



# Social Media Apps Programming

## Facebook API

### (Facebook JavaScript SDK)

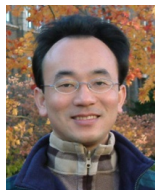
### (Integrate Facebook with iOS/Android Apps)

1041SMAP12

TLMXM1A (8687) (M2143) (Fall 2015)

(MIS MBA) (2 Credits, Elective) [Full English Course]

Wed 9,10 (16:10-18:00) B310



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# Course Schedule (1/3)

Week	Date	Subject/Topics
1	2015/09/16	Course Orientation and Introduction to Social Media and Mobile Apps Programming
2	2015/09/23	Introduction to Android / iOS Apps Programming
3	2015/09/30	Developing Android Native Apps with Java (Android Studio) (MIT App Inventor)
4	2015/10/07	Developing iPhone / iPad Native Apps with Swift (XCode)
5	2015/10/14	Mobile Apps using HTML5/CSS3/JavaScript
6	2015/10/21	jQuery Mobile

# Course Schedule (2/3)

Week	Date	Subject/Topics
7	2015/10/28	Create Hybrid Apps with Phonegap
8	2015/11/04	jQuery Mobile/Phonegap
9	2015/11/11	jQuery Mobile/Phonegap
10	2015/11/18	Midterm Exam Week (Midterm Project Report)
11	2015/11/25	Invited Talk: Business Intelligent and Analysis in PIXNET, the Dominant Blog Platform in Taiwan [Speaker: Dr. Rick Cheng-Yu Lu, CTO, PIXNET]
12	2015/12/02	Case Study on Social Media Apps Programming and Marketing in Google Play and App Store

# Course Schedule (3/3)

Week	Date	Subject/Topics
13	2015/12/09	Google Cloud Platform
14	2015/12/16	Google App Engine and Google Map API
15	2015/12/23	Facebook API (Facebook JavaScript SDK) (Integrate Facebook with iOS/Android Apps)
16	2015/12/30	Twitter API
17	2016/01/06	Final Project Presentation
18	2016/01/13	Final Exam Week (Final Project Presentation)

# Outline

- **Facebook API**
  - Facebook JavaScript SDK
  - Integrate Facebook with iOS/Android Apps
  - Facebook Login
  - Facebook Open Graph API
  - Facebook Graph API



**iOS**

Integrate Facebook with your native iOS apps.



**Android**

Integrate Facebook with your native Android apps.



**Web**

Integrate Facebook with your website or host your apps in Facebook.com.

# Facebook Developers

The screenshot shows the Facebook Developers website. At the top, there is a navigation bar with the following items: 'Developers', 'Apps', 'Products', 'Docs', 'Tools', 'Support', and 'Blog'. A search bar labeled 'Search in docs' is also present. The main content area features a large blue banner for the 'Join Our Global Startup Program' with the text 'Free tools, mentorship, events, and community' and a 'Learn More' button. Below this is a horizontal menu with icons and labels for 'Login', 'Sharing', 'Parse', 'Games', 'App Ads', and 'Payments'. The lower section is titled 'Get more installs' and includes the text 'Grow your app and get more installs with mobile app install ads and engagement ads' and another 'Learn More' button. To the right of this text are icons for the Google Play Store, a target symbol, and the Apple App Store.

https://developers.facebook.com/#

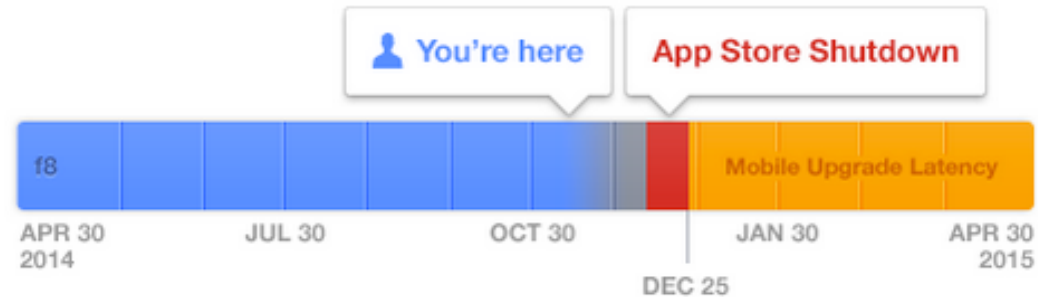
<https://developers.facebook.com/>

# Facebook Graph API v2.x and the new Facebook Login

## Graph API v2.x and the new Facebook Login

Upgrade your apps before December 25 to protect 90% of your users' experiences

[Learn More](#)



# Facebook Platform Upgrade (v2.x)

The image shows a browser window displaying the Facebook Platform Upgrade Guide. The browser's address bar shows the URL <https://developers.facebook.com/docs/apps/upgrading/>. The page has a dark blue navigation bar with the Facebook logo and the word "Developers". Below this, there are tabs for "Apps", "Products", "Docs", "Tools", "Support", and "Blog". A search bar labeled "Search in docs" is on the right. On the left side, there is a sidebar menu with categories like "Product Docs" and "App Development". The main content area features the title "Facebook Platform Upgrade Guide" and a paragraph explaining the guide's purpose. Below this is a "Related Topics" box with links to "Platform Changelog", "iOS SDK Upgrade Guide", and "Android SDK Upgrade Guide". A prominent red warning box contains a warning icon and text stating that it usually takes 80-140 days for 90% of people to upgrade to the latest version of an app, and that all Facebook-enabled apps will be automatically upgraded to API version 2.0 on April 30th, 2015. Below the warning box is a video player with the title "Upgrading to Graph API v2.x & the new Facebook Login" and a play button overlay.

Product Docs

- Login
- Sharing
- App Links
- Games
- Payments
- Ads
- Audience Network
- Insights

App Development

- Versioning
- Migrations
- Upgrade Guide**
- Changelog
- Test Apps
- Test Users
- App Review

## Facebook Platform Upgrade Guide

This guide helps you upgrade your apps across versions. For a list of the changes in each platform release, please see our [platform changelog](#).

**Prevent Broken Experiences in Your Mobile Apps - We Recommend Upgrading to v2.0+ Before December 25th**

**Did you know it usually takes 80-140 days for 90% of people to upgrade to the latest version of your app?**

All Facebook-enabled apps will be automatically upgraded to API version 2.0 on April 30th, 2015. If you want to get most of the people using your app upgraded to the latest version, you will need apps in app stores before December 25th.

[Learn More...](#)

**Related Topics**

- Platform Changelog
- iOS SDK Upgrade Guide
- Android SDK Upgrade Guide

Upgrading to Graph API v2.x & the new Facebook Login

<https://developers.facebook.com/docs/apps/upgrading/>



# Facebook Developers

Home - Facebook Develop x  
https://developers.facebook.com

facebook developers Search Facebook Developers Docs Tools Support News Apps Min-Yuh Day

## Facebook SDK for Unity

Simple cross-platform development.  
Immersive full-screen game experience.

[Download the SDK](#) or [Learn More](#)

**iOS**  
Integrate Facebook with your native iOS apps.

**Android**  
Integrate Facebook with your native Android apps.

**Web**  
Integrate Facebook with your website or host your apps in Facebook.com.

### Latest Updates

- Platform Status:** Facebook Platform is Healthy
- Introducing App Center Videos**  
December 20 by Niket Biswas
- Platform Updates: New Unity SDK Case Study and Updated iOS Developer Center**  
December 19 by Brian Jew

[More](#)

### Object API

Object API  
Create Open Graph Objects

Easily integrate Open Graph objects into your apps. Works on mobile and web - no web server needed! [Learn more](#)

### Showcase

Spotify Pinterest ticketmaster  
airbnb Foodspotting Rotten Tomatoes

See how companies make their sites personalized and social with Facebook

<https://developers.facebook.com/>

# Integrate Facebook with your native iOS apps



**iOS**

Integrate Facebook with your native iOS apps.

# Facebook SDK for iOS

The image shows a browser window displaying the Facebook Developers page for the iOS SDK. The browser's address bar shows the URL <https://developers.facebook.com/docs/ios/>. The page header includes the 'facebook developers' logo, a search bar, and navigation links for 'Docs', 'Tools', 'Support', 'News', and 'Apps'. A user profile for 'Min-Yuh Day' is visible in the top right. On the left side, there is a vertical navigation menu with categories such as 'Social Plugins', 'Login', 'Open Graph', 'Facebook APIs', 'Games', 'Payments', 'App Center', 'Media', 'Ads for Apps', 'iOS SDK', 'Android SDK', 'Web', and 'Technology Partners'. The 'iOS SDK' category is currently selected. The main content area features the title 'Facebook SDK for iOS' and a sub-headline: 'Integrate with Facebook to help you build engaging social apps and get more installs.' Below this is a prominent green button labeled 'Download the SDK'. Underneath the button, it states 'v3.11. See Change Log or Upgrade Guide.' There are two main links: 'Get Started on iOS' with a book icon and 'SDK Reference Docs' with an information icon. At the bottom of the main content area, the text 'What is in the iOS SDK?' is visible. The right side of the page features a large image of a smartphone with a blue overlay that has the Facebook 'f' logo on it.

<https://developers.facebook.com/docs/ios/>

# Integrate Facebook with your native Android apps.

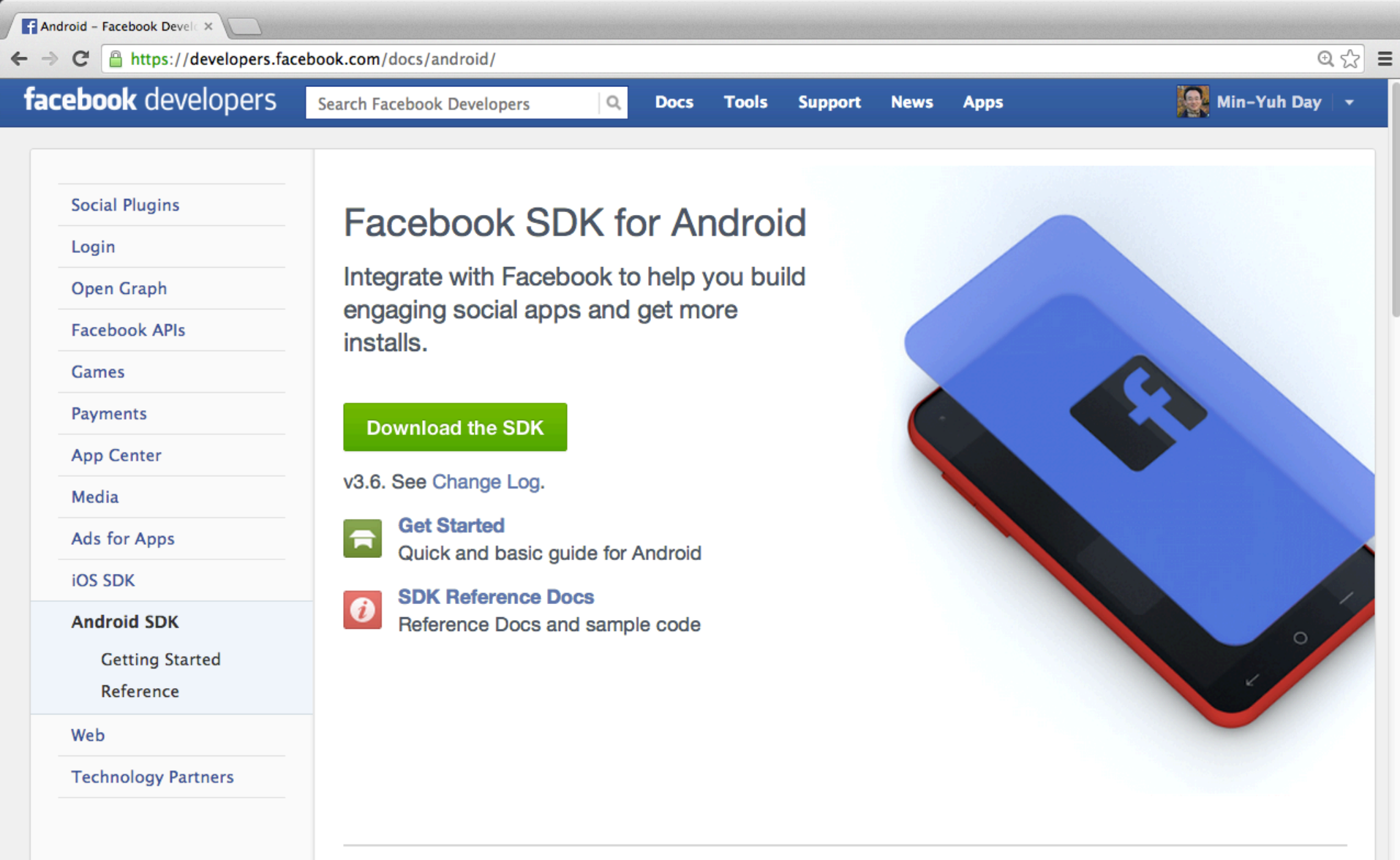


**Android**

Integrate Facebook with your native Android apps.

<https://developers.facebook.com/>

# Facebook SDK for Android



The image shows a browser window displaying the Facebook Developers page for the Android SDK. The browser's address bar shows the URL <https://developers.facebook.com/docs/android/>. The page header includes the "facebook developers" logo, a search bar, and navigation links for Docs, Tools, Support, News, and Apps. A user profile for "Min-Yuh Day" is visible in the top right. The main content area features the title "Facebook SDK for Android" and a sub-headline: "Integrate with Facebook to help you build engaging social apps and get more installs." Below this is a prominent green button labeled "Download the SDK". Underneath the button, it states "v3.6. See Change Log." and provides two links: "Get Started" (Quick and basic guide for Android) and "SDK Reference Docs" (Reference Docs and sample code). A large graphic of a smartphone with a blue screen and a white Facebook 'f' logo is positioned on the right side of the page. The left sidebar contains a list of navigation items: Social Plugins, Login, Open Graph, Facebook APIs, Games, Payments, App Center, Media, Ads for Apps, iOS SDK, Android SDK (with sub-items: Getting Started, Reference), Web, and Technology Partners.

Android - Facebook Developer x

← → ↻ <https://developers.facebook.com/docs/android/> 🔍 ☆ ☰



facebook developers Search Facebook Developers 🔍 Docs Tools Support News Apps Min-Yuh Day ▾


## Facebook SDK for Android

Integrate with Facebook to help you build engaging social apps and get more installs.

[Download the SDK](#)

v3.6. See [Change Log](#).

-  **Get Started**  
Quick and basic guide for Android
-  **SDK Reference Docs**  
Reference Docs and sample code



- Social Plugins
- Login
- Open Graph
- Facebook APIs
- Games
- Payments
- App Center
- Media
- Ads for Apps
- iOS SDK
- Android SDK**
  - Getting Started
  - Reference
- Web
- Technology Partners

# Integrate Facebook with your Web Apps



## Web

Integrate Facebook with your website or host your apps in Facebook.com.

# Facebook for Web Developers

The image is a screenshot of a web browser displaying the Facebook Developers website. The browser's address bar shows the URL <https://developers.facebook.com/docs/web/>. The page header features the 'facebook developers' logo, a search bar, and navigation links for 'Docs', 'Tools', 'Support', 'News', and 'Apps'. A user profile for 'Min-Yuh Day' is visible in the top right corner. On the left side, there is a vertical navigation menu with the following items: 'Social Plugins', 'Login', 'Open Graph', 'Facebook APIs', 'Games', 'Payments', 'App Center', 'Media', 'Ads for Apps', 'iOS SDK', 'Android SDK', and 'Web'. The 'Web' section is currently selected and expanded, showing sub-links: 'Overview for Websites', 'Overview for Mobile', 'Getting Started with JavaScript', and 'JavaScript Guides and Reference'. The main content area has a blue background with a network graph pattern. It features the title 'Facebook for Web Developers' and the subtitle 'Drive traffic and engagement for your desktop and mobile web apps.' Below this, the 'Getting Started' section begins with the text: 'Integrating your website or web app with Facebook makes it more social. From simple features such as the Like button and other social plugins, to powerful engaging stories with Open Graph and real identity through Facebook Login, the Facebook platform provides the tools you need to get people to your website and keep them coming back.'

