Social Media Apps Programming

Facebook API
(Facebook JavaScript SDK)
(Integrate Facebook with iOS/Android Apps)

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2017-12-29
# Course Schedule (1/2)

<table>
<thead>
<tr>
<th>Week</th>
<th>Date</th>
<th>Subject/Topics</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>2017/09/22</td>
<td>Course Orientation and Introduction to Social Media and Mobile Apps Programming</td>
</tr>
<tr>
<td>2</td>
<td>2017/09/29</td>
<td>Introduction to Android / iOS Apps Programming</td>
</tr>
<tr>
<td>3</td>
<td>2017/10/06</td>
<td>Developing Android Native Apps with Java (Android Studio)</td>
</tr>
<tr>
<td>4</td>
<td>2017/10/13</td>
<td>Developing iPhone / iPad Native Apps with Swift (XCode)</td>
</tr>
<tr>
<td>5</td>
<td>2017/10/20</td>
<td>Mobile Apps using HTML5/CSS3/JavaScript</td>
</tr>
<tr>
<td>6</td>
<td>2017/10/27</td>
<td>jQuery Mobile</td>
</tr>
<tr>
<td>7</td>
<td>2017/11/03</td>
<td>Create Hybrid Apps with Phonegap</td>
</tr>
<tr>
<td>8</td>
<td>2017/11/10</td>
<td>jQuery Mobile/Phonegap</td>
</tr>
<tr>
<td>9</td>
<td>2017/11/17</td>
<td>jQuery Mobile/Phonegap</td>
</tr>
<tr>
<td>Week</td>
<td>Date</td>
<td>Subject/Topics</td>
</tr>
<tr>
<td>------</td>
<td>------------</td>
<td>-------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>10</td>
<td>2017/11/24</td>
<td>Midterm Project Report</td>
</tr>
<tr>
<td>11</td>
<td>2017/12/01</td>
<td>Case Study on Social Media Apps Programming and Marketing in Google Play and App Store</td>
</tr>
<tr>
<td>12</td>
<td>2017/12/08</td>
<td>Google Cloud Platform</td>
</tr>
<tr>
<td>13</td>
<td>2017/12/15</td>
<td>Google App Engine</td>
</tr>
<tr>
<td>14</td>
<td>2017/12/22</td>
<td>Google Map API</td>
</tr>
<tr>
<td>15</td>
<td>2017/12/29</td>
<td>Facebook API (Facebook JavaScript SDK) (Integrate Facebook with iOS/Android Apps)</td>
</tr>
<tr>
<td>16</td>
<td>2018/01/05</td>
<td>Twitter API</td>
</tr>
<tr>
<td>17</td>
<td>2018/01/12</td>
<td>Final Project Presentation</td>
</tr>
<tr>
<td>18</td>
<td>2018/01/19</td>
<td>Final Exam Week (Final Project Presentation)</td>
</tr>
</tbody>
</table>
Outline

• Facebook API
  – Facebook JavaScript SDK
  – Integrate Facebook with iOS/Android Apps
  – Facebook Login
  – Facebook Open Graph API
  – Facebook Graph API
Facebook Developers

Connect on a global scale.
Build, grow and monetize your apps with Messenger

https://developers.facebook.com/
Your App

API

Request

http://graph.facebook.com/4

Your App
Your App

Request

http://graph.facebook.com/4

API

Response

{  
  "id": "4",  
  "first_name": "Mark",  
  "gender": "male",  
  "last_name": "Zuckerberg",  
  "link": "https://www.facebook.com/zuck",  
  "locale": "en_US",  
  "name": "Mark Zuckerberg",  
  "username": "zuck"
}
Facebook API
Registration is now open!

APRIL 18 + 19 / SAN JOSE, CA

REGISTER TO ATTEND

https://developers.facebook.com/
Facebook
Graph API Explorer

https://developers.facebook.com/
Facebook API

Create a New App ID

Get started integrating Facebook into your app or website

Display Name

iMyPagesApp

Contact Email

imyday@gmail.com

Category

Apps for Pages

By proceeding, you agree to the Facebook Platform Policies

https://developers.facebook.com/
Facebook API

Get Started with the Facebook SDK
Use our quick start guides to set up the Facebook SDK for your iOS or Android app, Canvas game or website.

