A Day with Firebase

Duration: 1 day

Prerequisites: Knowledge of Mobile Application Development and Cloud Environment

Module 1: Introduction to Firebase (1 Hour)

Theory (1.0 hr)

- What is Firebase?
- Core features overview: Auth, Firestore, Storage, Hosting, Functions
- Firebase vs traditional backend
- Pricing, project setup, and emulator suite

Module 2: Firebase Authentication (1.5 Hours)

Theory (0.5 hr)

- Firebase Auth overview
- Email/Password, Google, Facebook, Anonymous login
- Role-based access and rules

Hands-on (1.0 hr)

- Setup Firebase project and initialize Auth
- Implement email/password login in mobile app
- Secure an endpoint with Auth state
- Add basic login/logout functionality

Module 3: Realtime Database & Firestore (2.0 Hours)

Theory (0.5 hr)

- Difference between Realtime DB and Firestore
- Firestore structure: documents, collections
- Security rules overview

Hands-on (1.5 hr)

- Connect mobile app to Firestore
- Add CRUD operations for a "Tasks" collection
- Use snapshot listeners to update UI in real-time
- Set rules to secure user-specific data

Module 4: Firebase Cloud Storage (1.0 Hour)

Theory (0.25 hr)

• Firebase Storage overview

- Upload/download files
- Security rules and access control

Hands-on (0.75 hr)

- Upload an image from the mobile app
- Retrieve and display file from Storage
- Add metadata and handle file access permissions

Module 5: Firebase Functions & Hosting (1.5 Hours)

Theory (0.5 hr)

- Firebase Cloud Functions use cases
- Hosting static content for PWA or APIs
- Using Firebase CLI

Hands-on (1.0 hr)

- Write a simple callable Cloud Function (e.g., send email)
- Host static app or JSON API endpoint
- Test with Postman or directly from mobile app

Module 6: Mini Project & Q&A (1 Hour)

Hands-on + Discussion

- Build a small mobile app with:
 - User auth
 - Task list (CRUD via Firestore)
 - o Image upload
 - Hosted cloud function
- Test and deploy