# Facebook for Web Developers

The screenshot shows the Facebook Developers website. The browser address bar displays <https://developers.facebook.com/docs/web/>. The navigation bar includes the 'facebook developers' logo, a search bar, and links for 'Docs', 'Tools', 'Support', 'News', and 'Apps'. A user profile for 'Min-Yuh Day' is visible in the top right. The left sidebar, highlighted with a red border, contains a 'Web' section with links to 'Overview for Websites', 'Overview for Mobile', 'Getting Started with JavaScript', 'JavaScript Guides and Reference', 'Getting Started with PHP', 'PHP Guides and Reference', and 'Other Languages', along with a 'Technology Partners' link. The main content area features a 'Getting Started' section with a paragraph about integrating with Facebook. Below this are two red-bordered boxes containing links to 'Facebook for Websites' and 'Facebook for Mobile Web Apps'. The 'Facebook for Websites' link is followed by a paragraph explaining how the platform enables social features. The 'Facebook for Mobile Web Apps' link is followed by a paragraph about building mobile apps. At the bottom, there are three columns for 'SDKs for the web', each with a sub-section for 'JavaScript', 'PHP', and 'More SDKs', each providing a brief description of the SDK's capabilities.

Web

- Overview for Websites
- Overview for Mobile
- Getting Started with JavaScript
- JavaScript Guides and Reference
- Getting Started with PHP
- PHP Guides and Reference
- Other Languages

Technology Partners

## Getting Started

Integrating your website or web app with Facebook makes it more social. From simple features such as the [Like button](#) and other [social plugins](#), to powerful engaging stories with [Open Graph](#) and real identity through [Facebook Login](#), the Facebook platform provides the tools you need to get people to your website and keep them coming back.

[Facebook for Websites](#)

The Facebook platform enables you to make your website more social. With plugins that let you easily add social features to your website, and dialogs you can use to let your users share your content, you'll be able to start using the features of the Facebook platform in minutes. By using Facebook Login to sign in users with their real identities, calling the Graph API and using Open Graph to tell stories, your users will be more engaged and more likely to return.

[Facebook for Mobile Web Apps](#)

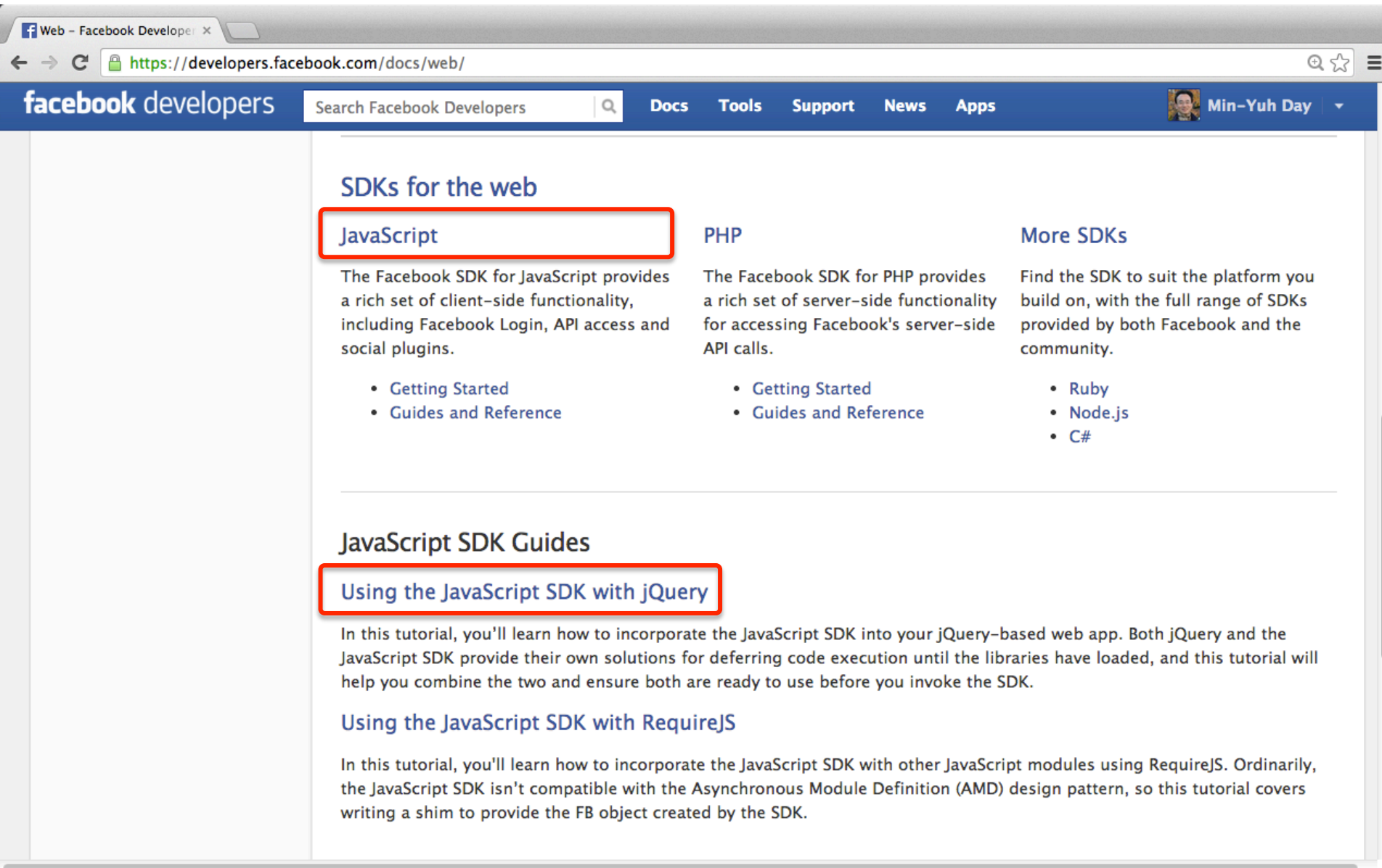
By leveraging the features of the Facebook platform, you can build mobile web apps that are more powerful and more personal. Whether you're building a responsive web app that works on both desktop and mobile, or a mobile-specific web app, you'll find features of the Facebook platform that will add help you get and retain users.

## SDKs for the web

<h3>JavaScript</h3> <p>The Facebook SDK for JavaScript provides a rich set of client-side functionality, including Facebook Login, API access and social plugins.</p>	<h3>PHP</h3> <p>The Facebook SDK for PHP provides a rich set of server-side functionality for accessing Facebook's server-side API calls.</p>	<h3>More SDKs</h3> <p>Find the SDK to suit the platform you build on, with the full range of SDKs provided by both Facebook and the community.</p>
---	---	--



# Facebook for Web Developers



The screenshot shows the Facebook Developers website. The browser's address bar displays <https://developers.facebook.com/docs/web/>. The page header includes the "facebook developers" logo, a search bar, and navigation links for "Docs", "Tools", "Support", "News", and "Apps". A user profile for "Min-Yuh Day" is visible in the top right corner.

## SDKs for the web

**JavaScript**

The Facebook SDK for JavaScript provides a rich set of client-side functionality, including Facebook Login, API access and social plugins.

- Getting Started
- Guides and Reference

**PHP**

The Facebook SDK for PHP provides a rich set of server-side functionality for accessing Facebook's server-side API calls.

- Getting Started
- Guides and Reference

**More SDKs**

Find the SDK to suit the platform you build on, with the full range of SDKs provided by both Facebook and the community.

- Ruby
- Node.js
- C#

## JavaScript SDK Guides

**Using the JavaScript SDK with jQuery**

In this tutorial, you'll learn how to incorporate the JavaScript SDK into your jQuery-based web app. Both jQuery and the JavaScript SDK provide their own solutions for deferring code execution until the libraries have loaded, and this tutorial will help you combine the two and ensure both are ready to use before you invoke the SDK.

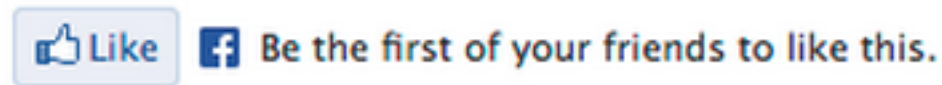
### Using the JavaScript SDK with RequireJS

In this tutorial, you'll learn how to incorporate the JavaScript SDK with other JavaScript modules using RequireJS. Ordinarily, the JavaScript SDK isn't compatible with the Asynchronous Module Definition (AMD) design pattern, so this tutorial covers writing a shim to provide the FB object created by the SDK.

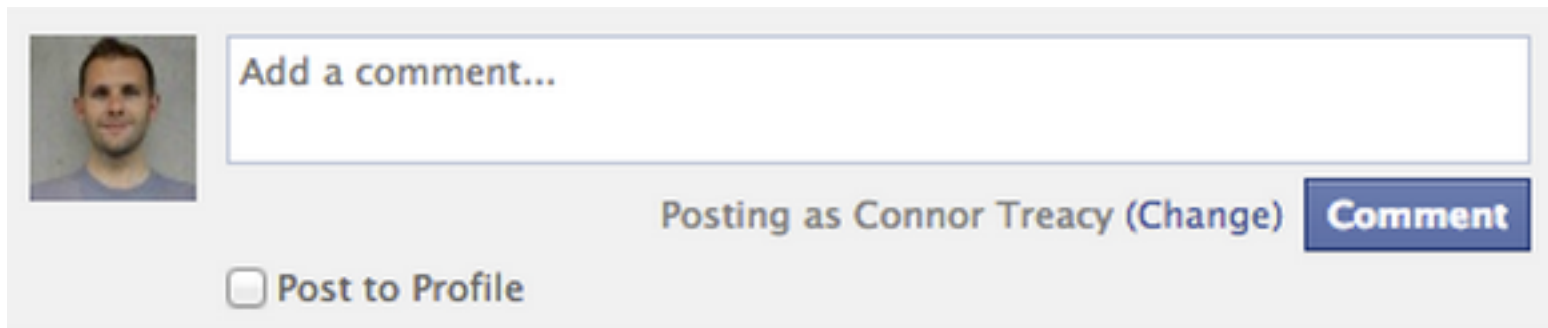
# Facebook for Web Developers

The screenshot shows a web browser window with the URL <https://developers.facebook.com/docs/web/gettingstarted/>. The page header includes the 'facebook developers' logo, a search bar, and navigation links for 'Docs', 'Tools', 'Support', 'News', and 'Apps'. A user profile for 'Min-Yuh Day' is visible in the top right. The left sidebar contains a menu with categories like 'Social Plugins', 'Login', 'Open Graph', 'Facebook APIs', 'Games', 'Payments', 'App Center', 'Media', 'Ads for Apps', 'iOS SDK', and 'Android SDK'. Under the 'Web' category, 'Overview for Websites' is highlighted with a red box. The main content area features the title 'Getting Started for Websites', a breadcrumb 'Web > Getting Started for Websites', and an introductory paragraph about the Facebook platform's social features. Below this is a callout box with an information icon and the text: 'Looking for advice on adding Facebook to your mobile web app? Take a look at [Getting Started With Facebook For Mobile Web Apps](#)'. At the bottom, an 'In this guide:' section lists seven bullet points: 'Adding social features with Plugins', 'Sharing content back to Facebook', 'Your website as an app on Facebook', 'Making your content look good on Facebook', 'Getting to know your users', 'Telling stories with your content', and 'Measuring your success'.

# Adding social features with Plugins



## Like Button



## Comments Box

<https://developers.facebook.com/docs/web/gettingstarted/>

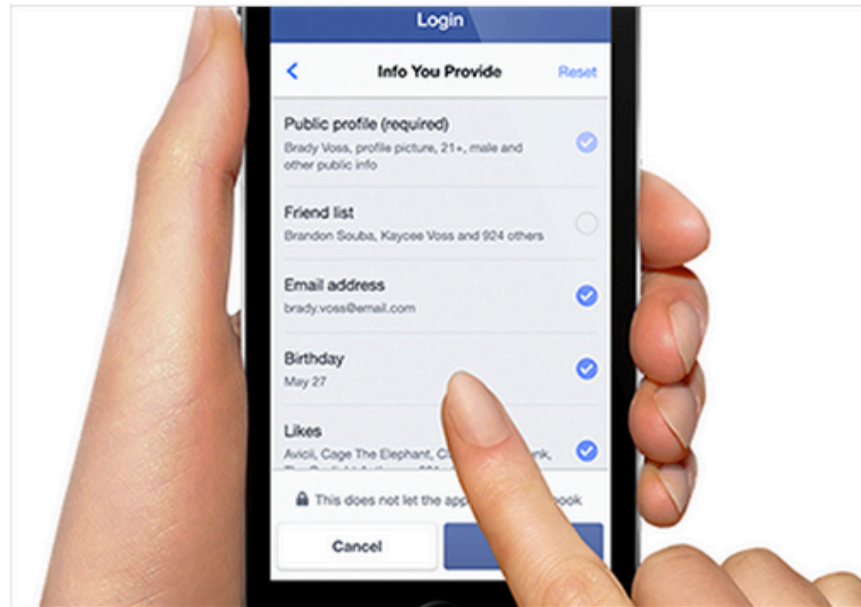
# The new Facebook Login

New

x

## The new Facebook Login

The fast, convenient way for people to log into your app while giving them control over what they share. [Learn More](#)



Close

Next

# The new Facebook Login (April 30, 2015)

The screenshot shows a web browser window with the URL <https://developers.facebook.com/docs/facebook-login/v2.2>. The page features a dark blue navigation bar with the Facebook logo and menu items: Developers, Apps, Products, Docs, Tools, Support, and Blog. A search bar is located on the right side of the navigation bar. Below the navigation bar, the page is divided into a left sidebar and a main content area. The sidebar contains a 'Product Docs' section with a 'Login' sub-section, listing various topics like Overview, iOS, Android, Web, Windows Phone, Permissions, Access Tokens, Testing, Best Practices, and Advanced. Below this are sections for Sharing, App Links, Games, Payments, Ads, and Audience Network. The main content area is titled 'Facebook Login Version' with a dropdown menu set to 'v2.2'. The main heading is 'Add Facebook Login to Your App or Website'. Below this heading is a paragraph explaining that Facebook Login is a secure and easy way for people to log in to your app or website. To the right of this text is a graphic of a blue keychain with a white Facebook 'f' logo and the words 'Log In' on a blue tag. Below the paragraph are three links: 'Login for iOS' (with an Apple logo), 'Login for Android' (with an Android logo), and 'Login for the Web' (with a globe icon). Each link is followed by the text 'Add Login to your [platform] app.' or 'Add Login in your website or web app.' Below this section is another section titled 'The New Facebook Login and Login Review'. This section contains a video player with a thumbnail showing a man's face and the text 'April 30, 2015' and 'HACK!'.

<https://developers.facebook.com/docs/facebook-login/v2.2>

# Facebook Login

fb Login - Facebook Develop... x

https://developers.facebook.com/docs/facebook-login/

facebook developers Search Facebook Developers Docs Tools Support News Apps Min-Yuh Day

## Social Plugins

- Login**
- Overview
- Login with iOS SDK
- Login with Android SDK
- Login with JavaScript SDK
- Login for Games on Facebook
- Permissions
- Best Practices

## Open Graph

## Facebook APIs

## Games

## Payments

## App Center




## Media

## Ads for Apps

## iOS SDK

## Facebook Login

A secure and easy way for people to log in to your app or website.

-  **Login for iOS**  
Add Login to your iOS app.
-  **Login for Android**  
Add Login to your Android app.
-  **Login for JavaScript**  
Add Login in your website or web app.

## Getting Started

- Overview

## Other Login Flows

- Manually Build a Login Flow

<https://developers.facebook.com/docs/facebook-login/>

# Facebook Login for JavaScript

The screenshot shows a web browser window with the URL <https://developers.facebook.com/docs/facebook-login/login-flow-for-web/>. The page header includes the Facebook Developers logo, a search bar, and navigation links for Docs, Tools, Support, News, and Apps. The user profile for Min-Yuh Day is visible in the top right. The main content area features a sidebar with navigation links: Social Plugins, Login (Overview, Login with iOS SDK, Login with Android SDK, Login with JavaScript SDK, Login for Games on Facebook, Permissions, Best Practices), Open Graph, Facebook APIs, Games, Payments, App Center, Media, Ads for Apps, and iOS SDK. The main article is titled 'Login for JavaScript' and contains the following text:

Facebook apps can use one of several login flows, depending on the target device and the project. This guide takes you through the login flow for web apps — apps that are accessed through a browser.

The easiest and quickest way to implement Facebook Login for web is with the Facebook SDK for JavaScript. This guide will take you through each step of the web login flow and show you how to implement each of them.

You might also need to implement browser-based login without using our SDKs or a login flow using only server-side code, if so we have a [separate guide to follow](#).

