



Social Media Apps Programming

Facebook API

(Facebook JavaScript SDK)

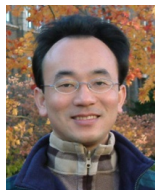
(Integrate Facebook with iOS/Android Apps)

1071SMAP13

TLMXM1A (8550) (M2143) (Fall 2018)

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

Thu 8,9 (10:10-12:00) B206



Min-Yuh Day, Ph.D.

Assistant Professor

Department of Information Management

Tamkang University

<http://mail.tku.edu.tw/myday>

2018-12-20



Course Schedule (1/2)



Week	Date	Subject/Topics
1	2018/09/13	Course Orientation and Introduction to Social Media and Mobile Apps Programming
2	2018/09/20	Introduction to Android / iOS Apps Programming
3	2018/09/27	Developing Android Native Apps with Java (Android Studio)
4	2018/10/04	Developing iPhone / iPad Native Apps with Swift (XCode)
5	2018/10/11	Mobile Apps using HTML5/CSS3/JavaScript
6	2018/10/18	jQuery Mobile
7	2018/10/25	Create Hybrid Apps with Phonegap
8	2018/11/01	jQuery Mobile/Phonegap
9	2018/11/08	jQuery Mobile/Phonegap

Course Schedule (2/2)



Week	Date	Subject/Topics
10	2018/11/15	Midterm Exam Week / Project Presentation
11	2018/11/22	Case Study on Social Media Apps Programming and Marketing in Google Play and App Store
12	2018/11/29	Google Cloud Platform
13	2018/12/06	Google App Engine
14	2018/12/13	Google Map API
15	2018/12/20	Facebook API (Facebook JavaScript SDK) (Integrate Facebook with iOS/Android Apps)
16	2018/12/27	Twitter API
17	2019/01/03	Final Project Presentation
18	2019/01/10	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

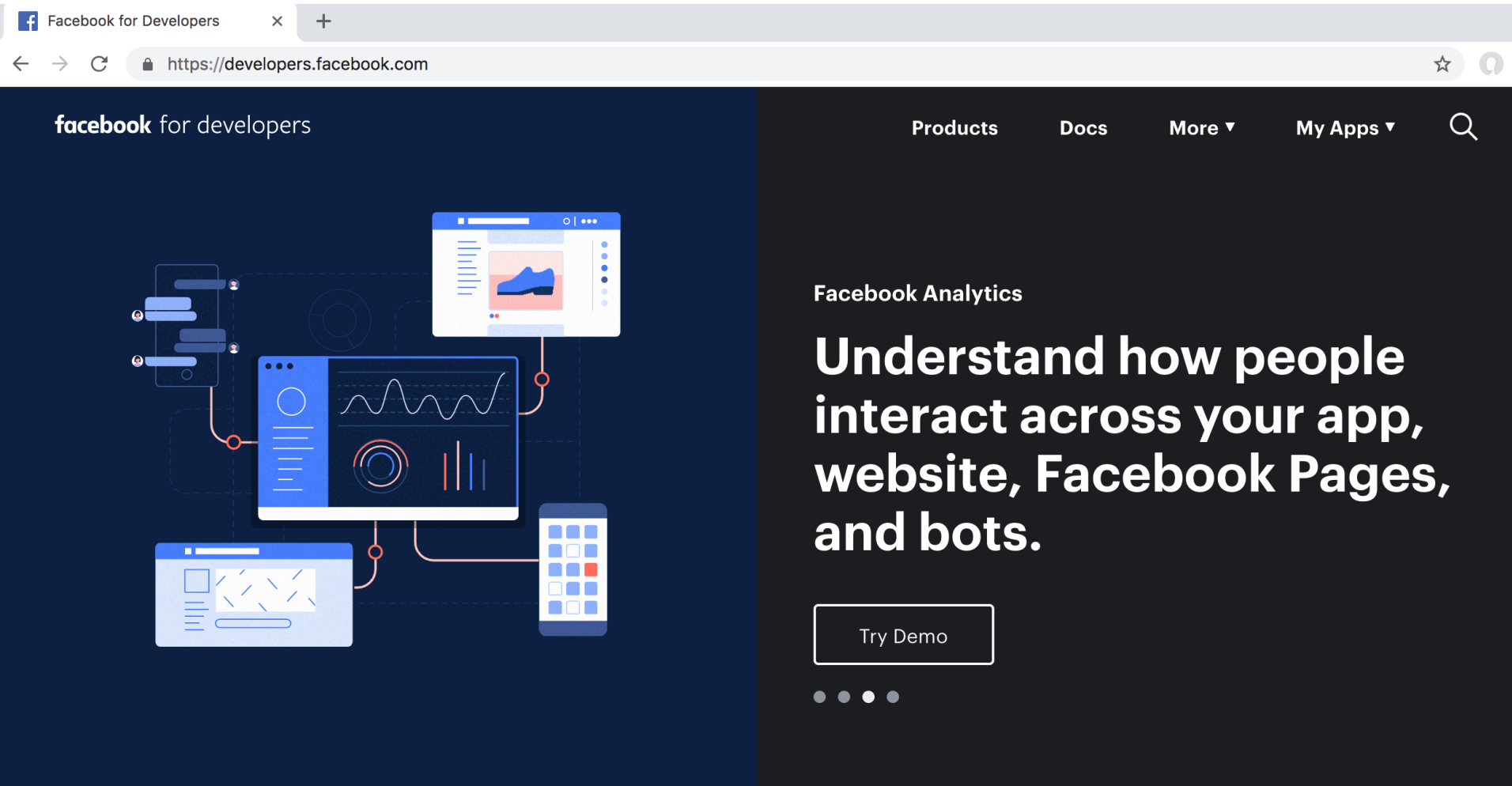
Integrate Facebook with your native Android apps.



