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Firebase with AngularFire training

2 days (14 hours)

Presentation

[Firebase](#) is a mobile platform created in 2011 by James Tamplin and Andrew Lee, then acquired by Google in 2014 to be integrated into their Cloud services offering ([Google Cloud Platform](#)). Firebase's primary objective is to free you from the complexity of creating and maintaining a server architecture, while guaranteeing rock-solid scalability (several billion users) and simplicity of use.

To achieve this, Firebase has been broken down into a number of extremely rich, mobile-ready products. Firebase has been designed primarily for mobile developers, to make it easier for them to create high-performance server architectures.

In this course, you'll learn how to build an online chat, using all Firebase's features.

Like all our training courses, this one will introduce you to the latest stable version of Firebase.

Objectives

- Installing and configuring Firebase
- Integrating Angular into a web project

Target audience

Angular Developer, Project Managers

Prerequisites

Fundamental knowledge of Angular, or have completed our [Angular training course](#)

Firebase training program

Background on Angular

Introduction

- New Angular project
- Installing AngularFire
- Creating a Firebase Firestore database
- Configuring and importing AngularFire modules

Authentication

- Connection methods
- Manage users
- Password authentication
- Authentication by email link
- Authentication by telephone number
- Connect via Google, Facebook, Twitter or GitHub
- Anonymous authentication
- Manage authentication status

Firestore (Database)

- Installation and configuration
- Firestore database structure
- Read and write data
- Working with data lists
- Offline capabilities

Storage

- Installation and configuration
- Uploading and downloading files
- Using file metadata
- Delete files
- Managing errors

Hosting

- Deploying the site
- Share resources across multiple sites

- Connect a custom domain
- Connecting Cloud functions
- Reserved URLs
- API REST

Functions

- Cloud Functions: serverless
- Call a function
- Trigger
- Writing
- Testing
- Monitoring

Companies concerned

This course is aimed at both individuals and companies, large or small, wishing to train their teams in a new advanced computer technology, or to acquire specific business knowledge or modern methods.

Teaching methods

Practical course: 60% Practical, 40% Theory. Training material distributed in digital format to all participants.

Organization

The course alternates theoretical input from the trainer, supported by examples, with brainstorming sessions and group work.

Validation

At the end of the session, a multiple-choice questionnaire verifies the correct acquisition of skills.

Sanction

A certificate will be issued to each trainee who completes the course.