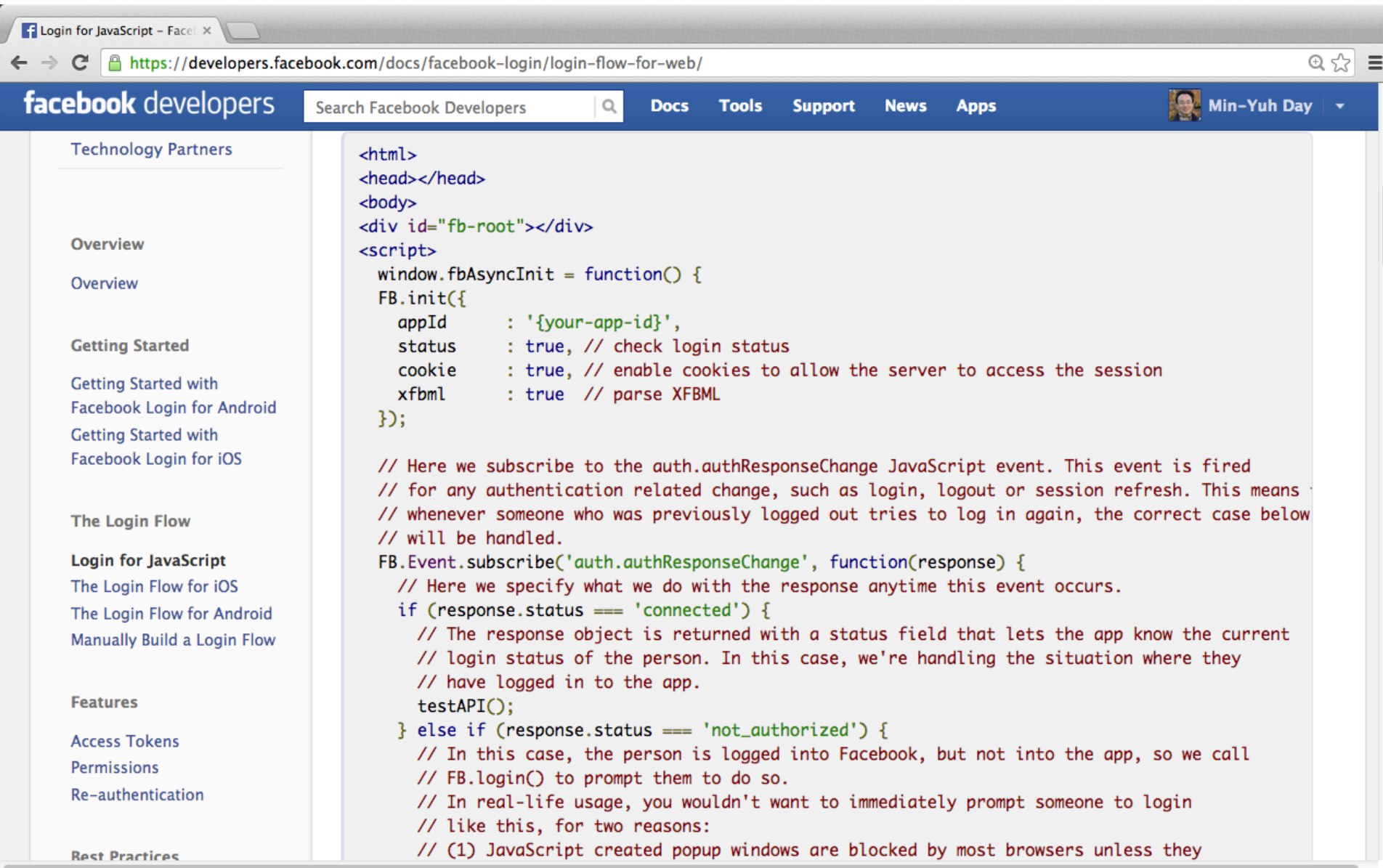
- [Quickstart](#)
- [Checking login status](#)
- [Logging people in](#)
- [Confirming identity](#)
- [Storing access tokens and login status](#)
- [Logging people out](#)

The article also includes a 'Quickstart' section with the following text:

Later in this doc we will guide you through the login flow step-by-step and explain each step clearly – this will help you if you are trying to integrate Facebook Login into an existing login system, or just to integrate it with any server-side code you're running. Before we do that, here we'll really quickly show you the absolute basic block of code that you could use to start building an app using Facebook Login with the JavaScript SDK.

You will need a Facebook App ID before you start using the SDK, which you can create and retrieve on the App Dashboard.

# Facebook Login for JavaScript



The screenshot shows a web browser displaying the Facebook Developers documentation page for Facebook Login for JavaScript. The page title is "Login for JavaScript - Facebook Developers". The URL in the address bar is <https://developers.facebook.com/docs/facebook-login/login-flow-for-web/>. The page features a navigation bar with "facebook developers" and a search bar. The main content area is divided into a left sidebar and a main content area. The sidebar contains a table of contents with sections like "Technology Partners", "Overview", "Getting Started", "The Login Flow", "Features", and "Best Practices". The main content area displays a code snippet for initializing Facebook Login for JavaScript.

```
<html>
<head></head>
<body>
<div id="fb-root"></div>
<script>
  window.fbAsyncInit = function() {
    FB.init({
      appId      : '{your-app-id}',
      status     : true, // check login status
      cookie     : true, // enable cookies to allow the server to access the session
      xfbml      : true // parse XFBML
    });

    // Here we subscribe to the auth.authResponseChange JavaScript event. This event is fired
    // for any authentication related change, such as login, logout or session refresh. This means
    // whenever someone who was previously logged out tries to log in again, the correct case below
    // will be handled.
    FB.Event.subscribe('auth.authResponseChange', function(response) {
      // Here we specify what we do with the response anytime this event occurs.
      if (response.status === 'connected') {
        // The response object is returned with a status field that lets the app know the current
        // login status of the person. In this case, we're handling the situation where they
        // have logged in to the app.
        testAPI();
      } else if (response.status === 'not_authorized') {
        // In this case, the person is logged into Facebook, but not into the app, so we call
        // FB.login() to prompt them to do so.
        // In real-life usage, you wouldn't want to immediately prompt someone to login
        // like this, for two reasons:
        // (1) JavaScript created popup windows are blocked by most browsers unless they
```





# Facebook Login for JavaScript

1/3

```
<html>
<head></head>
<body>
<div id="fb-root"></div>
<script>
window.fbAsyncInit = function() {
  FB.init({
    appId      : '{your-app-id}',
    status     : true, // check login status
    cookie     : true, // enable cookies to allow the server to access the session
    xfbml     : true  // parse XFBML
  });
};
```



# Facebook Login for JavaScript

2/3

```
// Here we subscribe to the auth.authResponseChange JavaScript event. This event is fired
// for any authentication related change, such as login, logout or session refresh. This means
// whenever someone who was previously logged out tries to log in again, the correct case below
// will be handled.
FB.Event.subscribe('auth.authResponseChange', function(response) {
  // Here we specify what we do with the response anytime this event occurs.
  if (response.status === 'connected') {
    // The response object is returned with a status field that lets the app know the current
    // login status of the person. In this case, we're handling the situation where they
    // have logged in to the app.
    testAPI();
  } else if (response.status === 'not_authorized') {
    // In this case, the person is logged into Facebook, but not into the app, so we call
    // FB.login() to prompt them to do so.
    // In real-life usage, you wouldn't want to immediately prompt someone to login
    // like this, for two reasons:
    // (1) JavaScript created popup windows are blocked by most browsers unless they
    // result from direct interaction from people using the app (such as a mouse click)
    // (2) it is a bad experience to be continually prompted to login upon page load.
    FB.login();
  } else {
    // In this case, the person is not logged into Facebook, so we call the login()
    // function to prompt them to do so. Note that at this stage there is no indication
    // of whether they are logged into the app. If they aren't then they'll see the Login
    // dialog right after they log in to Facebook.
    // The same caveats as above apply to the FB.login() call here.
    FB.login();
  }
});
};
```

<https://developers.facebook.com/docs/facebook-login/login-flow-for-web/>



# Facebook Login for JavaScript

3/3

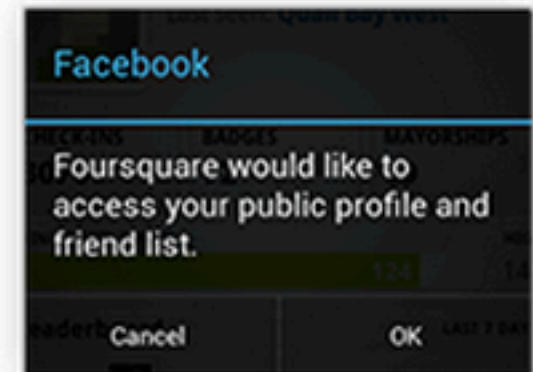
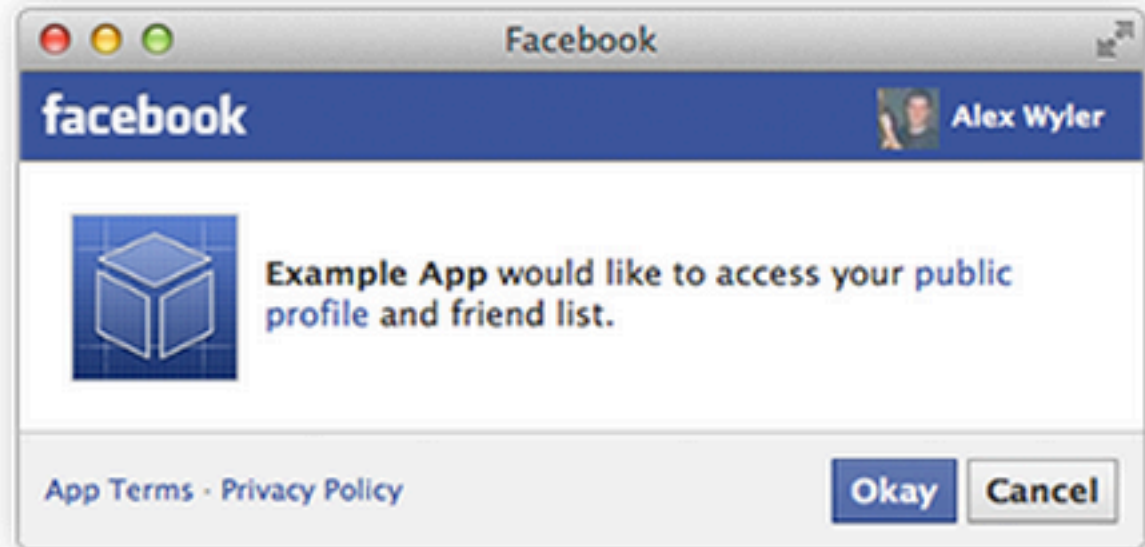
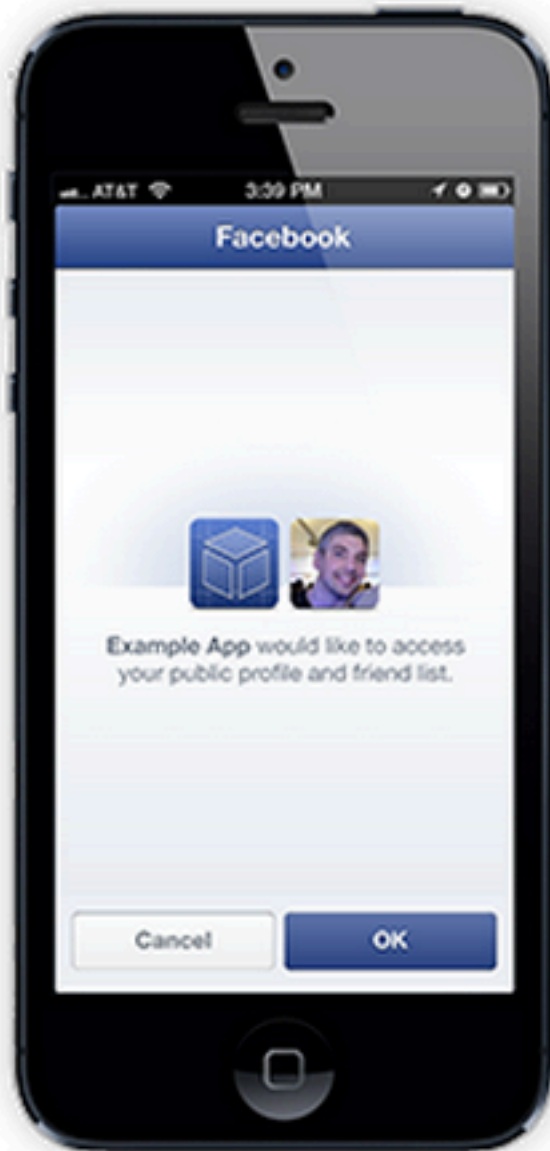
```
// Load the SDK asynchronously
(function(d){
  var js, id = 'facebook-jssdk', ref = d.getElementsByTagName('script')[0];
  if (d.getElementById(id)) {return;}
  js = d.createElement('script'); js.id = id; js.async = true;
  js.src = "//connect.facebook.net/en_US/all.js";
  ref.parentNode.insertBefore(js, ref);
})(document);

// Here we run a very simple test of the Graph API after login is successful.
// This testAPI() function is only called in those cases.
function testAPI() {
  console.log('Welcome! Fetching your information.... ');
  FB.api('/me', function(response) {
    console.log('Good to see you, ' + response.name + '.');
  });
}
</script>

<!--
  Below we include the Login Button social plugin. This button uses the JavaScript SDK to
  present a graphical Login button that triggers the FB.login() function when clicked. -->

<fb:login-button show-faces="true" width="200" max-rows="1"></fb:login-button>
</body>
</html>
```

# Facebook Login for JavaScript



**Demo:**  
**Facebook Apps**  
**Create New App**

# Facebook Apps: Create New App

Facebook Developers

https://developers.facebook.com/apps

facebook developers Search Facebook Developers Docs Tools Support News **Apps** Min-Yuh Day

**Apps** + Create New App

Welcome to the App Dashboard.  
Create an app to start integrating with Facebook or jump into the docs.

**Websites**  
Using Facebook on your Website allows you to create a more personalized, social experience using Social Plugins such as the Like Button and simplifies your registration and sign-in process using Login Button and Registration Plugin.

**Apps on Facebook**  
Building an app on Facebook gives you the opportunity to deeply integrate into our core user experience. Use native Facebook functionality such as Requests and Bookmarks to create an ideal social space for your users.

**Mobile Apps**  
Facebook Platform makes iOS (iPhone & iPad), Android and Mobile Web apps social. Use Single Sign-On to access the user's social graph (without yet another username/password) and create a personalized experience.

https://developers.facebook.com/plugins/code?path=share\_button&href=http%3A%2F%2Fdevelopers.facebook.com%2Fdocs%2Fplugins%2F&width&type=button\_count

<https://developers.facebook.com/apps>

# Facebook Apps: Create New App

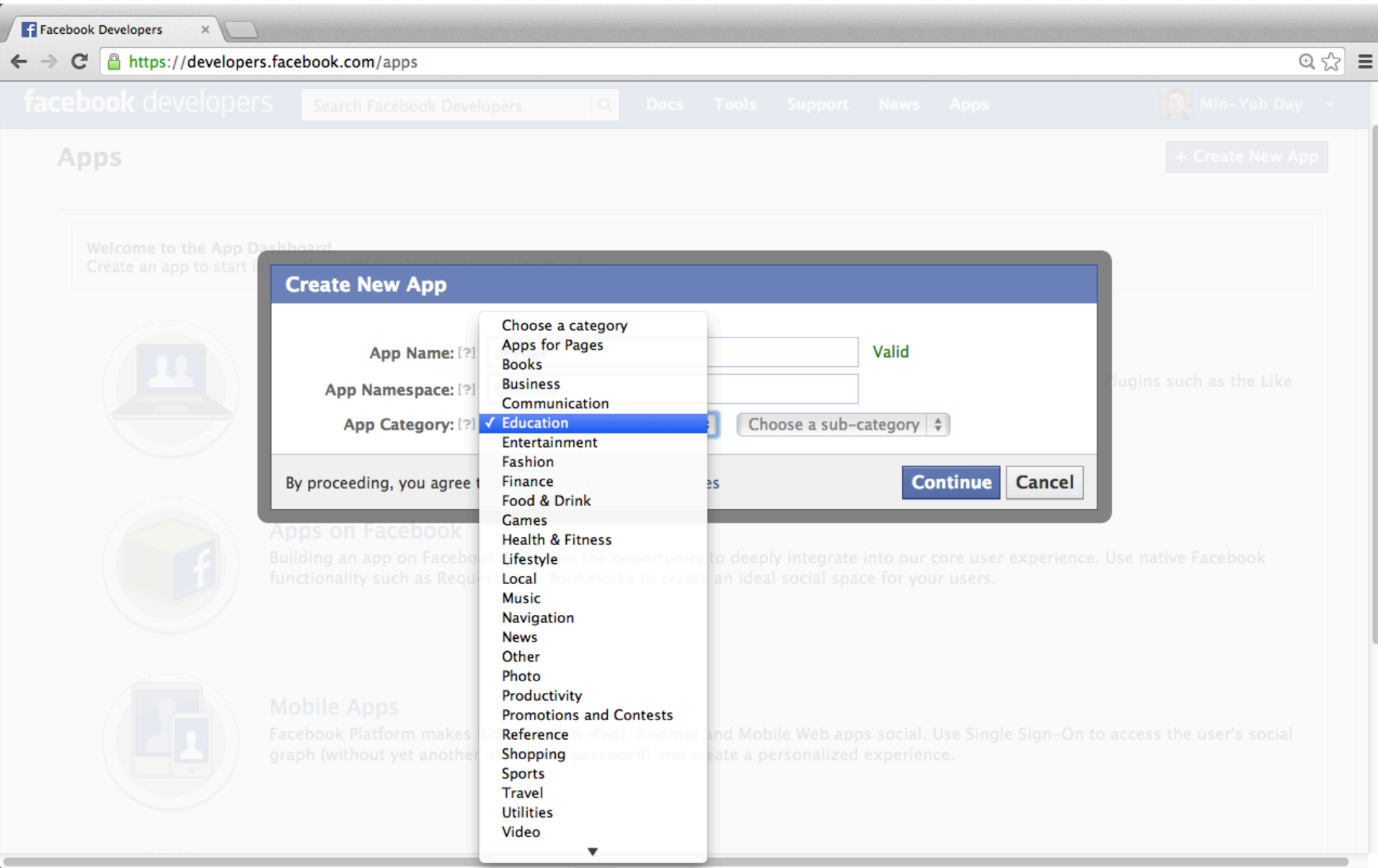
The image shows a screenshot of the Facebook Developers website with a 'Create New App' dialog box open. The browser's address bar shows 'https://developers.facebook.com/apps'. The page header includes 'facebook developers', a search bar, and navigation links for 'Docs', 'Tools', 'Support', 'News', and 'Apps'. The user's name 'Min-Yuh Day' is visible in the top right. The dialog box has a blue header 'Create New App' and contains the following fields:

- App Name:** [?] iMyday
- App Namespace:** [?] Optional
- App Category:** [?] Other (with a sub-category dropdown set to 'Choose a sub-category')

At the bottom of the dialog, there is a text line: 'By proceeding, you agree to the Facebook Platform Policies', followed by 'Continue' and 'Cancel' buttons.