Facebook Analytics for Apps
Set up Analytics
Analytics for Apps helps you grow your business and learn about the actions people take in your app. It only takes 5 minutes to set up.

https://developers.facebook.com/
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 Jaw

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
See how companies make their sites personalized and social with Facebook

https://developers.facebook.com/
Integrate Facebook with your native iOS apps

https://developers.facebook.com/
Facebook SDK for iOS

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

Download the SDK

v3.11. See Change Log or Upgrade Guide.

Get Started on iOS
Walkthrough the basics for iOS

SDK Reference Docs
Comprehensive Reference Docs

What is in the iOS SDK?
Share
Login
Ads
Integrate Facebook with your native Android apps.

https://developers.facebook.com/
Facebook SDK for Android

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

Download the SDK


- Get Started
  - Quick and basic guide for Android
- SDK Reference Docs
  - Reference Docs and sample code
Integrate Facebook with your Web Apps

Web

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

Drive traffic and engagement for your desktop and mobile web apps.

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 Web Developers

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

JavaScript

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

PHP

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

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.

https://developers.facebook.com/docs/web/
Facebook for Web Developers

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.
Getting Started for Websites

Web › Getting Started 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.

This guide walks you through the features available to you, to help you choose the level of integration that’s right for you.

In this guide:

- 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
- Measuring your success

Looking for advice on adding Facebook to your mobile web app? Take a look at Getting Started With Facebook For Mobile Web Apps
Adding social features with Plugins

Like Button

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

Comments Box
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

https://developers.facebook.com/docs/facebook-login/v2.2
The new Facebook Login (April 30, 2015)

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

Login for JavaScript

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

Quickstart

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.

https://developers.facebook.com/docs/facebook-login/login-flow-for-web/
```
<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
        }
    });
</script>
```
Facebook Login for JavaScript

```html
<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
 });
</script>
</body>
</html>
```

https://developers.facebook.com/docs/facebook-login/login-flow-for-web/
Facebook Login for JavaScript

// 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/
// 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>

https://developers.facebook.com/docs/facebook-login/login-flow-for-web/
Facebook Login for JavaScript

https://developers.facebook.com/docs/facebook-login/login-flow-for-web/
Demo:
Facebook Apps
Create New App
Facebook 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/apps
Facebook Apps: Create New App

https://developers.facebook.com/apps
Facebook Apps: Create New App

https://developers.facebook.com/apps
Facebook Apps: Create New App

Create New App

- **App Name:** iMyday
- **App Namespace:** Optional
- **App Category:** Education

By proceeding, you agree to the Facebook Platform Policies

[Continue] [Cancel]

https://developers.facebook.com/apps
Facebook Apps: Create New App

App Details

App ID: 1378880249017680
App Secret: c64d6b231b7c22003b8ddc25a99e20ec

App Details

Display Name: iMyday
Namespace: 
Contact Email: myday@mail.tku.edu.tw
App Domains: Enter your site domains and press enter
Sandbox Mode: Enabled

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

Select how your app integrates with Facebook:

- **Website with Facebook Login**
  - Site URL: http://mail.tku.edu.tw/myday/app/facebook.html

- **Mobile Web**
  - Mobile Site URL: http://mail.tku.edu.tw/myday/app

Accept Mobile Web Payments: [ ] Disabled

- **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](https://developers.facebook.com/apps)

[https://developers.facebook.com/apps](https://developers.facebook.com/apps)
<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
            xhtml : true // parse XFBML
        });

        FB.Event.subscribe('auth.authResponseChange', function(response) {
            if (response.status === 'connected') {
                testAPI();
            } else if (response.status === 'not_authorized') {
                FB.login();
            } else {
                FB.login();
            }
        });

        // 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 = 'http://connect.facebook.net/en_US/all.js';
            ref.parentNode.insertBefore(js, ref);
        })(document);

        function testAPI() {
            console.log('Welcome! Fetching your information...');
            FB.api('/me', function(response) {
                console.log('Good to see you, ' + response.name + '.');
            });
        }
    }
</script>