Web

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

Facebook Developers



The screenshot shows the Facebook Developers website. The browser tab is labeled "Facebook for Developers" and the address bar shows "https://developers.facebook.com". The page header includes the "facebook for developers" logo and navigation links for "Products", "Docs", "More", and "My Apps". The main content area features a dark blue background with a central illustration of various data visualization components like charts, graphs, and mobile devices connected by lines. To the right, the "Facebook Analytics" section is highlighted with the text: "Understand how people interact across your app, website, Facebook Pages, and bots." Below this text is a "Try Demo" button and a set of four dots, with the second dot from the left being filled, indicating the current slide in a sequence.

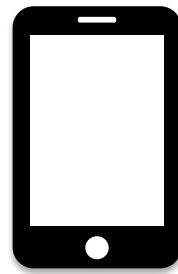
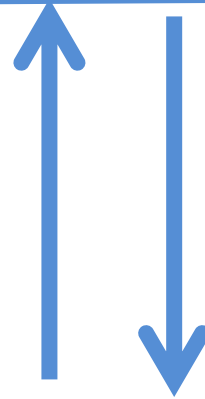
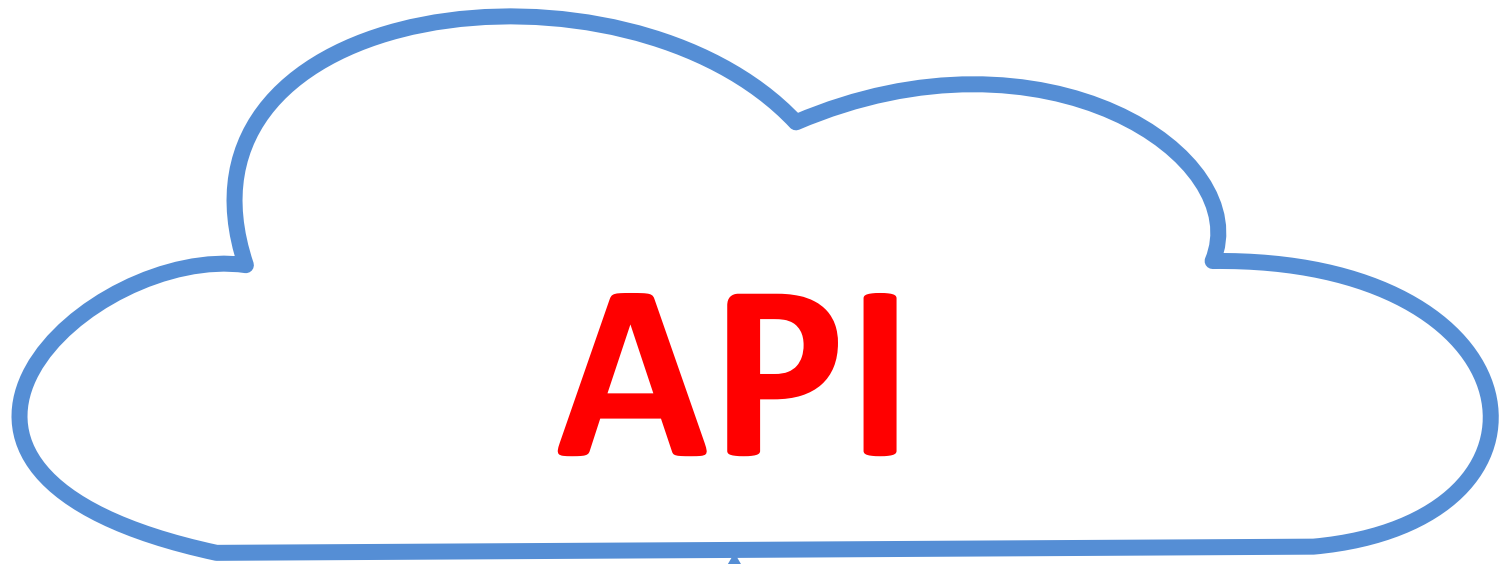