The background page content is partially visible, showing a 'Welcome to the App Dashboard' message and sections for 'Apps on Facebook' and 'Mobile Apps'.

# Facebook Apps: Create New App



<https://developers.facebook.com/apps>



# Facebook Apps: Create New App

The image shows a browser window with the URL <https://developers.facebook.com/apps>. The page title is "facebook developers" and the user is logged in as "Min-Yuh Day". A "Create New App" button is visible in the top right. A modal dialog box titled "Create New App" is open, containing the following fields:

- App Name:** [?] iMyday Valid
- App Namespace:** [?] Optional
- App Category:** [?] Education Choose a sub-category

At the bottom of the dialog, it says "By proceeding, you agree to the Facebook Platform Policies" with "Continue" and "Cancel" buttons.

The background page shows a "Welcome to the App Dashboard" message and sections for "Apps on Facebook" and "Mobile Apps".

# Facebook Apps: Create New App

The screenshot shows a web browser window with the URL <https://developers.facebook.com/apps>. The page header includes the 'facebook developers' logo, a search bar, and navigation links for 'Docs', 'Tools', 'Support', 'News', and 'Apps'. A user profile for 'Min-Yuh Day' is visible in the top right. The main content area is titled 'Apps' and features a '+ Create New App' button. A modal window titled 'Require Captcha' is overlaid on the page. The modal contains a 'Security Check' section with the instruction 'Please enter the text below' and a distorted image of the text 'uS82fKr'. Below the image, there is a text input field containing 'uS82fKr' and a 'What's this?' link. At the bottom of the modal, there is a checkbox for 'By proceeding, you agree to the Facebook Platform Policies' and two buttons: 'Continue' and 'Cancel'. The background page is partially obscured by the modal but shows sections for 'Welcome to the App Dashboard', 'Plugins such as the Like', and 'Mobile Apps'.

# Facebook Apps: Create New App

Basic - Facebook Developer x

https://developers.facebook.com/apps/1378880249017680/summary

facebook developers Search Facebook Developers Docs Tools Support News Apps Min-Yuh Day

**Settings**

- Basic
- Developer Roles
- Permissions
- Payments
- Realtime Updates
- Advanced

**App Details**

- Review Status
- Open Graph
- Localize
- Alerts
- Insights

**Related links**

- Use Debug Tool
- Use Graph API Explorer
- Use Object Browser
- See App Timeline View
- Delete App

**Apps > iMyday > Basic**

iMyday  
App ID: 1378880249017680  
App Secret: c64d6b231b7c22003b8ddc25a99e20ec(reset)

**iMyday**  
App ID: 1378880249017680  
App Secret: c64d6b231b7c22003b8ddc25a99e20ec (reset)  
● This app is in Sandbox Mode (Only visible to Admins, Developers and Testers)

**Basic Info**

Display Name: [?] iMyday

Namespace: [?]

Contact Email: [?] myday@mail.tku.edu.tw

App Domains: [?] Enter your site domains and press enter

Sandbox Mode: [?]  Enabled  Disabled

**Select how your app integrates with Facebook**

- Website with Facebook Login Log in to my website using Facebook.
- App on Facebook Use my app inside Facebook.com.
- Mobile Web Bookmark my web app on Facebook mobile.

# Facebook Apps: Create New App

Basic- Facebook Developer x

https://developers.facebook.com/apps/1378880249017680/summary?save=1

facebook developers Search Facebook Developers Docs Tools Support News Apps Min-Yuh Day

Select how your app integrates with Facebook

- Website with Facebook Login ✕  
Site URL: [?]
- Mobile Web ✕  
Mobile Site URL: [?]
- Accept Mobile Web Payments: [?]  Enabled  Disabled  
If your app accepts payments through any non-iOS approved service it will be restricted on iOS. [Learn more.](#)
- App on Facebook Use my app inside Facebook.com.
- Native iOS App Publish from my iOS app to Facebook.
- Native Android App Publish from my Android app to Facebook.
- Windows App Publish from my Windows app to Facebook.
- Page Tab Build a custom tab for Facebook Pages.

[Save Changes](#)

# Facebook.html

## Facebook Login

### appId

```
facebook.html
1 <html>
2 <head></head>
3 <body>
4 <div id="fb-root"></div>
5 <script>
6   window.fbAsyncInit = function() {
7     FB.init({
8       appId      : '1378880249017680',
9       status     : true, // check login status
10      cookie     : true, // enable cookies to allow the server to access the session
11      xfbml      : true // parse XFBML
12    });
13
14    FB.Event.subscribe('auth.authResponseChange', function(response) {
15
16      if (response.status === 'connected') {
17
18        testAPI();
19      } else if (response.status === 'not_authorized') {
20
21        FB.login();
22      } else {
23
24        FB.login();
25      }
26    });
27  };
28
29  // Load the SDK asynchronously
30  (function(d){
31    var js, id = 'facebook-jssdk', ref = d.getElementsByTagName('script')[0];
32    if (d.getElementById(id)) {return;}
33    js = d.createElement('script'); js.id = id; js.async = true;
34    js.src = "//connect.facebook.net/en_US/all.js";
35    ref.parentNode.insertBefore(js, ref);
36  })(document);
37
38  function testAPI() {
39    console.log('Welcome! Fetching your information.... ');
40    FB.api('/me', function(response) {
41      console.log('Good to see you, ' + response.name + '.');
42    });
43  }
44 </script>
45
46 <fb:login-button show-faces="true" width="200" max-rows="1"></fb:login-button>
47 </body>
48 </html>
```

<http://mail.tku.edu.tw/myday/app/facebook.html>

# Facebook Login appId

```
<script>
  window.fbAsyncInit = function() {
    FB.init({
      appId      : '1378880249017680',
      status     : true, // check login status
      cookie     : true, // enable cookies to allow the
server to access the session
      xfbml      : true  // parse XFBML
    });
```

# Facebook Login

mail.tku.edu.tw/myday/app/facebook.html


 Log In


Be the first of your friends to use iMyday.



Log in with Facebook

[https://www.facebook.com/dialog/oauth?scope=&response\\_type=none&...](https://www.facebook.com/dialog/oauth?scope=&response_type=none&...)

 Log in with Facebook

**iMyday** will receive the following info: your public profile and friend list.

Cancel Okay

<http://mail.tku.edu.tw/myday/app/facebook.html>

# Facebook Login

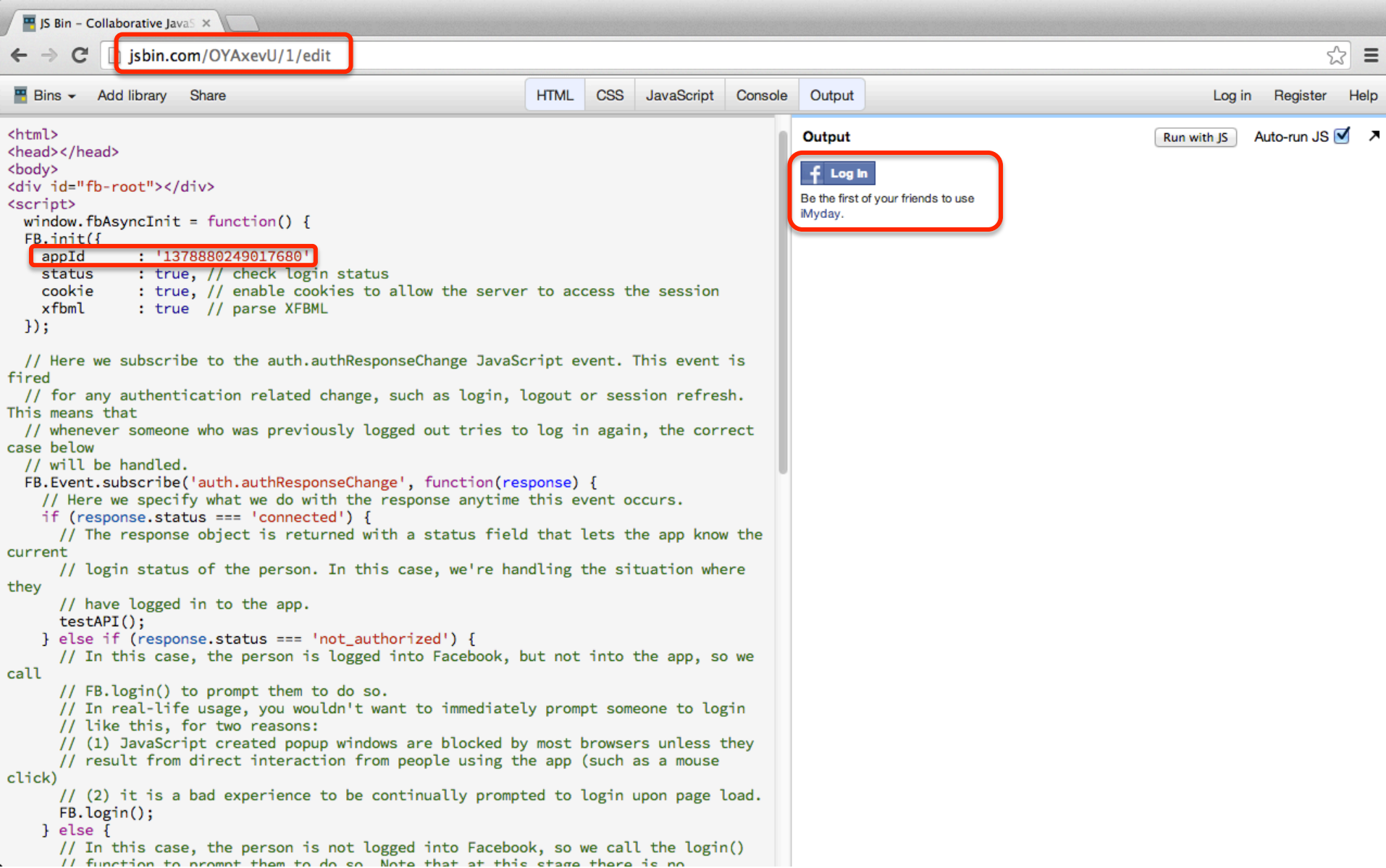


Min-Yuh Day uses iMyday.





# Test Facebook Login on jsbin.com



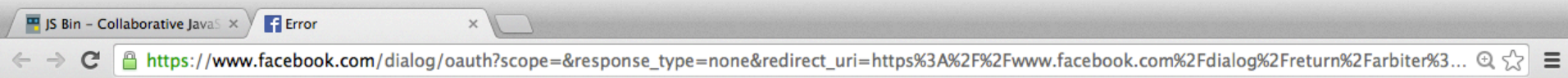
The screenshot shows a web browser window with the address bar containing `jsbin.com/OYAxeVU/1/edit`. The page content is a JavaScript script for testing Facebook login. The script includes a function `FB.init()` with an `appId` of `'1378880249017680'`. It also includes a `FB.Event.subscribe` call for `'auth.authResponseChange'` with a callback function that checks the login status and prompts the user to login if they are not logged in.

```
<html>
<head></head>
<body>
<div id="fb-root"></div>
<script>
window.fbAsyncInit = function() {
  FB.init({
    appId      : '1378880249017680'
    status    : true, // check login status
    cookie    : true, // enable cookies to allow the server to access the session
    xfbml     : true // parse XFBML
  });

  // Here we subscribe to the auth.authResponseChange JavaScript event. This event is
  // fired
  // for any authentication related change, such as login, logout or session refresh.
  // This means that
  // whenever someone who was previously logged out tries to log in again, the correct
  // case below
  // will be handled.
  FB.Event.subscribe('auth.authResponseChange', function(response) {
    // Here we specify what we do with the response anytime this event occurs.
    if (response.status === 'connected') {
      // The response object is returned with a status field that lets the app know the
      // current
      // login status of the person. In this case, we're handling the situation where
      // they
      // have logged in to the app.
      testAPI();
    } else if (response.status === 'not_authorized') {
      // In this case, the person is logged into Facebook, but not into the app, so we
      // call
      // FB.login() to prompt them to do so.
      // In real-life usage, you wouldn't want to immediately prompt someone to login
      // like this, for two reasons:
      // (1) JavaScript created popup windows are blocked by most browsers unless they
      // result from direct interaction from people using the app (such as a mouse
      // click)
      // (2) it is a bad experience to be continually prompted to login upon page load.
      FB.login();
    } else {
      // In this case, the person is not logged into Facebook, so we call the login()
      // function to prompt them to do so. Note that at this stage there is no
```

The output panel on the right shows a Facebook login button with the text "Log In" and "Be the first of your friends to use iMyday."

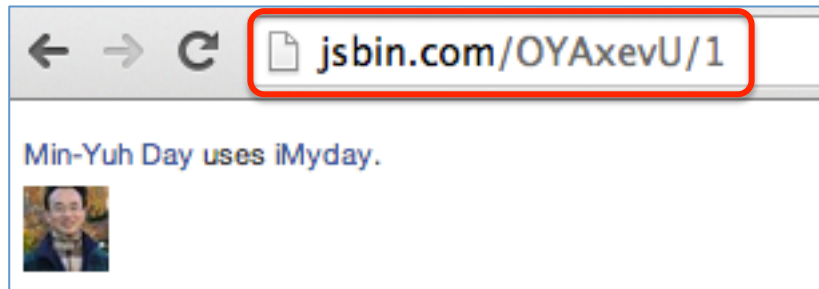
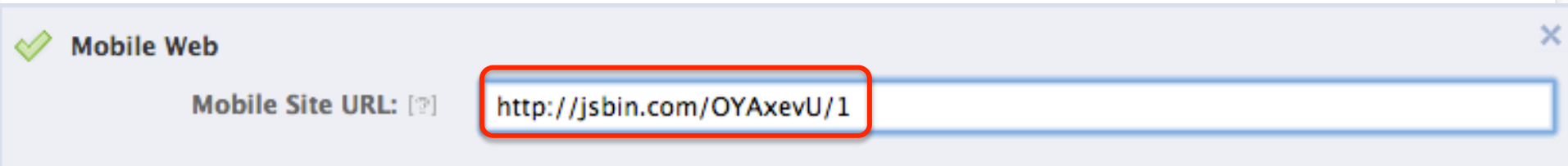
# Test Facebook Login on jsbin.com



Given URL is not allowed by the Application configuration.: One or more of the given URLs is not allowed by the App's settings. It must match the Website URL or Canvas URL, or the domain must be a subdomain of one of the App's domains.