<fb:login-button show-faces="true" width="200" max-rows="1"></fb:login-button>
</body>
</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
    });
</script>

http://mail.tku.edu.tw/myday/app/facebook.html
Facebook Login

http://mail.tku.edu.tw/myday/app/facebook.html
Facebook Login

http://mail.tku.edu.tw/myday/app/facebook.html
Test Facebook Login on jsbin.com

```html
<html>
<head></head>
<body>
<div id="fb-root"></div>
<script>
window.fbAsyncInit = function() {
  FB.init({
    appId : '137888246917689',
    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
```
Test Facebook Login on jsbin.com

Select how your app integrates with Facebook

http://jsbin.com/OYAxevU/1
Facebook SDK for JavaScript

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.

```html
<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
    });

    FB.getLoginStatus(function(response) {
        if (response.status === 'connected') {
            FB.api('/me', function(response) {
                console.log(response);
            });
        }
    });
};

// Add the library script
<script src='https://connect.facebook.net/en_US/sdk.js'></script>
</script>
</body>
</html>
```

https://developers.facebook.com/docs/javascript/gettingstarted/
Facebook SDK for JavaScript

```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>

https://developers.facebook.com/docs/javascript/gettingstarted/
```
Facebook SDK for JavaScript

The Facebook SDK for JavaScript provides a rich set of client-side functionality for adding Social Plugins, making API calls and implementing Facebook Login.

Take a look at the Getting Started guide for full information about features and usage.

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 code works best when placed directly after the opening <body> tag.

```html
<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
    });
}
</script>
```
window.fbAsyncInit = function() {
    // init the FB JS SDK
    FB.init(
        {appId: 'YOUR_APP_ID',
         status: true,
         xfbml: true
        }, // App ID from the app dashboard
    ); // Check Facebook Login status
    // 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);
})();

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

```html
<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 = 'https://connect.facebook.net/en_US/sdk.js';
    fjs.parentNode.insertBefore(js, fjs);
  }(d, 'script', 'facebook-jssdk'));
</script>
```
<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>
http://jsbin.com/silukahati/1/edit
Facebook for Mobile

Documentation

Learn how to build and grow your app or website with Facebook.

iOS Developers
Add Facebook to your iOS app.

Android Developers
Add Facebook to your Android app.

Web Developers
Add Facebook to your site or web app.

Game Developers
Make your game social with Facebook.

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.

https://developers.facebook.com/docs/
Facebook for Mobile

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.

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.

Other Useful Links

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

[https://developers.facebook.com/docs/plugins/](https://developers.facebook.com/docs/plugins/)
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.

https://developers.facebook.com/docs/plugins/
Facebook 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.

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

Width
The pixel width of the plugin

Layout
standard

Action Type
like

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

Your Plugin Code

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

```html
<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 = "https://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.

```html
<div class="fb-like" 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

```html
<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>


https://developers.facebook.com/docs/plugins/like-button/
```
Facebook Share Button

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.

URL to share
http://developers.facebook.com/docs/plugins/share-button/

Layout
button_count

Settings

https://developers.facebook.com/docs/plugins/share-button/
Facebook Share Button

Your Plugin Code

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>
```

[https://developers.facebook.com/docs/plugins/share-button/](https://developers.facebook.com/docs/plugins/share-button/)
Facebook Open Graph API

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

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:

https://developers.facebook.com/docs/opengraph/overview/
Getting Started with Open Graph

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:

https://developers.facebook.com/docs/opengraph/getting-started/
Step 1: Create a Facebook App

https://developers.facebook.com/docs/opengraph/getting-started/
Step 2: Set Up the App

```
<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.');
  }

  /*
  * This is boilerplate code that is used to initialize
  * the Facebook JS SDK. You would normally set your
  * App ID in this code.
  */