Introducing New Getting Started Guide and App Review Design

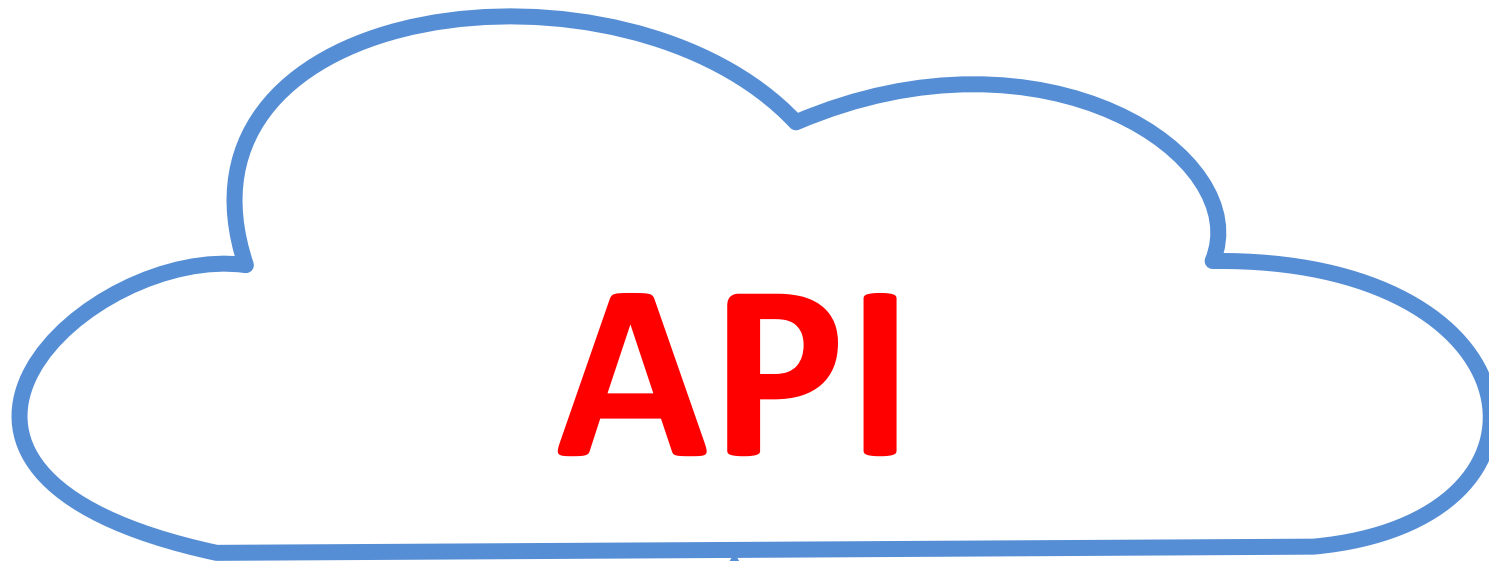
Notifying our Developer Ecosystem about a Photo API Bug

Facebook Launches Verification for Individual Developers

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



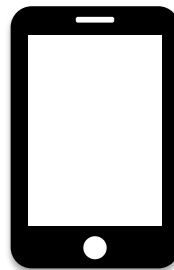
Your App



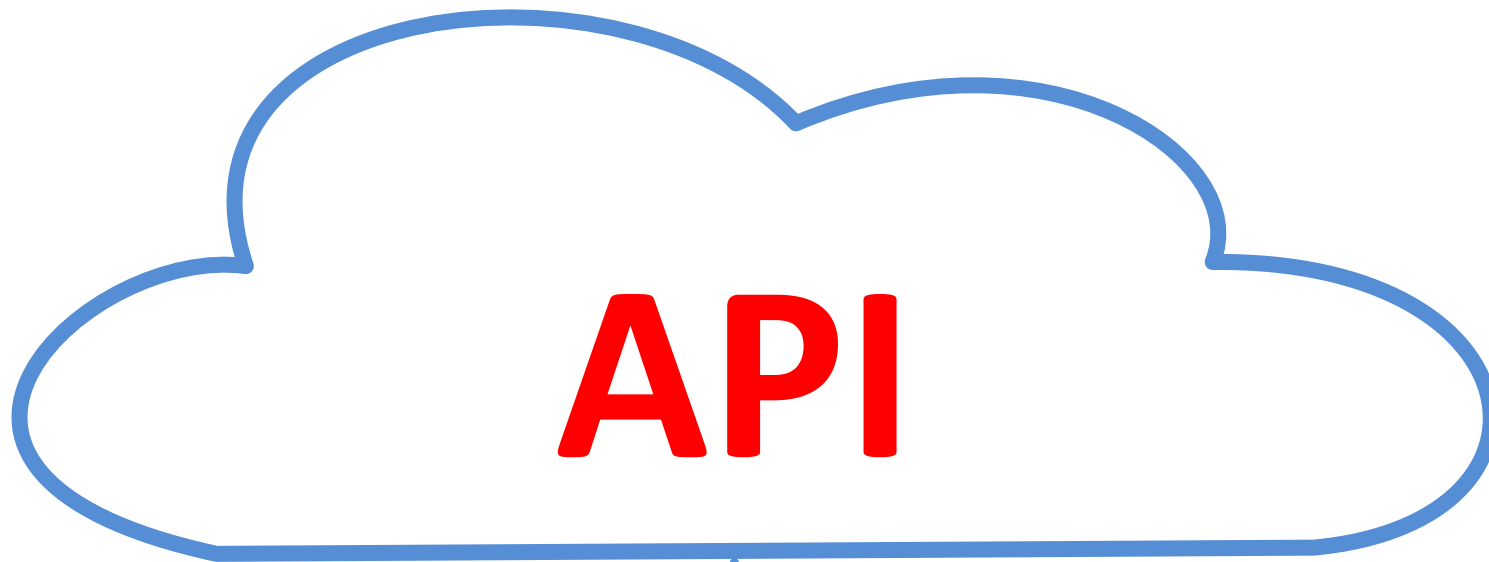
API

Request

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



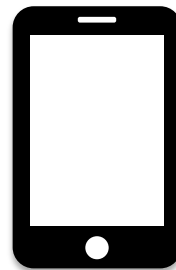
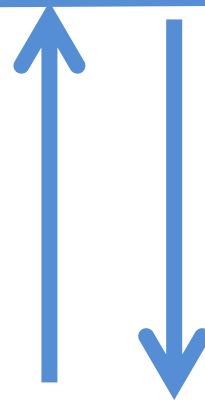
Your App