Select how your app integrates with Facebook

<http://jsbin.com/OYAxevU/1>



# Facebook SDK for JavaScript

Getting Started - Facebook x

https://developers.facebook.com/docs/javascript/gettingstarted/

facebook developers Search Facebook Developers Docs Tools Support News Apps Min-Yuh Day

## Getting Started with the Facebook SDK for JavaScript

The Facebook SDK for JavaScript provides a rich set of client-side functionality that:

- Enables you to use the Like Button and other Social Plugins on your site.
- Enables you to use Facebook Login to lower the barrier for people to sign up on your site.
- Makes it easy to call into Facebook's primary API, called the Graph API.
- Launch Dialogs that let people perform various actions like sharing stories.
- Facilitates communication when you're building a game or an app tab on Facebook.

The SDK, social plugins and dialogs work on both desktop and mobile web browsers.

### Loading and Initialization

The following code will load and initialize the JavaScript SDK with the most common options. Replace `YOUR_APP_ID` and `WWW.YOUR_DOMAIN.COM` with the appropriate values from the App Dashboard.

This code should be placed directly after the opening `<body>` tag.

```
<div id="fb-root"></div>
<script>
window.fbAsyncInit = function() {
  // init the FB JS SDK
  FB.init({
    appId      : 'YOUR_APP_ID',
    // App ID from the app dashboard
```

# Facebook SDK for JavaScript

```
<div id="fb-root"></div>
<script>
  window.fbAsyncInit = function() {
    // init the FB JS SDK
    FB.init({
      appId      : 'YOUR_APP_ID',          // App ID from the app dashboard
      status     : true,                  // Check Facebook Login status
      xfbml     : true                    // Look for social plugins on the page
    });

    // Additional initialization code such as adding Event Listeners goes here
  };

  // Load the SDK asynchronously
  (function(d, s, id){
    var js, fjs = d.getElementsByTagName(s)[0];
    if (d.getElementById(id)) {return;}
    js = d.createElement(s); js.id = id;
    js.src = "//connect.facebook.net/en_US/all.js";
    fjs.parentNode.insertBefore(js, fjs);
  }(document, 'script', 'facebook-jssdk'));
</script>
```

# Facebook SDK for JavaScript

The screenshot shows the Facebook Developers website. The browser address bar displays <https://developers.facebook.com/docs/reference/javascript/>. The page header includes the Facebook Developers logo, a search bar, and navigation links for Docs, Tools, Support, News, and Apps. A user profile for Min-Yuh Day is visible in the top right. The left sidebar contains a navigation menu with categories like Social Plugins, Login, Open Graph, Facebook APIs, Games, Payments, App Center, Media, Ads for Apps, iOS SDK, and Android SDK. The main content area is titled "JavaScript" and "Web > JavaScript". The main heading is "Facebook SDK for JavaScript". Below the heading, a paragraph states: "The Facebook SDK for JavaScript provides a rich set of client-side functionality for adding Social Plugins, making API calls and implementing Facebook Login." A blue information box contains the text: "Take a look at the Getting Started guide for full information about features and usage." Below this, another paragraph says: "The following code will load and initialize the JavaScript SDK with the most common options. Replace YOUR\_APP\_ID with your App ID from the App Dashboard." This is followed by: "This code works best when placed directly after the opening <body> tag." A code block shows the following JavaScript code:

```
<div id="fb-root"></div>
<script>
  window.fbAsyncInit = function() {
    // init the FB JS SDK
    FB.init({
      appId      : 'YOUR_APP_ID',           // App ID from the app dashboard
      status     : true,                   // Check Facebook Login status
      xfbml      : true                    // Look for social plugins on the page
    });
  };
  (function(d, s, id) {
    var js, fjs = d.getElementsByTagName(s)[0];
    if (d.getElementById(id)) return;
    js = d.createElement(s); js.id = id;
    js.src = "//connect.facebook.net/en_US/sdk.js";
    fjs.parentNode.insertBefore(js, fjs);
  }(document, 'script', 'facebook-jssdk'));
```

<https://developers.facebook.com/docs/reference/javascript/>

# Facebook SDK for JavaScript

```
<div id="fb-root"></div>
<script>
  window.fbAsyncInit = function() {
    // init the FB JS SDK
    FB.init({
      appId      : 'YOUR_APP_ID',          // App ID from the app dashboard
      status     : true,                   // Check Facebook Login status
      xfbml      : true                     // Look for social plugins on the page
    });

    // Additional initialization code such as adding Event Listeners goes here
  };

  // Load the SDK asynchronously
  (function(){
    // If we've already installed the SDK, we're done
    if (document.getElementById('facebook-jssdk')) {return;}

    // Get the first script element, which we'll use to find the parent node
    var firstScriptElement = document.getElementsByTagName('script')[0];

    // Create a new script element and set its id
    var facebookJS = document.createElement('script');
    facebookJS.id = 'facebook-jssdk';

    // Set the new script's source to the source of the Facebook JS SDK
    facebookJS.src = '//connect.facebook.net/en_US/all.js';

    // Insert the Facebook JS SDK into the DOM
    firstScriptElement.parentNode.insertBefore(facebookJS, firstScriptElement);
  })();
</script>
```

<https://developers.facebook.com/docs/reference/javascript/>

# Facebook SDK for JavaScript

```
<div id="fb-root"></div>
<script>
window.fbAsyncInit = function() {
  // init the FB JS SDK
  FB.init({
    appId      : 'YOUR_APP_ID',          // App ID from the app dashboard
    status     : true,                   // Check Facebook Login status
    xfbml      : true                    // Look for social plugins on the page
  });

  // Additional initialization code such as adding Event Listeners goes here
};

// Load the SDK asynchronously
(function(){
  // If we've already installed the SDK, we're done
  if (document.getElementById('facebook-jssdk')) {return;}

  // Get the first script element, which we'll use to find the parent node
  var firstScriptElement = document.getElementsByTagName('script')[0];

  // Create a new script element and set its id
  var facebookJS = document.createElement('script');
  facebookJS.id = 'facebook-jssdk';

  // Set the new script's source to the source of the Facebook JS SDK
  facebookJS.src = '//connect.facebook.net/en_US/all.js';

  // Insert the Facebook JS SDK into the DOM
  firstScriptElement.parentNode.insertBefore(facebookJS, firstScriptElement);
})();
</script>
```




Start Over

Skip Quick Start

WWW

## Quick Start for Website

 iMyday2014

Setup SDK

App Configuration

Test

Finished

## Setup the Facebook SDK for JavaScript

The following snippet of code will give the basic version of the SDK where the options are set to their most common defaults. You should insert it directly after the opening `<body>` tag on each page you want to load it:

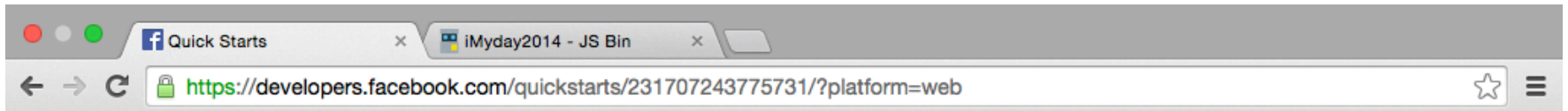
```
<script>
window.fbAsyncInit = function() {
  FB.init({
    appId      : '231707243775731',
    xfbml      : true,
    version    : 'v2.2'
  });
};
```

Give Feedback



```
<script>
  window.fbAsyncInit = function() {
    FB.init({
      appId      : '231707243775731',
      xfbml      : true,
      version    : 'v2.2'
    });
  };

  (function(d, s, id){
    var js, fjs = d.getElementsByTagName(s)[0];
    if (d.getElementById(id)) {return;}
    js = d.createElement(s); js.id = id;
    js.src = "//connect.facebook.net/en_US/sdk.js";
    fjs.parentNode.insertBefore(js, fjs);
  }(document, 'script', 'facebook-jssdk'));
</script>
```



Setup SDK

App Configuration

Test

Finished

```
    });  
    version : 'v2.2'  
  });  
};  
  
(function(d, s, id){  
  var js, fjs = d.getElementsByTagName(s)[0];  
  if (d.getElementById(id)) {return;}  
  js = d.createElement(s); js.id = id;  
  js.src = "//connect.facebook.net/en_US/sdk.js";  
  fjs.parentNode.insertBefore(js, fjs);  
})(document, 'script', 'facebook-jssdk');  
</script>
```

You can also configure the SDK with [advanced settings](#).

### Tell us about your website

Site URL

http://jsbin.com/silukahati/1/edit

Mobile Site URL

http://jsbin.com/silukahati/1/edit

Next

Give Feedback

# Facebook for Mobile

The image shows a browser window displaying the Facebook Developers documentation page. The browser's address bar shows the URL <https://developers.facebook.com/docs/>. The page header includes the "facebook developers" logo, a search bar, and navigation links for "Docs", "Tools", "Support", "News", and "Apps". A user profile for "Min-Yuh Day" is visible in the top right corner. On the left side, there is a vertical navigation menu with links to "Social Plugins", "Login", "Open Graph", "Facebook APIs", "Games", "Payments", "App Center", "Media", "Ads for Apps", "iOS SDK", "Android SDK", "Web", and "Technology Partners". The main content area features a "Documentation" section with the heading "Learn how to build and grow your app or website with Facebook." Below this, there are four categories of developers, each with an icon and a brief description: "iOS Developers" (Apple icon) with the text "Add Facebook to your iOS app.", "Android Developers" (Android icon) with "Add Facebook to your Android app.", "Web Developers" (Globe icon) with "Add Facebook to your site or web app.", and "Game Developers" (Game controller icon) with "Make your game social with Facebook." To the right of the text is a large image of a blue book titled "Developer Manual" with a yellow pencil resting on it. The book cover features a Facebook logo and the text "Log in to Facebook". Below the main content, there is a section titled "New to developing with Facebook?" followed by a paragraph: "Facebook offers tools, services and SDKs to developers who want to integrate social experiences into their apps. Whether your app is on iOS, Android, mobile web or desktop web, Facebook offers tools to make integration easy. We've also partnered with other companies to make it easy to integrate on other major platforms as well."


<https://developers.facebook.com/docs/>

# Facebook for Mobile

The screenshot shows a web browser window with the URL <https://developers.facebook.com/docs/>. The page header includes the Facebook Developers logo, a search bar, and navigation links for Docs, Tools, Support, News, and Apps. A user profile for Min-Yuh Day is visible in the top right. The main content area is titled "New to developing with Facebook?" and contains an introductory paragraph. Below this, there are two columns of links and text. The left column lists "Social Plugins", "Facebook Login", and "Open Graph", each with a brief description. The right column lists "Tools to Help You", "Parse", "Tools", and "Code Samples", each with a brief description. The "Social Plugins", "Facebook Login", and "Open Graph" links are highlighted with red boxes.

Documentation - Facebook x

← → ↻ <https://developers.facebook.com/docs/> 🔍 ☆ ☰

facebook developers Search Facebook Developers 🔍 Docs Tools Support News Apps  Min-Yuh Day ▾

## New to developing with Facebook?

Facebook offers tools, services and SDKs to developers who want to integrate social experiences into their apps. Whether your app is on [iOS](#), [Android](#), [mobile web](#) or [desktop web](#), Facebook offers tools to make integration easy. We've also partnered with other companies to make it easy to integrate on other major platforms as well.

### Product Documentation

[Social Plugins](#)

Learn to use the Like and Share buttons, Comments and a lot more social plugins.

[Facebook Login](#)

Learn how to implement Facebook Login across all platforms.

[Open Graph](#)

Open Graph lets apps tell stories on Facebook through a structured, strongly typed api.

**And a lot More**

Check out the left hand column for all the other products Facebook offers.

### Other Useful Links

### Tools to Help You

#### Parse

Parse is the cloud app platform for iOS, Android, JavaScript, Windows 8, Windows Phone 8, and OS X. Never worry again about setting up your own servers.

#### Tools

Facebook offers a number of tools that make development with Facebook easier.

#### Code Samples

Every SDK comes bundled with a couple of sample apps. If you want to learn how to use all the Facebook Platform features just download and install the SDK and start hacking.

# Facebook for Mobile

The screenshot shows the Facebook Developers website. The browser address bar displays <https://developers.facebook.com/docs/plugins/>. The page header includes the 'facebook developers' logo, a search bar, and navigation links for Docs, Tools, Support, News, and Apps. A user profile for 'Min-Yuh Day' is visible in the top right. The main content area is titled 'Social Plugins' and includes a sub-header 'See what your Facebook friends have liked, shared, or commented on across the Web.' Below this, there are two informational boxes: 'Sharing Checklist' with a checkmark icon and 'Sites Directed to Children under 13' with an information icon. To the right, there are four large, overlapping icons representing social actions: 'Embed', 'Comment', 'Like', and 'Share'. A sidebar on the left lists various social plugins such as 'Like Button', 'Share Button', 'Send Button', 'Embedded Posts', 'Follow Button', 'Comments', 'Activity Feed', 'Recommendations Box', 'Recommendations Bar', 'Like Box', 'Registration', and 'Facepile'. At the bottom of the page, there is a section for the 'Like Button' with a description and a large 'Like' button icon.

Social Plugins

Like Button  
Share Button  
Send Button  
Embedded Posts  
Follow Button  
Comments  
Activity Feed  
Recommendations Box  
Recommendations Bar  
Like Box  
Registration  
Facepile

Login  
Open Graph  
Facebook APIs  
Games  
Payments  
App Center

## Social Plugins

See what your Facebook friends have liked, shared, or commented on across the Web.

- Sharing Checklist**  
Follow our sharing best practices.
- Sites Directed to Children under 13** Read this important information.

### Like Button

Let people share pages and content from your site back to their Facebook profile with one click, so all their friends can read them.

Embed  
Comment  
Like  
Share

# Facebook Like Button



Let people share pages and content from your site back to their Facebook profile with one click, so all their friends can read them.

# Facebook Like Button

Like Button - Facebook De x

https://developers.facebook.com/docs/plugins/like-button/

facebook developers Search Facebook Developers Docs Tools Support News Apps Min-Yuh Day

## Social Plugins

- Like Button
- Share Button
- Send Button
- Embedded Posts
- Follow Button
- Comments
- Activity Feed
- Recommendations Box
- Recommendations Bar
- Like Box
- Registration
- Facepile

## Login

- Open Graph
- Facebook APIs
- Games
- Payments
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- Media

## Like Button

The Like button is the quickest way for people to share content with their friends.

A single click on the Like button will 'like' pieces of content on the web and share them on Facebook. You can also display a Share button next to the Like button to let people add a personal message and customize who they share with.

**i** We are rolling out a new design for the Like button. This will involve changes to the design which should not affect the button dimensions, and the **share** setting replacing the **send** setting (the **send** setting will remain for backwards compatibility only). You do not need to do anything to prepare for this change, as your button will automatically be upgraded when ready.