  // Additional JS functions here
  window.fbAsyncInit = function() {
    FB.init({
      appId : fbAppId, // App ID
      status : true,    // check login status
      cookie : true,    // enable cookies to allow the
                       // server to access the session
      xfbml : true      // parse page for xfbml or html5
                      // social plugins like login button below
    });
  }
</script>
</body>
</html>
```

https://developers.facebook.com/docs/opengraph/getting-started/
Step 2: Set Up the App

https://developers.facebook.com/docs/opengraph/getting-started/
Step 2: Set Up the App

This example creates a story on Facebook using the `<a href="https://developers.facebook.com/docs/reference/ogaction/og.likes">og.likes</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">article on TechCrunch</a>`. The story should only be visible to you.

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

https://developers.facebook.com/docs/opengraph/getting-started/
Step 3: Publish a Story

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

https://developers.facebook.com/docs/opengraph/getting-started/
Step 3: Publish a Story

https://developers.facebook.com/docs/opengraph/getting-started/
Step 4: Submit Your Actions For Review

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

Publishing Actions with the Facebook SDK for Javascript

http://www.youtube.com/watch?v=rZMajQAowKs
Facebook Open Graph API

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

Source: https://www.youtube.com/watch?v=M24gqVJbrN8&list=PL8D1E905D80087F6F
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.

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.

https://developers.facebook.com/docs/reference/apis/
Facebook Graph API

The Graph API

The primary way for apps to read and write to the Facebook social graph.

Quickstart

Find out how to read and publish data in a few simple steps.

API Reference

Get the full details of all the nodes, edges, and fields in the Graph API.

Using the Graph API

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.

Common App Scenarios

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

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.

Other APIs

The Graph API is connected to some other Facebook APIs such as FQL. You can read our guides to these APIs in this section.

https://developers.facebook.com/docs/graph-api/
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}
Getting Started with the Graph API

http://www.youtube.com/watch?v=WteK95AppF4
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 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 go to 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:

Get access token

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':

https://developers.facebook.com/docs/graph-api/quickstart/
Facebook Graph API Explorer

https://developers.facebook.com/tools/explorer
Facebook Graph API Explorer /me

https://developers.facebook.com/tools/explorer?method=GET&path=me
Facebook Graph API Explorer /me

https://developers.facebook.com/tools/explorer?method=GET&path=/me
Facebook Graph API Explorer /me

https://developers.facebook.com/tools/explorer?method=GET&path=me
Facebook Graph API Explorer /me

https://developers.facebook.com/tools/explorer?method=GET&path=me
Facebook Graph API Explorer /me

https://developers.facebook.com/tools/explorer?method=GET&path=me
Facebook Graph API Explorer /me

https://developers.facebook.com/tools/explorer?method=GET&path=me
Facebook Graph API Explorer /me/friends

https://developers.facebook.com/tools/explorer?method=GET&path=me%2Ffriends
Facebook Graph API Explorer
Publish actions

Select Permissions

User Data Permissions | Friends Data Permissions | Extended Permissions
----------------------|-------------------------|--------------------------
- ads_management      | - ads_read              | - create_event           |
- create_note         | - email                 | - export_stream          |
- manage_friendlists  | - manage_notifications  | - manage_pages           |
- photo_upload        | - publish_actions       | - publish_checkins       |
- publish_stream      | - read_friendlists       | - read_insights          |
- read_mailbox        | - read_page_mailboxes   | - read_requests          |
- read_stream         | - rsvp_event            | - share_item             |
- sms                 | - status_update         | - video_upload           |
- xmpp_login          |                          |                          |

Basic permissions included by default.

Get Access Token
Facebook Graph API Explorer
Post Message

Graph API Explorer

POST /me/feed
message
Hello, Facebook Graph API

Learn more about the Graph API syntax.

{ "id": "684393172_10151866099018173" }
Facebook Graph API Explorer
Post Message

Min-Yuh Day
Hello, Facebook Graph API
Like · Comment · Share · 2 minutes ago via Graph API Explorer · ↘
Summary

• Facebook API
  – Facebook JavaScript SDK
  – Integrate Facebook with iOS/Android Apps
  – Facebook Login
  – Facebook Open Graph API
  – Facebook Graph API
References

• Facebook Developers, [https://developers.facebook.com/](https://developers.facebook.com/)