API

Request

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



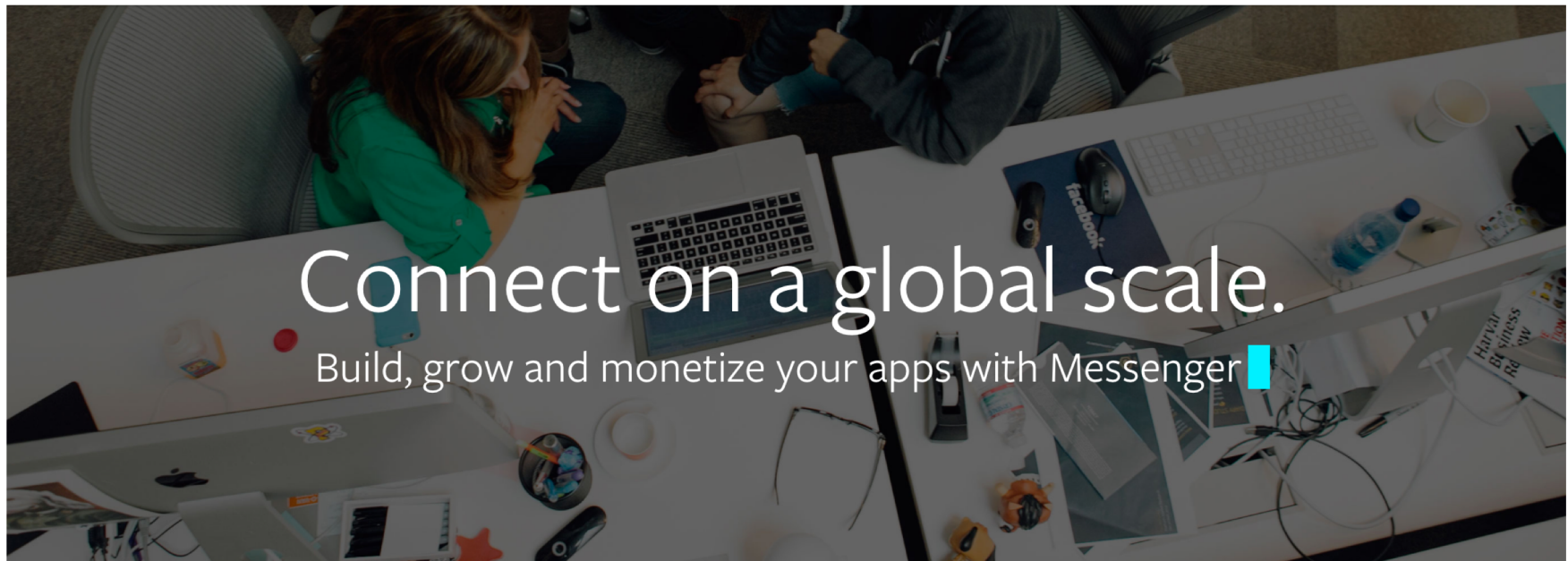
Response

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

Your App

Facebook API

Facebook Developers



Facebook Login

Account Creation in two taps



Sharing on Facebook

Promote your app or website organically



Facebook Analytics for Apps

Understand how people use your app



Mobile Monetization

Monetize your mobile app or mobile website with ads



Messenger Platform

Build your bot to reach 1 billion people

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

Facebook Developer

facebook for developers

Products

Docs

Tools & Support

News

Success Stories

Search

My Apps 

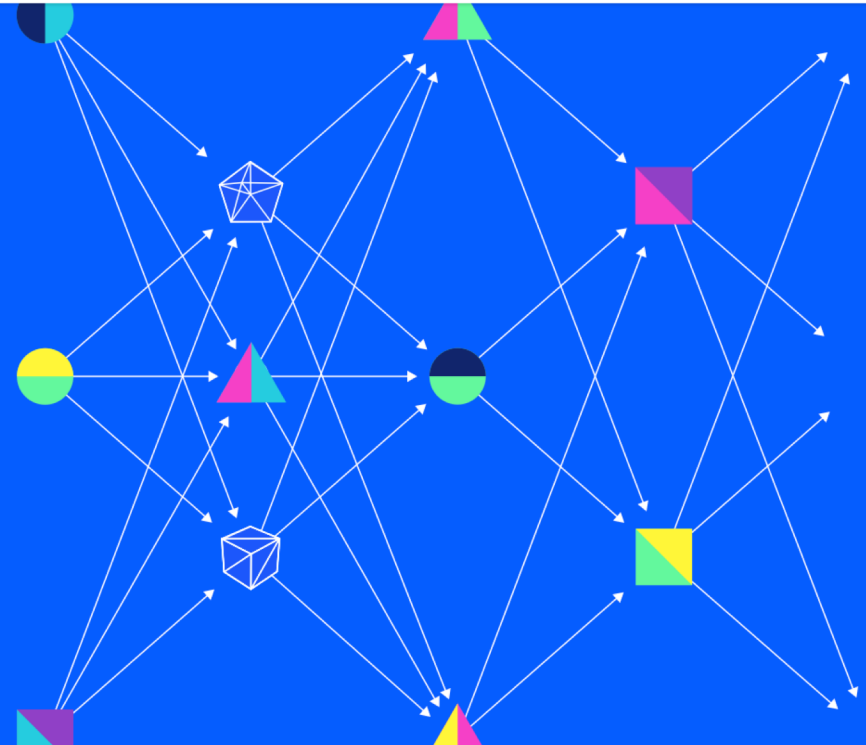


FACEBOOK
DEVELOPER
CONFERENCE

Registration is now open!