**URL to Like**

**Width**

**Layout**

**Action Type**

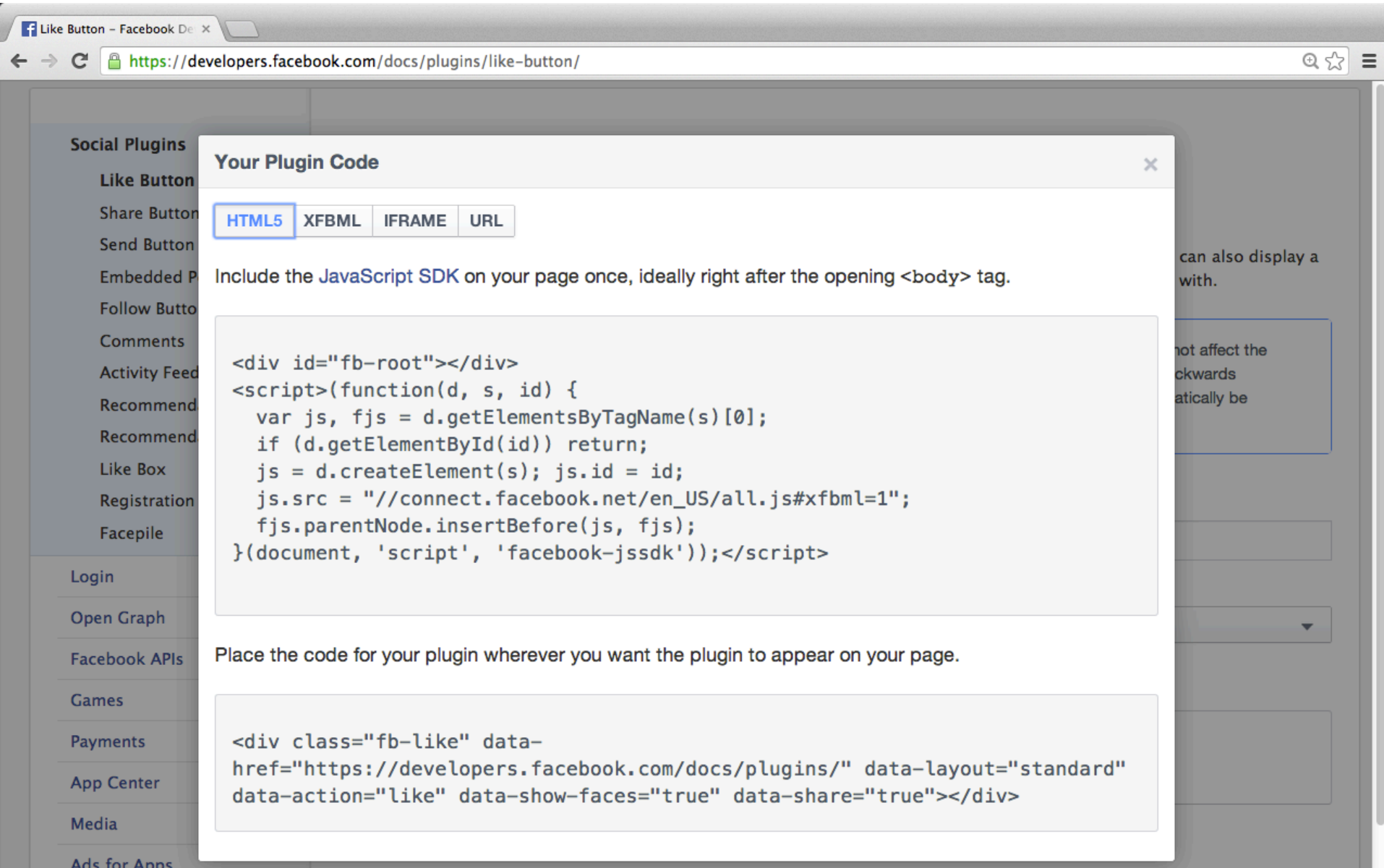
Show Friends' Faces  Include Share Button

  185,029 people like this. Be the first of your friends.

**Get Code**

<https://developers.facebook.com/docs/plugins/like-button/>

# Facebook Like Button



The screenshot shows a web browser window with the URL <https://developers.facebook.com/docs/plugins/like-button/>. A modal dialog titled "Your Plugin Code" is open, displaying the HTML5 tab. The dialog contains instructions and code for implementing the Like Button plugin.

**Your Plugin Code**

**HTML5** XFBML IFRAME URL

Include the **JavaScript SDK** on your page once, ideally right after the opening `<body>` tag.

```
<div id="fb-root"></div>
<script>(function(d, s, id) {
  var js, fjs = d.getElementsByTagName(s)[0];
  if (d.getElementById(id)) return;
  js = d.createElement(s); js.id = id;
  js.src = "//connect.facebook.net/en_US/all.js#xfbml=1";
  fjs.parentNode.insertBefore(js, fjs);
})(document, 'script', 'facebook-jssdk');
```

Place the code for your plugin wherever you want the plugin to appear on your page.

```
<div class="fb-like" data-
href="https://developers.facebook.com/docs/plugins/" data-layout="standard"
data-action="like" data-show-faces="true" data-share="true"></div>
```

<https://developers.facebook.com/docs/plugins/like-button/>



# Facebook Like Button

```
<div id="fb-root"></div>
<script>(function(d, s, id) {
  var js, fjs = d.getElementsByTagName(s)[0];
  if (d.getElementById(id)) return;
  js = d.createElement(s); js.id = id;
  js.src = "//connect.facebook.net/en_US/all.js#xfbml=1";
  fjs.parentNode.insertBefore(js, fjs);
})(document, 'script', 'facebook-jssdk');</script>
```

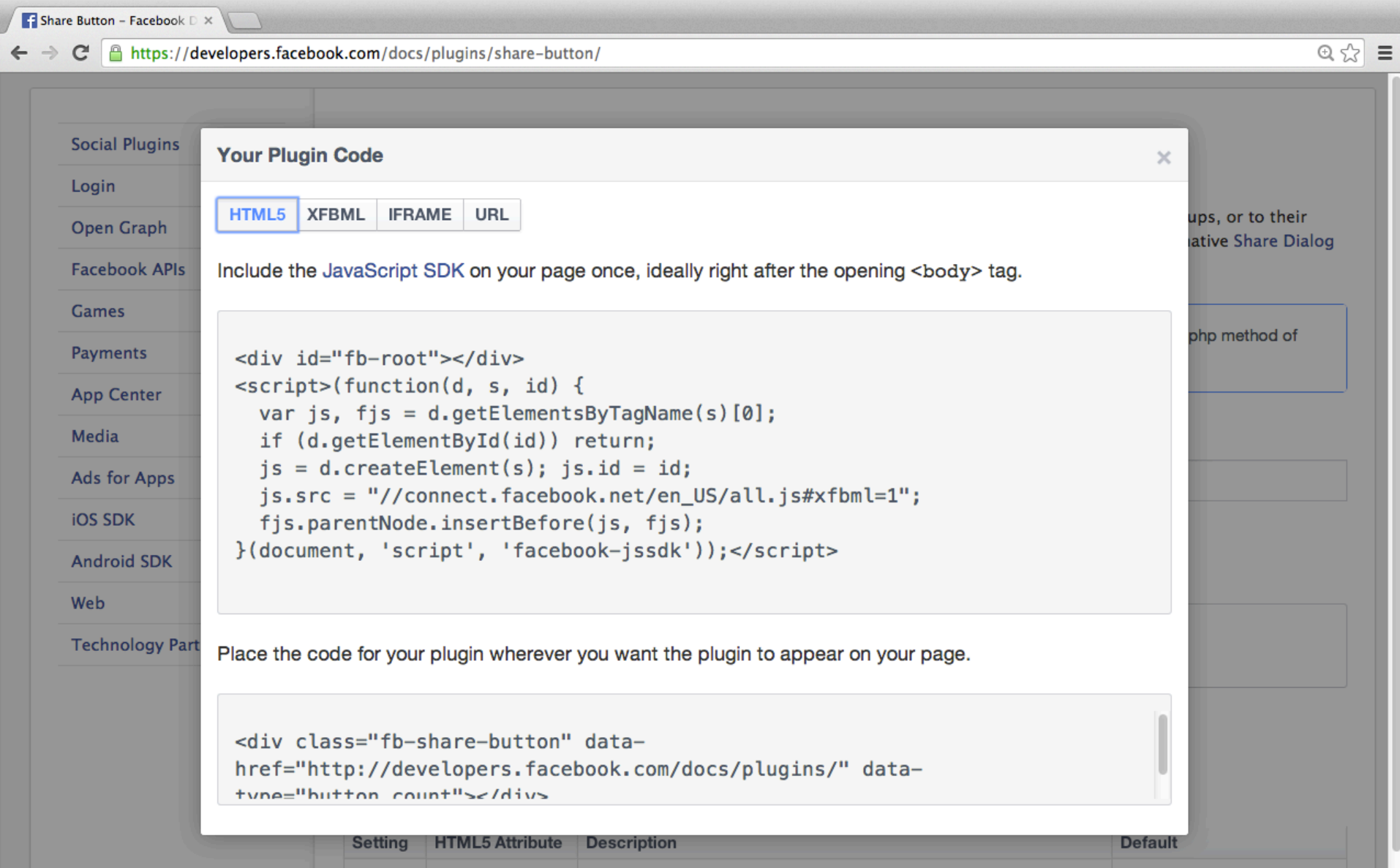
```
<div class="fb-like" data-href="https://developers.facebook.com/docs/plugins/"
data-layout="standard" data-action="like" data-show-faces="true" data-
share="true"></div>
```

# Facebook Share Button

The screenshot shows the Facebook Developers website. The browser address bar displays <https://developers.facebook.com/docs/plugins/share-button/>. The page header includes the 'facebook developers' logo, a search bar, and navigation links for Docs, Tools, Support, News, and Apps. A user profile for 'Min-Yuh Day' is visible in the top right. The left sidebar contains a navigation menu with categories like Social Plugins, Login, Open Graph, Facebook APIs, Games, Payments, App Center, Media, Ads for Apps, iOS SDK, Android SDK, Web, and Technology Partners. The main content area is titled 'Share Button' and contains the following text: 'The Share button lets people add a personalized message to links before sharing on their timeline, in groups, or to their friends via a Facebook Message. If your app is native to iOS or Android, we recommend that you use the native Share Dialog on iOS and Share Dialog on Android instead.' Below this is an information box with an 'i' icon: 'This new Share Button works with a new version of our web-based Share Dialog. When using the sharer.php method of invoking the Share Dialog, this dialog will also display the new version without any changes required.' The configuration section includes: 'URL to share' (input: `http://developers.facebook.com/docs/plugins/`), 'Width' (input: 'The pixel width of the plugin'), 'Layout' (dropdown: `button_count`), and a preview of a Facebook Share button with a '185k' share count. A 'Get Code' button is located below the preview. At the bottom, a 'Settings' table is partially visible with columns for Setting, HTML5 Attribute, Description, and Default.

<https://developers.facebook.com/docs/plugins/share-button/>

# Facebook Share Button



The screenshot shows a web browser window with the URL <https://developers.facebook.com/docs/plugins/share-button/>. A modal dialog titled "Your Plugin Code" is open, displaying instructions and code for implementing the Facebook Share Button. The dialog has four tabs: "HTML5" (selected), "XFBML", "IFRAME", and "URL".

Include the [JavaScript SDK](#) on your page once, ideally right after the opening `<body>` tag.

```
<div id="fb-root"></div>
<script>(function(d, s, id) {
  var js, fjs = d.getElementsByTagName(s)[0];
  if (d.getElementById(id)) return;
  js = d.createElement(s); js.id = id;
  js.src = "//connect.facebook.net/en_US/all.js#xfbml=1";
  fjs.parentNode.insertBefore(js, fjs);
})(document, 'script', 'facebook-jssdk');</script>
```

Place the code for your plugin wherever you want the plugin to appear on your page.

```
<div class="fb-share-button" data-
href="http://developers.facebook.com/docs/plugins/" data-
type="button count"></div>
```

Setting	HTML5 Attribute	Description	Default
---------	-----------------	-------------	---------

<https://developers.facebook.com/docs/plugins/share-button/>



# Facebook Open Graph API

Open Graph - Facebook Dev x



https://developers.facebook.com/docs/opengraph/


facebook developers Search Facebook Developers Docs Tools Support News Apps Min-Yuh Day

- Social Plugins
- Login
- Open Graph**
  - Overview
  - Getting Started
- Facebook APIs
- Games
- Payments
- App Center
- Media
- Ads for Apps
- iOS SDK
- Android SDK
- Web
- Technology Partners

## Open Graph

Help people tell rich stories on Facebook from your app through a structured, strongly typed API.


-  **Overview**  
How Open Graph works.
-  **Get Started Tutorial**  
Example on how to use Open Graph.



### What are Open Graph Stories

Once a person grants your app permissions to post to their Facebook Timeline via Facebook Login, your app can start publishing open graph stories on their behalf.

A typical story consists of four elements: an actor, action, object and your app's name. With these elements you can





# Open Graph Overview

fb Stories - Facebook Develop x Overview - Facebook Deve x

https://developers.facebook.com/docs/opengraph/overview/

facebook developers Search Facebook Developers Docs Tools Support News Apps Min-Yuh Day

Social Plugins  
Login  
**Open Graph**  
**Overview**  
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Topics  
Open Graph

## Open Graph Overview

In this document:

- Telling Stories with Open Graph
- How Open Graph Works
- Review Process
- Privacy
- Learn More

### Telling Stories with Open Graph

Open Graph lets apps tell stories on Facebook through a structured, strongly typed API.

People use stories to share the things they're doing, the people they're doing them with and the places where they happen. Open Graph lets you integrate apps deeply into the Facebook experience, which increases engagement, distribution and growth.

Here's an example story from Goodreads:

**Christopher Blizzard** rated *Neuromancer (Sprawl, #1)* on Goodreads.  
4 minutes ago · 👤

★★★★★ 5 out of 5 stars

*Neuromancer (Sprawl, #1)*



# Getting Started with Open Graph

fb Stories- Facebook Develop x fb Getting Started - Facebook x

https://developers.facebook.com/docs/opengraph/getting-started/

facebook developers Search Facebook Developers Docs Tools Support News Apps Min-Yuh Day

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Topics

## Getting Started

Documentation > Open Graph > Getting Started

## Getting Started with Open Graph

This document guides you through the key steps to publish your first story with Open Graph. You'll build a sample app that likes an object and publishes a story to Facebook.

- Prerequisites
- Step 1: Create a Facebook App
- Step 2: Set Up the App
- Step 3: Publish a Story
- Step 4: Submit Your Actions for Review

Once you're done with this guide, you can also learn about possible next steps.

### Prerequisites

In order to finish this walk-through, you'll need access to a public web server on which you can create one static web page.

### Step 1: Create a Facebook App

To create a Facebook app, click on [Apps](#) on the top of this page and select 'Create a New App'.

This will create a popup box will prompt you to enter two things:



# Step 1: Create a Facebook App

Basic	Advanced	Migrations
App ID 256778997811632	App Secret •••••••• <span>Show</span>	
Display Name Open Graph Getting Started	Namespace	
App Domains example.com <span>×</span>	Contact Email example@example.com	

### Website ×

Site URL  
http://example.com/full-path-to-the-app-file.html

Mobile Site URL  
URL of your mobile site

NO **Accept Mobile Web Payments**  
If your app accepts payments through any non-iOS approved service, it will be restricted on iOS. [Learn More](#)



# Step 2: Set Up the App

1/3

```
<html>
<head>
<title>Open Graph Getting Started App - og.likes</title>
<style type="text/css">
div { padding: 10px; }
</style>
<meta charset="UTF-8">
</head>
<body>
<div id="fb-root"></div>
<script type="text/javascript">
  // You probably don't want to use globals, but this is just example code
  var fbAppId = 'replace me';
  var objectToLike = 'http://techcrunch.com/2013/02/06/facebook-launches-developers-live-video-chann

  // This check is just here to make sure you set your app ID. You don't
  // need to use it in production.
  if (fbAppId === 'replace me') {
    alert('Please set the fbAppId in the sample.');
```





## Step 2: Set Up the App

2/3

```
// Load the SDK Asynchronously
(function(d, s, id){
  var js, fjs = d.getElementsByTagName(s)[0];
  if (d.getElementById(id)) {return;}
  js = d.createElement(s); js.id = id;
  js.src = "//connect.facebook.net/en_US/all.js";
  fjs.parentNode.insertBefore(js, fjs);
})(document, 'script', 'facebook-jssdk');
```

```
function postLike() {
  FB.api(
    'https://graph.facebook.com/me/og.likes',
    'post',
    { object: objectToLike,
      privacy: {'value': 'SELF'} },
    function(response) {
      if (!response) {
        alert('Error occurred.');
```

```
      } else if (response.error) {
        document.getElementById('result').innerHTML =
          'Error: ' + response.error.message;
      } else {
        document.getElementById('result').innerHTML =
          '<a href=\"https://www.facebook.com/me/activity/' +
            response.id + '\">' +
            'Story created. ID is ' +
            response.id + '</a>';
      }
    }
  );
}
```

```
</script>
```



## Step 2: Set Up the App

3/3

```
<div
  class="fb-login-button"
  data-show-faces="true"
  data-width="200"
  data-max-rows="1"
  data-scope="publish_actions">
</div>

<div>
This example creates a story on Facebook using the
<a href="https://developers.facebook.com/docs/reference/ogaction/og.likes">
<code>og.likes</code></a> API. That story will just say
that you like an
<a href="http://techcrunch.com/2013/02/06/facebook-launches-developers-live-video-channel-to-keep-it
article on TechCrunch</a>. The story should only
be visible to you.
</div>

<div>
<input
  type="button"
  value="Create a story with an og.likes action"
  onclick="postLike();">
</div>

<div id="result"></div>

</body>
</html>
```



## Step 3: Publish a Story



Be the first of your friends to use  
[Open Graph Getting Started](#).

This example creates a story on Facebook using the [og.likes](#) API. That story will just say that you like an [article on TechCrunch](#). The story should only be visible to you.

Create a story with an og.likes action

Christopher Blizzard uses Open  
[Graph Getting Started](#).



This example creates a story on Facebook using the [og.likes](#) API. That story will just say that you like an [article on TechCrunch](#). The story should only be visible to you.


