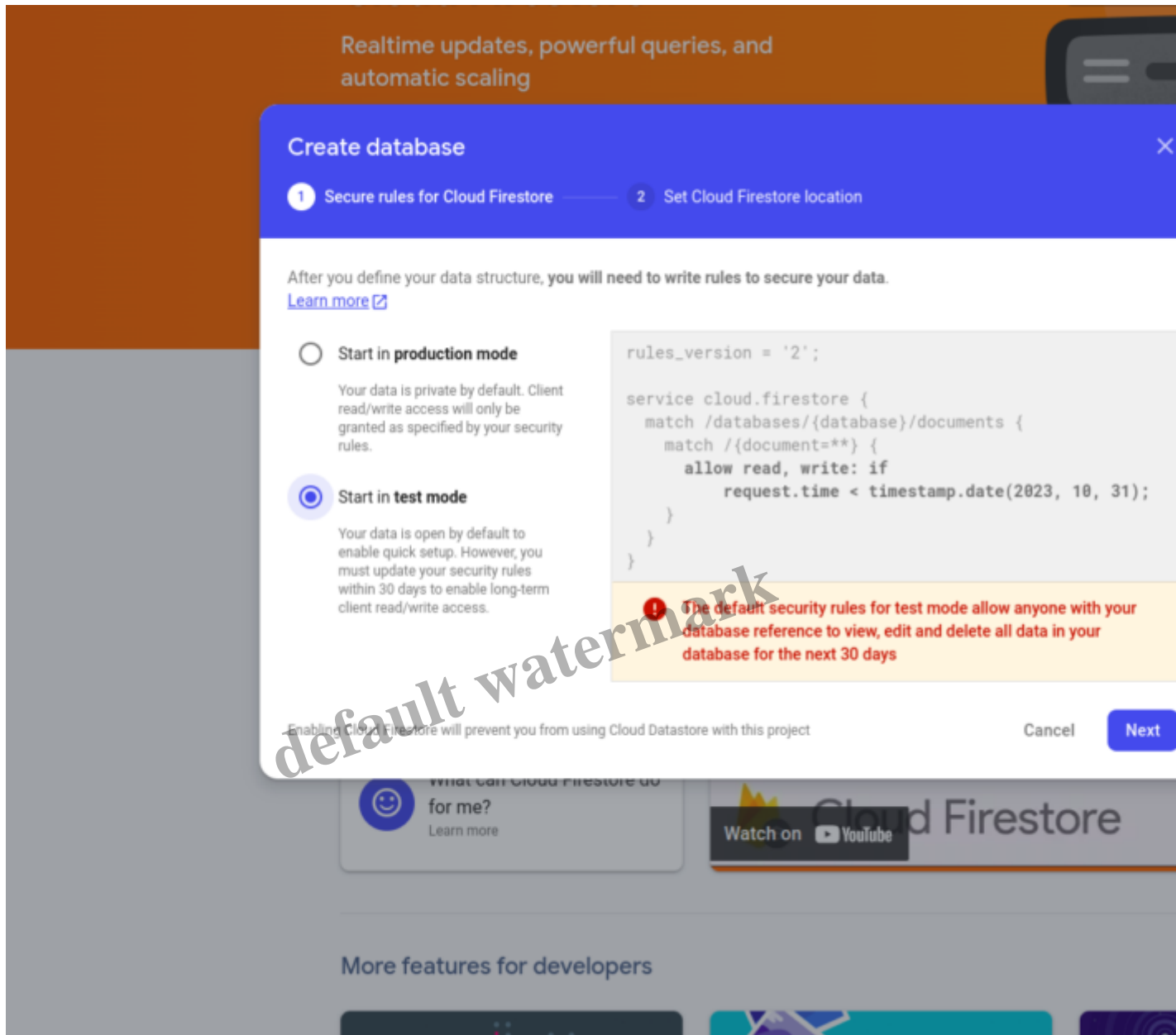
### Advanced

#### SMS Multi-factor Authentication

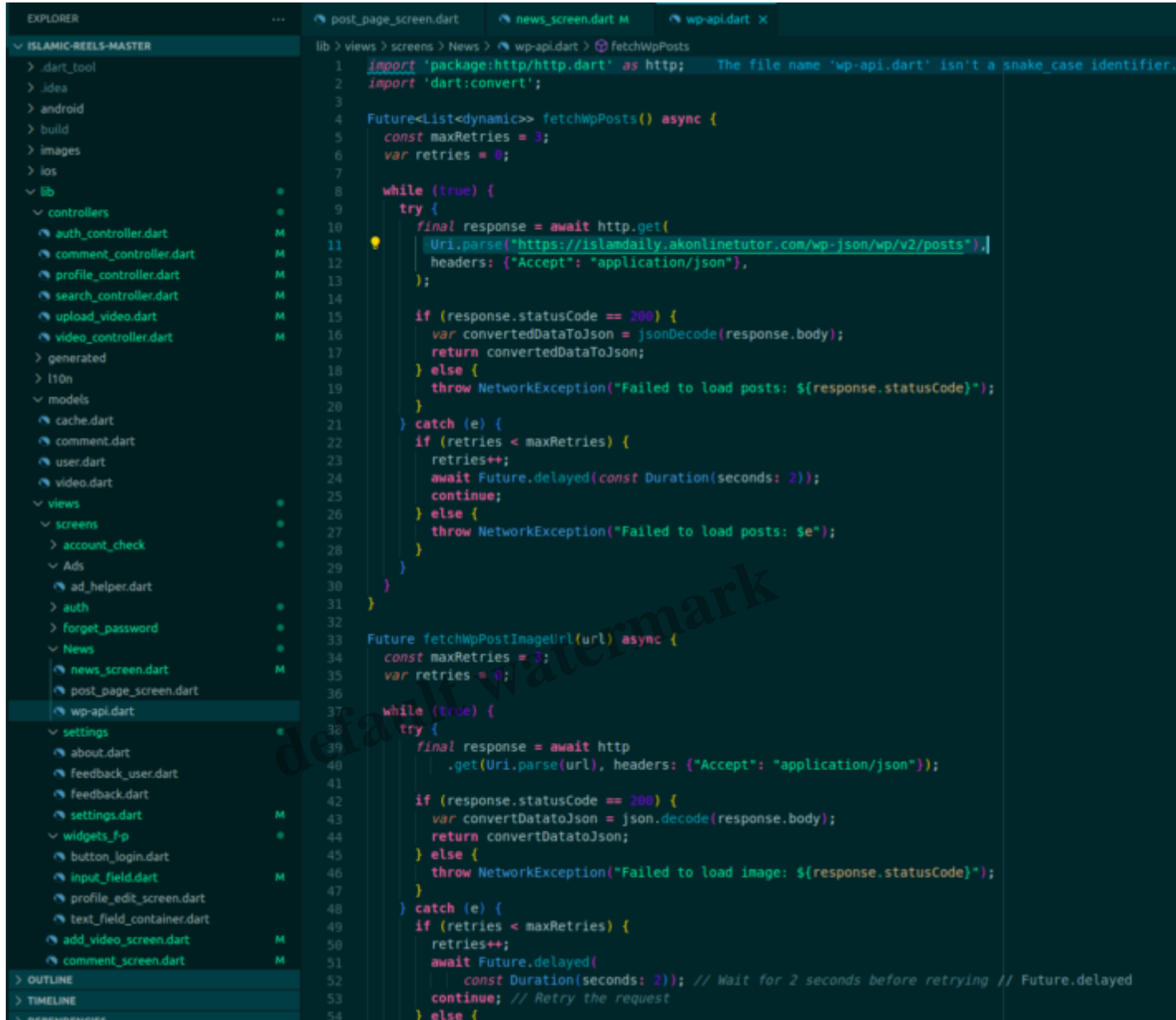
Allow your users to add an extra layer of security to their account. Once enabled, integrated and configured, users can sign in two steps, using SMS. [Learn more](#)

★ MFA and other advanced features are available with Identity Platform, Google Cloud's complete customer identity in partnership with Firebase. This upgrade is available on both the Spark and Blaze plans.

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`



```
lib > views > screens > News > wp-api.dart > fetchWpPosts
1  import 'package:http/http.dart' as http;
2  import 'dart:convert';
3
4  Future<List<dynamic>> fetchWpPosts() async {
5    const maxRetries = 3;
6    var retries = 0;
7
8    while (true) {
9      try {
10       final response = await http.get(
11         Uri.parse("https://islamdaily.akonlinetutor.com/wp-json/wp/v2/posts"),
12         headers: {"Accept": "application/json"},
13       );
14
15       if (response.statusCode == 200) {
16         var convertedDataToJson = jsonDecode(response.body);
17         return convertedDataToJson;
18       } else {
19         throw NetworkException("Failed to load posts: ${response.statusCode}");
20       }
21     } catch (e) {
22       if (retries < maxRetries) {
23         retries++;
24         await Future.delayed(const Duration(seconds: 2));
25         continue;
26       } else {
27         throw NetworkException("Failed to load posts: $e");
28       }
29     }
30   }
31 }
32
33 Future fetchWpPostImageUrl(url) async {
34   const maxRetries = 3;
35   var retries = 0;
36
37   while (true) {
38     try {
39       final response = await http
40         .get(Uri.parse(url), headers: {"Accept": "application/json"});
41
42       if (response.statusCode == 200) {
43         var convertDatatoJson = json.decode(response.body);
44         return convertDatatoJson;
45       } else {
46         throw NetworkException("Failed to load image: ${response.statusCode}");
47       }
48     } catch (e) {
49       if (retries < maxRetries) {
50         retries++;
51         await Future.delayed(
52           const Duration(seconds: 2)); // Wait for 2 seconds before retrying // Future.delayed
53         continue; // Retry the request
54       } else {
55         throw NetworkException("Failed to load image: $e");
56       }
57     }
58   }
59 }
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```

if nothing works Contact Us through [Telegram](#) or [Whatsapp](#)

## Category

1. Uncategorized

## Date Created

1 October 2023

## Author

abdi-musa