APRIL 18 + 19 / SAN JOSE, CA

REGISTER TO ATTEND



Facebook Login

Account Creation in two taps



Sharing on Facebook

Promote your app or website organically



Facebook Analytics for Apps

Understand how people use your app



Mobile Monetization

Monetize your mobile app or mobile website with ads



Messenger Platform

Build your bot to reach 1 billion people

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

Facebook Graph API Explorer

Secure <https://developers.facebook.com/tools/explorer/?method=GET&path=me%3Ffields%3Did%2Cname&version=v2.8>

facebook for developers

Products

Docs

Tools & Support

News

Success Stories

Search

My Apps



Graph API Explorer

Application: [?]

Graph API Explorer

Access Token:

[i](#) EAACEdEose0cBALZCZB4MZA3BpgFI2ZBqrbHcHHC3S6V4f72sPgwi6nm4NPH07BBuCjLWSgFt6DrJFYvtgac9MMKBL6X5GMehvfiv2ucl

Get Token



GET → /v2.8 /me?fields=id,name



Submit

[Learn more about the Graph API syntax](#)

Node: me

- id
- name

Search for a field

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

Facebook API

Create a New App ID

Get started integrating Facebook into your app or website

Display Name




Contact Email

Category

By proceeding, you agree to the Facebook Platform Policies

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

Facebook API

 **iMyPagesApp** ▾

Dashboard

Settings


Roles

Alerts

App Review

PRODUCTS

+ Add Product

facebook for developers 

APP ID: 1815347808725611 | [View Analytics](#)

 [Tools & Support](#) [Docs](#)



Dashboard



iMyPagesApp ○

This app is in development mode and can only be used by app admins, developers and testers [?]

API Version [?]

App ID

v2.8

1815347808725611

App Secret

••••••••

Show



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.

[Choose Platform](#)

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.

[Try Demo](#)

[View Quickstart Guide](#)

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

Facebook Developers

The screenshot displays the Facebook Developers website. At the top, there is a navigation bar with 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 main content area features a large section for the 'Facebook SDK for Unity', highlighting 'Simple cross-platform development' and 'Immersive full-screen game experience'. Below this are three icons representing integration with 'iOS', 'Android', and 'Web'. The sidebar on the left contains 'Latest Updates' with news items about platform status and SDK updates, and a 'Showcase' section featuring logos for Spotify, Pinterest, Ticketmaster, Airbnb, Foodspotting, and Rotten Tomatoes.

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

See how companies make their sites personalized and social with Facebook

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

Integrate Facebook with your native iOS apps

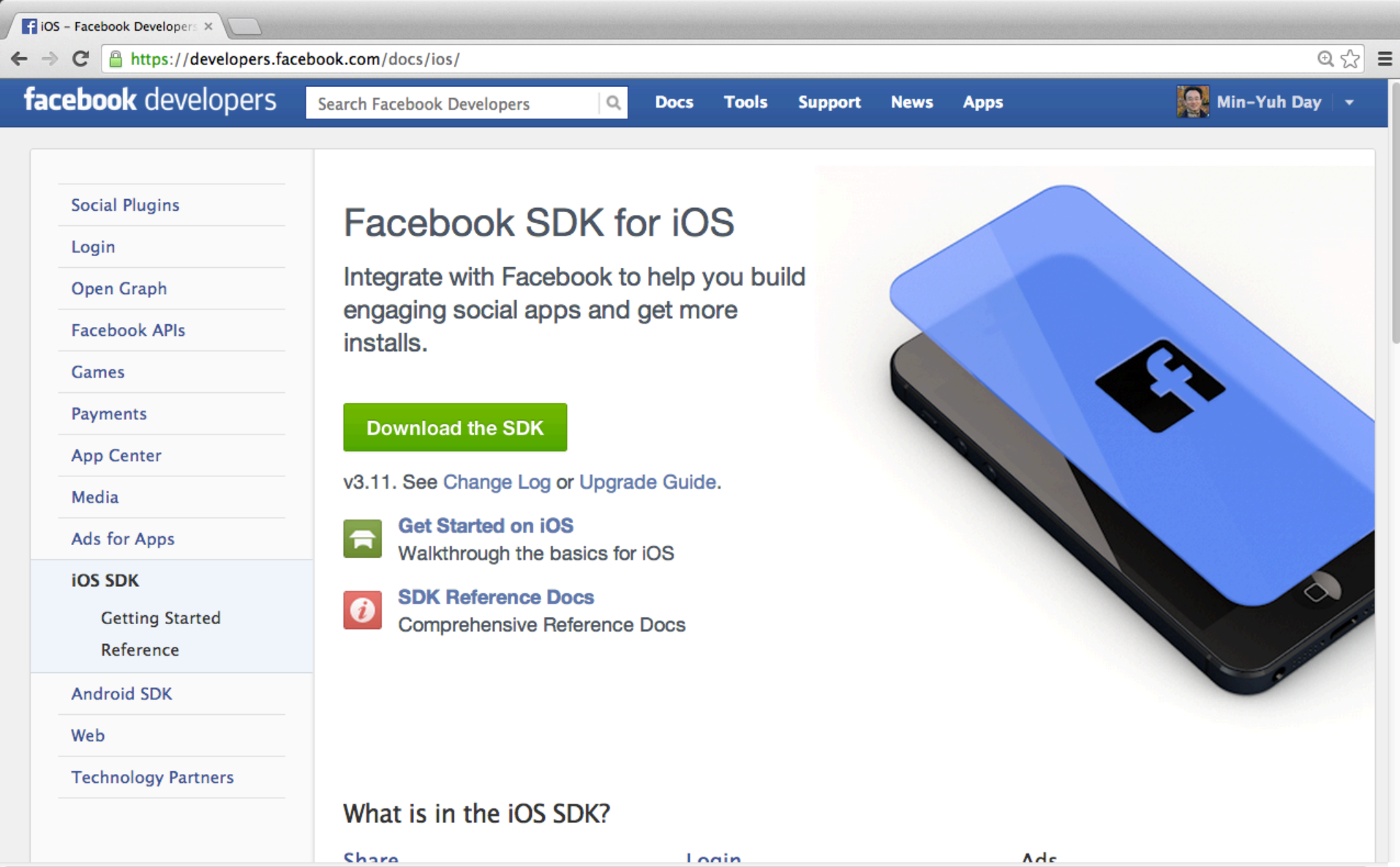


iOS

Integrate Facebook with your native iOS apps.