Create a story with an og.likes action

[Story created. ID is 10152558341620483](#)




# Step 3: Publish a Story

Christopher Blizzard likes an article on Open Graph Getting Started.  
14 seconds ago · Action Object

 **Facebook Launches Developers Live Video Channel To Keep Its Developer Ecosystem Up To Date | TechCrunch**  
techcrunch.com  
Google runs a Developers Live video channel for its

Like · Comment · Unfollow Post · Share · Promote


 Write a comment...



# Step 4: Submit Your Actions For Review

Open Graph Getting St...

- Dashboard
- Settings
- ★ Status & Review
- App Details
- Roles
- Open Graph
- Alerts
- Localize
- Payments
- Insights



## Open Graph Getting Started o

Do you want to make this app and all its live features available to the general public?

YES  NO

### Submit Items for Approval

Some Facebook integrations require approval before public usage. Before submitting your app for review, please consult our [App Center](#) and [Open Graph](#) guidelines for more information about the review process.

[Start a Submission](#)

Select the items you want to include in this submission ×

- APP CENTER
- App Details - English (US)
- ACTION TYPES
- Like - Like an Object

[Cancel](#) [Add Items](#)



# Open Graph

The image shows a YouTube video player interface. The video title is "Publishing Open Graph Actions with the Javascript SDK" by "Facebook Developers". The video has 222 views, 2 likes, and 0 dislikes. The channel has 9,799 subscribers. The video player shows a progress bar at 0:05 / 2:58. The video content area is a solid blue color with white text that reads "Open Graph" and "Publishing Actions with the Facebook SDK for Javascript".

Open Graph

Publishing Actions with the Facebook SDK for Javascript

0:05 / 2:58

Publishing Open Graph Actions with the Javascript SDK

Facebook Developers · 144 videos

222 views

Subscribe 9,799

2 0

<http://www.youtube.com/watch?v=rZMajQAowKs>



# Facebook Open Graph API

- A Facebook API to share information
  - From your app
  - To Facebook
- Ex
  - Pinterest

# Facebook APIs

Facebook APIs - Facebook x

https://developers.facebook.com/docs/reference/apis/

facebook developers Search Facebook Developers Docs Tools Support News Apps Min-Yuh Day

## Open Graph

### Facebook APIs

- Graph API
- FQL
- Open Graph
- Dialogs
- Chat
- Internationalization
- Ads
- Public Feed
- Keyword Insights

## Games

## Payments

## App Center

## Media

## Ads for Apps

## iOS SDK

## Android SDK

## Web

## Facebook APIs

### Graph API

The Graph API is a simple HTTP-based API that gives access to the Facebook social graph, uniformly representing objects in the graph and the connections between them. Most other APIs at Facebook are based on the Graph API.

### Open Graph

The Open Graph API allows apps to tell stories on Facebook through a structured, strongly typed API.

### Dialogs

Facebook offers a number of dialogs for Facebook Login, posting to a person's timeline or sending requests.

### Chat

You can integrate Facebook Chat into your Web-based, desktop, or mobile instant messaging products. Your instant messaging client connects to Facebook Chat via the Jabber XMPP service.

### Ads API

The Ads API allows you to build your own app as a customized alternative to the Facebook Ads Manager and Power Editor tools.

### FQL

Facebook Query Language, or FQL, enables you to use a SQL-style interface to query the data exposed by the Graph API. It provides for some advanced features not available in the Graph API such as using the results of one query in another.

### Localization and translation

Facebook supports localization of apps. Read about the tools we provide.

### Atlas API

The Atlas APIs provides you with programmatic access to the Atlas web services.

### Public Feed API

The Public Feed API lets you read the stream of public comments as they are posted to Facebook.

### Keyword Insights API

The Keyword Insights API exposes an analysis layer on top of all Facebook posts that enables you to query aggregate, anonymous insights about people mentioning a certain term.



# Facebook Graph API

The screenshot shows the Facebook Developers website. The browser's address bar displays the URL <https://developers.facebook.com/docs/graph-api/>. The page header includes the 'facebook developers' logo, a search bar, and navigation links for 'Docs', 'Tools', 'Support', 'News', and 'Apps'. A user profile for 'Min-Yuh Day' is visible in the top right. The left sidebar contains a list of navigation items: 'Social Plugins', 'Login', 'Open Graph', 'Facebook APIs', 'Games', 'Payments', 'App Center', 'Media', 'Ads for Apps', 'iOS SDK', and 'Android SDK'. The 'Graph API' item under 'Facebook APIs' is highlighted with a red border. The main content area features the title 'The Graph API' and a subtitle 'The primary way for apps to read and write to the Facebook social graph.' Below this, there are three columns of content: 'Quickstart' (with a sub-heading 'Find out to read and publish data in a few simple steps.'), 'Using the Graph API' (with a sub-heading 'Using the Graph API you are able to post new stories, upload photos, retrieve posts and a variety of other tasks that an app might need to do. This guide will teach you how to accomplish all these things in the Graph API.'), 'API Reference' (with a sub-heading 'Get the full details of all the nodes, edges, and fields in the Graph API.'), 'Common App Scenarios' (with a sub-heading 'Because the Graph API can be used in a massive variety of ways, we have provided a list of common scenarios for apps in this doc, to help you locate the reference doc that you need to build a solution for it.'), 'Advanced Guides' (with a sub-heading 'After you've conquered the basics of Graph API, you might want to learn more. We have guides to advanced topics like Making Multiple API Requests, Real Time Updates, and Securing API calls in our Advanced Guides section.'), and 'Other APIs' (with a sub-heading 'The Graph API is connected to some other Facebook APIs such as FQL. You can read our guides to these APIs in this section.'). At the bottom of the page, there is a feedback form that says 'Was this document helpful? Yes · No'.

<https://developers.facebook.com/docs/graph-api/>

# Quickstart for Graph API

The screenshot shows a web browser window with the URL <https://developers.facebook.com/docs/graph-api/quickstart/>. The page title is "Quickstart for Graph API". The left sidebar contains a navigation menu with "Graph API" highlighted in a red box. The main content area includes an introduction to the Graph API, a list of API components (nodes, edges, fields), and a section titled "How the Graph API is structured" which provides two example HTTP GET requests.

facebook developers Search Facebook Developers Docs Tools Support News Apps Min-Yuh Day

## Quickstart for Graph API

The Graph API is the primary way to get data in and out of Facebook's social graph. It's a low-level HTTP-based API that you can use to query data, post new stories, upload photos and a variety of other tasks that an app might need to do.

Because this API is HTTP-based, you can try it out for yourself in your web browser right away. When you open this link you'll see the basic info returned by the Graph API for the Facebook Developers Page.

Most Graph API requests will require the use of access tokens which your app can generate by implementing Facebook Login.

The APIs are composed of **nodes** (such as a User, a Photo, a Page, a Comment), **edges** (such as a Page's Photos, or a Photo's Comments), and **fields** (such as the birthday of a User, or the name of a Page).

This quickstart will show you how the Graph API can read and publish data to the social graph.

### How the Graph API is structured

We will cover this fully in our Using Graph API guide, but in general you can read APIs by making HTTP GET requests to the node:

```
GET graph.facebook.com
/{node-id}
```

or edge:

```
GET graph.facebook.com
/{node-id}/{edge-name}
```

<https://developers.facebook.com/docs/graph-api/quickstart/>

# Getting Started with the Graph API



The image shows a YouTube video player interface. The video title is "Getting Started with the Graph API". The channel name is "Facebook Developers" with 144 videos. The video has 98,929 views, 170 likes, and 7 dislikes. A red "Subscribe" button is visible with 9,976 subscribers. The video player shows a progress bar at 0:01 / 17:34. The video content area displays the title "Getting Started with the Graph API" and the "facebook developers live" logo.

Getting Started with the Graph API

<  > facebook developers live

0:01 / 17:34

Getting Started with the Graph API

 Facebook Developers · 144 videos

98,929

Subscribe 9,976

170 7

<http://www.youtube.com/watch?v=WteK95AppF4>

# How the Graph API is structured

The screenshot shows a web browser window with the URL <https://developers.facebook.com/docs/graph-api/quickstart/>. The page title is "How the Graph API is structured". The left sidebar contains navigation links for Ads, Public Feed, Keyword Insights, Games, Payments, App Center, Media, Ads for Apps, iOS SDK, Android SDK, Web, Technology Partners, Guides, Advanced, Other APIs, Quickstart, and Using the Graph API. The main content area has a search bar and navigation links for Docs, Tools, Support, News, and Apps. The user profile "Min-Yuh Day" is visible in the top right. The main text explains that APIs are accessed via HTTP GET requests to nodes or edges. It provides two examples of GET requests: one for a node and one for an edge. It also explains that APIs are published via HTTP POST requests with parameters to the node or edge. It concludes by stating that deleting is done via HTTP DELETE requests and updating via POST requests.

facebook developers Search Facebook Developers Docs Tools Support News Apps Min-Yuh Day

## How the Graph API is structured

We will cover this fully in our [Using Graph API guide](#), but in general you can read APIs by making HTTP GET requests to the node:

```
GET graph.facebook.com
  /{node-id}
```

or edge:

```
GET graph.facebook.com
  /{node-id}/{edge-name}
```

You can generally publish to APIs by making HTTP POST requests with parameters to the node:

```
POST graph.facebook.com
  /{node-id}
```

or edge:

```
POST graph.facebook.com
  /{node-id}/{edge-name}
```

Deleting via APIs is accomplished using HTTP DELETE requests (and updating via POST requests) to the same endpoints.

Now let's try an API request, so you can see how easy it is.

# Load the Graph API Explorer

The screenshot shows a web browser window with the URL <https://developers.facebook.com/docs/graph-api/quickstart/>. The page title is "Load the Graph API Explorer". The content includes:


- Load the Graph API Explorer**

The easiest way to understand the Graph API is to use it with the Graph API Explorer, a low-level tool you can use to query, add and remove data. It's a very handy resource to have at your fingertips while you build your app.

So your next step is to goto <https://developers.facebook.com/tools/explorer>.
- Generate a basic Access Token**

When you get to building your own app, you'll need to learn about [access tokens](#) and how to generate them using Facebook Login, but for now, we can get one really quickly through the Graph API Explorer.

Click on the "Get Access Token" button in the top right of the Explorer:



In the next dialog that appears, don't check any boxes, just click the blue "Get Access Token" button. Now you'll see the Login Dialog, click "OK" here to proceed.
- Make your first Graph API request**

Now you're ready to make your first Graph API request, we'll start with a 'read' request. In the text field beside the "GET" dropdown button (we'll call this the path field), delete the existing text and type in 'me':

**Graph API** **FQL Query**

GET  **Profile** **Submit**

<https://developers.facebook.com/docs/graph-api/quickstart/>

# Facebook Graph API Explorer

The screenshot shows the Facebook Graph API Explorer interface. At the top, the browser address bar displays the URL: <https://developers.facebook.com/tools/explorer?method=GET&path=684393172%3Ffields%3Did%2Cname>. The Facebook Developers navigation bar includes the logo, a search bar, and links for Docs, Tools, Support, News, and Apps. The user profile of Min-Yuh Day is visible in the top right.

The main interface is titled "Graph API Explorer" and includes settings for the application ("Graph API Explorer") and locale ("English (US)"). Below these are buttons for "Get Access Token" and "Get App Token".

The "Graph API" tab is selected, and the "FQL Query" section shows a "GET" method and the path `/684393172?fields=id,name`. A "Submit" button is present to the right of the query input.

A link "Learn more about the Graph API syntax." is provided below the query input.

The results section on the left shows the node ID "684393172" and a list of selected fields: "id" and "name". A plus sign and a dashed line indicate that more fields can be added.

The response area on the right displays the JSON output:

```
{
  "name": "Min-Yuh Day",
  "id": "684393172"
}
```

# Facebook Graph API Explorer /me

The screenshot shows the Facebook Graph API Explorer interface. At the top, the browser address bar displays the URL <https://developers.facebook.com/tools/explorer?method=GET&path=me>. The page header includes the Facebook Developers logo, a search bar, and navigation links for Docs, Tools, Support, News, and Apps. The user profile for Min-Yuh Day is visible in the top right.

The main content area is titled "Graph API Explorer" and includes settings for the application (Graph API Explorer) and locale (English (US)). Below these settings, there is a section for the Access Token, with a text input field containing the placeholder "Paste in an existing Access Token or click 'Get Access Token' to generate one". Two buttons are present: "Get Access Token" (highlighted with a red box) and "Get App Token".

Below the Access Token section, there are two tabs: "Graph API" (selected) and "FQL Query". Under the "Graph API" tab, there is a dropdown menu set to "GET" and a text input field containing the path "/me". A "Submit" button (highlighted with a red box) is located to the right of the input field.

Below the input field, there is a link that says "Learn more about the Graph API syntax."

The response area is divided into two columns. The left column shows the node information: "Node: me" and "(No fields expansion available)". The right column displays the JSON response, which is an error message:

```
{
  "error": {
    "message": "An active access token must be used to query information about the current user.",
    "type": "OAuthException",
    "code": 2500
  }
}
```

<https://developers.facebook.com/tools/explorer?method=GET&path=me>

# Facebook Graph API Explorer /me

The screenshot shows the Facebook Graph API Explorer interface. The browser address bar displays <https://developers.facebook.com/tools/explorer?method=GET&path=me>. The page header includes the Facebook Developers logo, a search bar, and navigation links for Docs, Tools, Support, News, and Apps. The user profile 'Min-Yuh Day' is visible in the top right.

The main content area is titled 'Graph API Explorer' and shows the 'Application' set to 'Graph API Explorer' and the 'Locale' set to 'English (US)'. The 'Access Token' field is empty, and the 'Method' is set to 'GET' with the path '/me'. A 'Submit' button is visible on the right.

A 'Select Permissions' dialog box is open in the center, with a red box highlighting its title. The dialog has three tabs: 'User Data Permissions', 'Friends Data Permissions', and 'Extended Permissions'. The 'User Data Permissions' tab is active, showing a list of permissions with checkboxes:

- user\_about\_me
- user\_actions.news
- user\_birthday
- user\_events
- user\_groups
- user\_likes
- user\_online\_presence
- user\_questions
- user\_religion\_politics
- user\_videos
- user\_actions.books
- user\_actions.video
- user\_checkins
- user\_friends
- user\_hometown
- user\_location
- user\_photo\_video\_tags
- user\_relationship\_details
- user\_status
- user\_website
- user\_actions.music
- user\_activities
- user\_education\_history
- user\_games\_activity
- user\_interests
- user\_notes
- user\_photos
- user\_relationships
- user\_subscriptions
- user\_work\_history

At the bottom of the dialog, it states 'Basic permissions included by default.' and has three buttons: 'Get Access Token', 'Clear', and 'Cancel'.

<https://developers.facebook.com/tools/explorer?method=GET&path=me>



# Facebook Graph API Explorer /me

The screenshot shows the Facebook Graph API Explorer interface. A modal dialog titled "Select Permissions" is open, displaying a grid of permissions. The "user\_friends" permission is selected and highlighted with a red box. The "Get Access Token" button at the bottom right of the dialog is also highlighted with a red box. The background interface shows the URL <https://developers.facebook.com/tools/explorer?method=GET&path=me>, the application name "Graph API Explorer", and the locale "English (US)".