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

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. 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 (highlighted), Android SDK, Web, and Technology Partners. 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 green "Download the SDK" button. Further down, it lists the version "v3.11" and provides links for "Get Started on iOS" (with a book icon) and "SDK Reference Docs" (with an information icon). At the bottom of the main content, there is a section titled "What is in the iOS SDK?". A large image of a smartphone with a blue overlay and the Facebook logo is positioned on the right side of the page.

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

Integrate Facebook with your native Android apps.

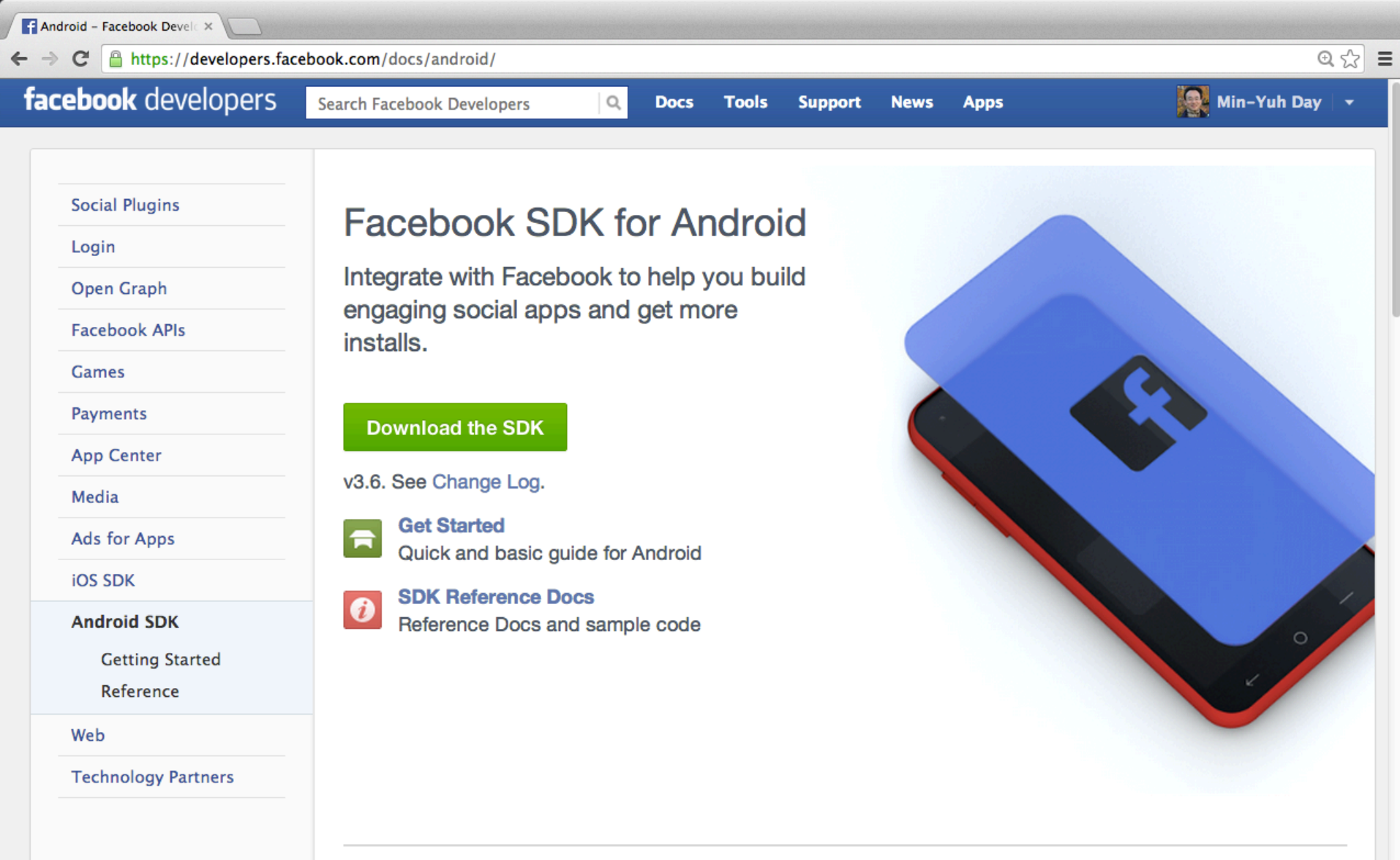


Android

Integrate Facebook with your native Android apps.

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

Facebook SDK for Android



The image shows a browser window displaying the Facebook SDK for Android developer page. 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 corner. 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 red case, displaying the Facebook logo, is positioned on the right side of the page. The left sidebar contains a list of navigation options: 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



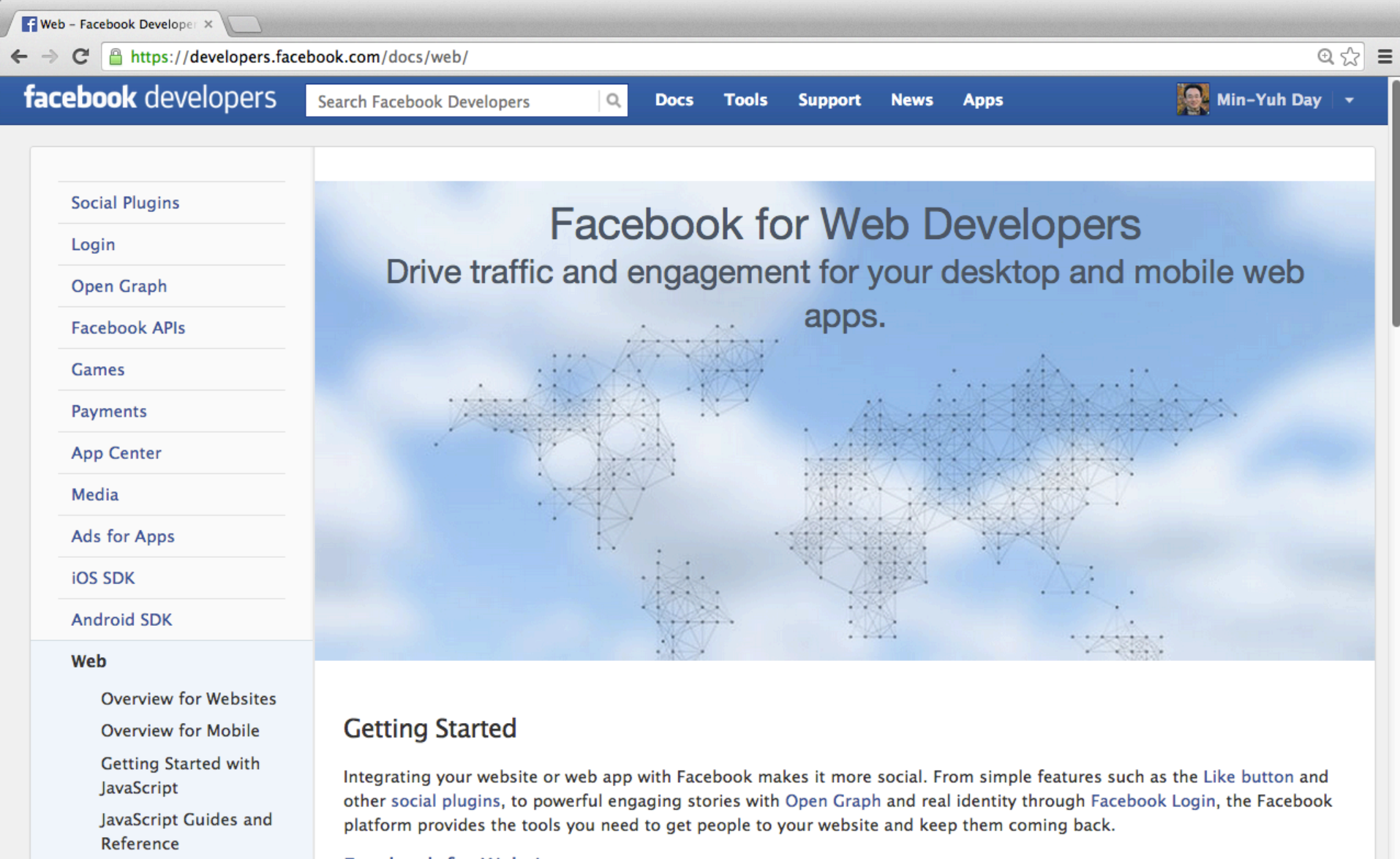
Integrate Facebook with your Web Apps



Web

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

Facebook for Web Developers



The image shows a browser window displaying the Facebook Developers website. The browser's address bar shows the URL <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. 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 a sub-menu with 'Overview for Websites', 'Overview for Mobile', 'Getting Started with JavaScript', and 'JavaScript Guides and Reference'. The main content area features a large blue banner with the text 'Facebook for Web Developers' and 'Drive traffic and engagement for your desktop and mobile web apps.' Below the banner, the 'Getting Started' section is visible, 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.'

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

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, titled 'Web', contains a list of links: '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'. The main content area features a 'Getting Started' section 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.' Below this are two highlighted links: 'Facebook for Websites' and 'Facebook for Mobile Web Apps'. The 'Facebook for Websites' link is followed by the text: '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.' The 'Facebook for Mobile Web Apps' link is followed by the text: '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.' At the bottom, there is a section for 'SDKs for the web' with three columns: 'JavaScript', 'PHP', and 'More SDKs'. Each column provides 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 image shows a browser window displaying the Facebook Developers website. The browser's address bar shows 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 main content area is titled 'Getting Started for Websites' and includes a breadcrumb 'Web > Getting Started for Websites'. The text explains that the Facebook platform enables social features on websites through plugins and APIs, and that this guide helps users choose the right level of integration. A callout box provides a link to 'Getting Started With Facebook For Mobile Web Apps'. A list of topics covered in the guide is provided, including adding social features, sharing content, and measuring success. A sidebar on the left lists various developer resources, with 'Overview for Websites' highlighted in a red box.

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.