**Select Permissions**

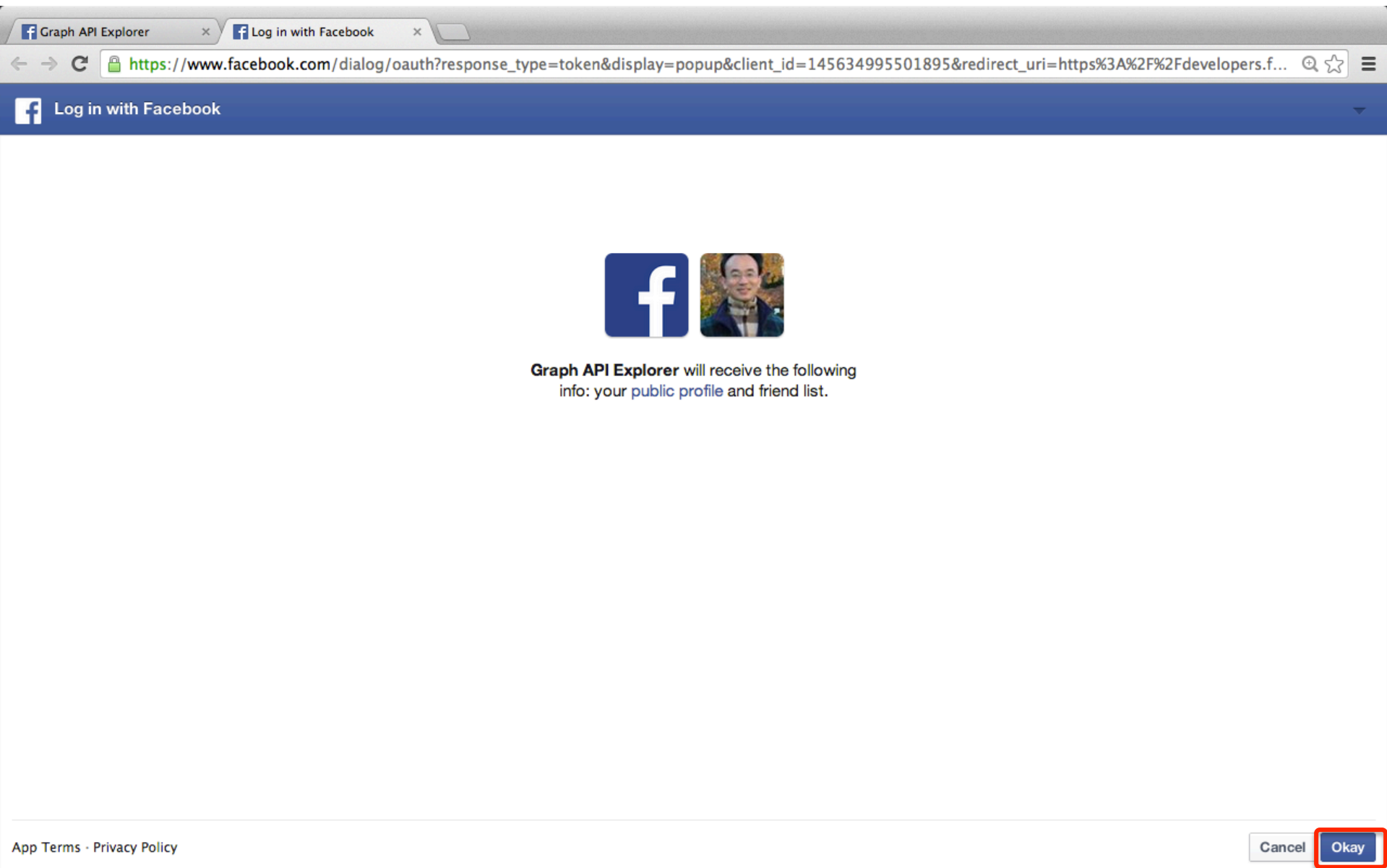
User Data Permissions	Friends Data Permissions	Extended Permissions
<input type="checkbox"/> user_about_me	<input type="checkbox"/> user_actions.books	<input type="checkbox"/> user_actions.music
<input type="checkbox"/> user_actions.news	<input type="checkbox"/> user_actions.video	<input type="checkbox"/> user_activities
<input type="checkbox"/> user_birthday	<input type="checkbox"/> user_checkins	<input type="checkbox"/> user_education_history
<input type="checkbox"/> user_events	<input checked="" type="checkbox"/> user_friends	<input type="checkbox"/> user_games_activity
<input type="checkbox"/> user_groups	<input type="checkbox"/> user_hometown	<input type="checkbox"/> user_interests
<input type="checkbox"/> user_likes	<input type="checkbox"/> user_location	<input type="checkbox"/> user_notes
<input type="checkbox"/> user_online_presence	<input type="checkbox"/> user_photo_video_tags	<input type="checkbox"/> user_photos
<input type="checkbox"/> user_questions	<input type="checkbox"/> user_relationship_details	<input type="checkbox"/> user_relationships
<input type="checkbox"/> user_religion_politics	<input type="checkbox"/> user_status	<input type="checkbox"/> user_subscriptions
<input type="checkbox"/> user_videos	<input type="checkbox"/> user_website	<input type="checkbox"/> user_work_history

Basic permissions included by default.

**Get Access Token** Clear Cancel

<https://developers.facebook.com/tools/explorer?method=GET&path=me>

# Facebook Graph API Explorer /me



The screenshot shows a web browser window with two tabs: "Graph API Explorer" and "Log in with Facebook". The address bar contains the URL: [https://www.facebook.com/dialog/oauth?response\\_type=token&display=popup&client\\_id=145634995501895&redirect\\_uri=https%3A%2F%2Fdevelopers.f...](https://www.facebook.com/dialog/oauth?response_type=token&display=popup&client_id=145634995501895&redirect_uri=https%3A%2F%2Fdevelopers.f...)

Below the browser window, a Facebook permissions dialog is displayed. It features the Facebook logo and a profile picture of a man. The text reads: "Graph API Explorer will receive the following info: your public profile and friend list."

At the bottom of the dialog, there are two buttons: "Cancel" and "Okay". The "Okay" button is highlighted with a red border.

<https://developers.facebook.com/tools/explorer?method=GET&path=me>

# Facebook Graph API Explorer /me

The screenshot shows the Facebook Graph API Explorer interface. At the top, the browser address bar displays the URL <https://developers.facebook.com/tools/explorer?method=GET&path=me>. The page header includes the Facebook Developers logo, a search bar, and navigation links for Docs, Tools, Support, News, and Apps. The user profile for Min-Yuh Day is visible in the top right.

The main content area is titled "Graph API Explorer". It features a dropdown menu for "Application" set to "Graph API Explorer" and a dropdown for "Locale" set to "English (US)". Below this, the "Access Token" field contains the token `CAACEdEose0cBAJ2Pi0VN9CZAexKrijtNm9CPGer7ZCKmqlexrgRtctFjuYWYv5ne6\`. To the right of the token field are buttons for "Debug", "Get Access Token", and "Get App Token".

Underneath, there are tabs for "Graph API" and "FQL Query". The "Graph API" tab is active, showing a dropdown menu set to "GET" and a text input field containing `/me`. A "Submit" button is located to the right of the input field.

Below the input field, a link reads "Learn more about the Graph API syntax." The response area is divided into two panels. The left panel shows "Node: me" and "(No fields expansion available)". The right panel displays a JSON error response:

```
{
  "error": {
    "message": "An active access token must be used to query information about the current user.",
    "type": "OAuthException",
    "code": 2500
  }
}
```

<https://developers.facebook.com/tools/explorer?method=GET&path=me>

# Facebook Graph API Explorer /me

The screenshot shows the Facebook Graph API Explorer interface. At the top, the browser address bar displays the URL <https://developers.facebook.com/tools/explorer?method=GET&path=me>. The page header includes the Facebook Developers logo, a search bar, and navigation links for Docs, Tools, Support, News, and Apps. The user profile for Min-Yuh Day is visible in the top right.

The main content area is titled "Graph API Explorer" and includes settings for Application (Graph API Explorer), Locale (English (US)), and a red-bordered "Access Token" field containing the token `CAACEdEose0cBAJ2Pi0VN9CZAexKrjtNm9CPGer7ZCKmqlexrgRtctFjuYWyv5ne6Y`. Below these are buttons for "Debug", "Get Access Token", and "Get App Token".

The "FQL Query" section shows a "GET" method and a red-bordered path `/me`, with a "Submit" button to the right. A link to "Learn more about the Graph API syntax." is provided below the query input.

The results are displayed in two columns. The left column shows "Node: me". The right column displays the JSON response:

```
{
  "id": "684393172",
  "name": "Min-Yuh Day",
  "first_name": "Min-Yuh",
  "last_name": "Day",
  "link": "https://www.facebook.com/minyuhday",
  "username": "minyuhday",
  "hometown": {
    "id": "114511591898165",
    "name": "Kaohsiung, Taiwan"
  },
  "location": {
    "id": "110765362279102",
    "name": "Taipei, Taiwan"
  },
  "bio": "Min-Yuh Day (MYDAY)",
  "work": [
    {
      "employer": {
        "id": "104079442960796",
        "name": "Tamkang University"
      },
      "position": {
        "id": "112205105473045",
        "name": "Assistant Professor"
      }
    }
  ]
}
```

<https://developers.facebook.com/tools/explorer?method=GET&path=me>

# Facebook Graph API Explorer /me/friends

The screenshot shows the Facebook Graph API Explorer interface. At the top, there's a navigation bar with the Facebook logo, a search bar, and links for Docs, Tools, Support, News, and Apps. The user's name, Min-Yuh Day, is visible in the top right. Below the navigation bar, the page title is "Graph API Explorer". The "Application" is set to "Graph API Explorer" and the "Locale" is "English (US)".

The "Access Token" field contains a long alphanumeric string: CAACEdEose0cBAJ2Pi0VN9CZAexKrtNm9CPGer7ZCKmqlexrgRtctFjuYWYv5ne6\ . There are buttons for "Debug", "Get Access Token", and "Get App Token".

Below the access token, there are two tabs: "Graph API" (selected) and "FQL Query". The "Method" is set to "GET" and the "Path" is "/me/friends". A "Submit" button is located to the right of the path field.

Below the form, there's a link: "Learn more about the Graph API syntax."

The main content area is split into two panels. The left panel shows the "Edge: me/friends" and a plus sign followed by a dotted line, indicating a list of results. The right panel displays the JSON response:

```
{
  "data": [
    {
      "name": "John Doe",
      "id": "1234567890"
    },
    {
      "name": "Jane Smith",
      "id": "1234567890"
    },
    {
      "name": "Bob Johnson",
      "id": "3456789012"
    },
    {
      "name": "Alice Brown",
      "id": "4567890123"
    },
    {
      "name": "Charlie White",
      "id": "6789012345"
    }
  ]
}
```

# Facebook Graph API Explorer

## Publish actions

⇌ Get Access Token

Select Permissions

User Data Permissions Friends Data Permissions **Extended Permissions**

<input type="checkbox"/> ads_management	<input type="checkbox"/> ads_read	<input type="checkbox"/> create_event
<input checked="" type="checkbox"/> create_note	<input type="checkbox"/> email	<input type="checkbox"/> export_stream
<input type="checkbox"/> manage_friendlists	<input type="checkbox"/> manage_notifications	<input type="checkbox"/> manage_pages
<input checked="" type="checkbox"/> photo_upload	<input checked="" type="checkbox"/> publish_actions	<input type="checkbox"/> publish_checkins
<input checked="" type="checkbox"/> publish_stream	<input type="checkbox"/> read_friendlists	<input type="checkbox"/> read_insights
<input type="checkbox"/> read_mailbox	<input type="checkbox"/> read_page_mailboxes	<input type="checkbox"/> read_requests
<input type="checkbox"/> read_stream	<input type="checkbox"/> rsvp_event	<input checked="" type="checkbox"/> share_item
<input type="checkbox"/> sms	<input checked="" type="checkbox"/> status_update	<input checked="" type="checkbox"/> video_upload
<input type="checkbox"/> xmpp_login		

Basic permissions included by default.

**Get Access Token** Clear Cancel

# Facebook Graph API Explorer Post Message

The screenshot shows the Facebook Graph API Explorer interface. At the top, there is a navigation bar with the Facebook logo, the text "facebook developers", a search bar, and links for "Docs", "Tools", "Support", "News", and "Apps". The user's name "Min-Yuh Day" is visible in the top right corner. Below the navigation bar, the "Graph API Explorer" title is displayed, along with "Application: [?] Graph API Explorer" and "Locale: [?] English (US)".

The "Access Token" field contains the token "CAACEdEose0cBAAFmaePU1IXOSQ9dP0FcgW6LqWAP87DGoRpDoApjHL4dFG0l". There are buttons for "Debug", "Get Access Token", and "Get App Token".

The "Graph API" tab is selected, and the "POST" method is chosen. The endpoint is "/me/feed". The "message" field is filled with "Hello, Facebook Graph API". A "Submit" button is visible to the right of the endpoint field.

Below the form, there is a link to "Learn more about the Graph API syntax." and a code block showing the JSON response:

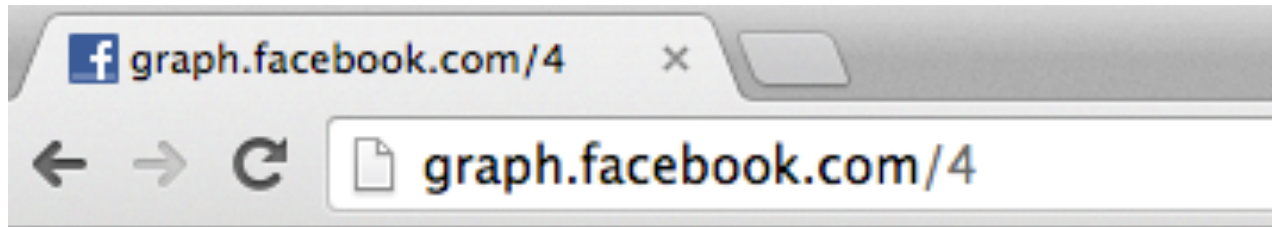
```
{  
  "id": "684393172_10151866099018173"  
}
```

# Facebook Graph API Explorer Post Message

The screenshot shows a web browser window with the Facebook homepage. The browser's address bar displays <https://www.facebook.com>. The search bar contains the text "Search for people, places and things". On the left sidebar, the user's profile is visible, showing a profile picture of Min-Yuh Day and the name "Min-Yuh Day" with a link to "Edit Profile". Below the profile, a "FAVORITES" menu lists "News Feed", "Messages" (with a notification badge of 1), "Events" (with a notification badge of 2), "Photos", and "Browse". The main content area features a "What's on your mind?" status update prompt with options for "Update Status" and "Add Photos/Video". Below this, a post from Min-Yuh Day is displayed, containing the text "Hello, Facebook Graph API" and interaction options: "Like · Comment · Share · 2 minutes ago via Graph API Explorer".



# http://graph.facebook.com/4



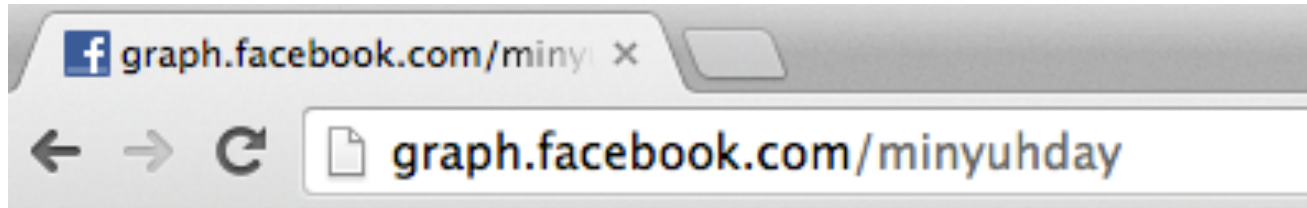
```
{  
  "id": "4",  
  "name": "Mark Zuckerberg",  
  "first_name": "Mark",  
  "last_name": "Zuckerberg",  
  "link": "http://www.facebook.com/zuck",  
  "username": "zuck",  
  "gender": "male",  
  "locale": "en_US"  
}
```

# Facebook API (JSON)

<http://graph.facebook.com/4>

```
{  
  "id": "4",  
  "first_name": "Mark",  
  "gender": "male",  
  "last_name": "Zuckerberg",  
  "link": "https://www.facebook.com/zuck",  
  "locale": "en_US",  
  "name": "Mark Zuckerberg",  
  "username": "zuck"  
}
```

# <http://graph.facebook.com/minyuhday>



```
{
  "id": "684393172",
  "name": "Min-Yuh Day",
  "first_name": "Min-Yuh",
  "last_name": "Day",
  "link": "http://www.facebook.com/minyuhday",
  "username": "minyuhday",
  "gender": "male",
  "locale": "en_US"
}
```

# JavaScript vs. JSON

- JSON
  - JavaScript Object Notation
    - Format for sharing data
    - Derived from JavaScript
    - Language independent
    - An alternative to XML

# JSON

- Advantages

- Easy to read
- Easy to write
- Easy to Parse

```
Var info = JSON.parse(data);
```

```
Info.name
```

```
Info.position
```

```
Info.courses[i]
```

- Learner than XML
- Growing support in APIs (i.e., Facebook, Twitter)
- Natural format for JavaScript
- Implementation in many languages

# JSON

```
{  
  "name" : "Min-Yuh Day"  
  "position" : "Assistant Professor"  
  "courses" : [  
    "Social Media Apps Programming"  
    "Social Media Marketing"  
    "Data Mining"  
  ]  
}
```

```
var info = JSON.parse(data);  
info.name  
info.position  
info.courses[i]
```

# Summary

- **Facebook API**
  - Facebook JavaScript SDK
  - Integrate Facebook with iOS/Android Apps
  - Facebook Login
  - Facebook Open Graph API
  - Facebook Graph API



**iOS**

Integrate Facebook with your native iOS apps.



**Android**

Integrate Facebook with your native Android apps.



**Web**

Integrate Facebook with your website or host your apps in Facebook.com.

# References

- Facebook Developers, <https://developers.facebook.com/>