Looking for advice on adding Facebook to your mobile web app? Take a look at [Getting Started With Facebook For Mobile Web Apps](#)

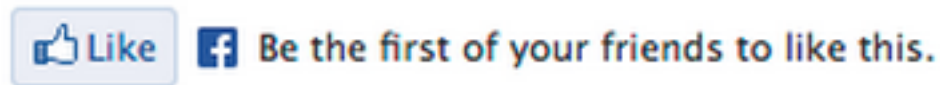
In this guide:

- 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

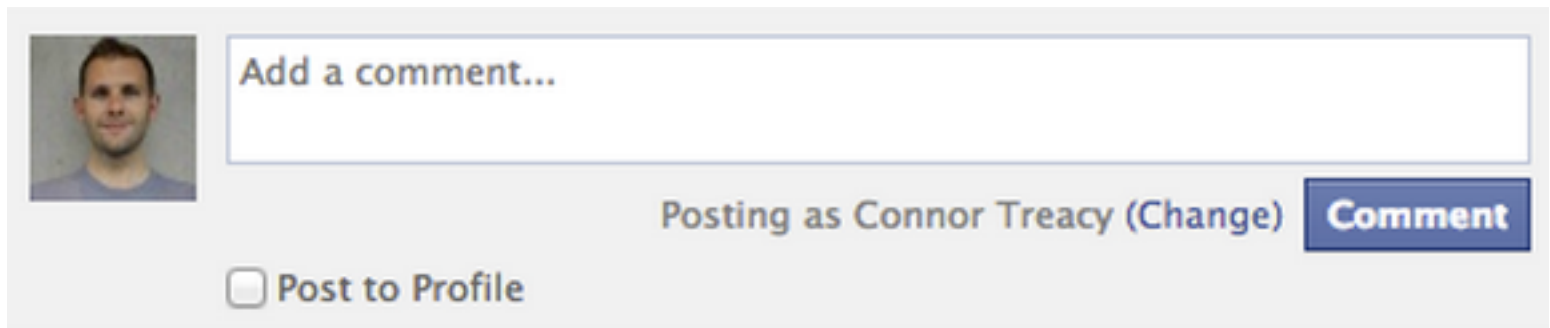
Overview for Websites

- Overview for Mobile
- Getting Started with JavaScript
- JavaScript Guides and Reference

Adding social features with Plugins



Like Button



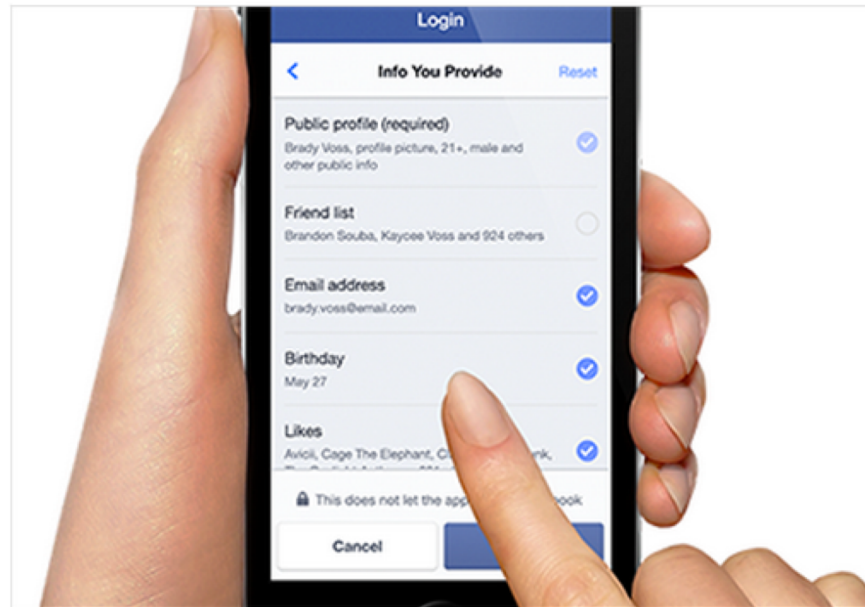
Comments Box

The new Facebook Login



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 is titled "Add Facebook Login to Your App or Website" and features a large blue keychain graphic with a "Log In" tag. The main content area includes a navigation menu on the left with categories like "Product Docs", "Login", "Sharing", "App Links", "Games", "Payments", "Ads", and "Audience Network". The "Login" section is expanded, showing sub-sections for "Overview", "iOS", "Android", "Web", "Windows Phone", "Permissions", "Access Tokens", "Testing", "Best Practices", and "Advanced". The main content area also includes a "Facebook Login Version" dropdown set to "v2.2" and a "The New Facebook Login and Login Review" section with a video player. The video player shows a man's face and the text "April 30, 2015".

Product Docs

Facebook Login Version v2.2

Add Facebook Login to Your App or Website

Facebook Login is 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 the Web**
Add Login in your website or web app.

The New Facebook Login and Login Review

The new Facebook Login and Login Review

April 30, 2015

<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 title is "Login for JavaScript". 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", and "iOS SDK". The "Login" category is expanded, showing sub-items: "Overview", "Login with iOS SDK", "Login with Android SDK", "Login with JavaScript SDK" (which is highlighted), "Login for Games on Facebook", "Permissions", and "Best Practices". The main content area features the article title "Login for JavaScript" followed by an introductory paragraph, a sub-section "The easiest and quickest way to implement Facebook Login for web is with the Facebook SDK for JavaScript.", a paragraph about alternative login methods, and a bulleted list of links: "Quickstart", "Checking login status", "Logging people in", "Confirming identity", "Storing access tokens and login status", and "Logging people out". Below this is a "Quickstart" section with introductory text and a paragraph about needing a Facebook App ID.

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

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](#).

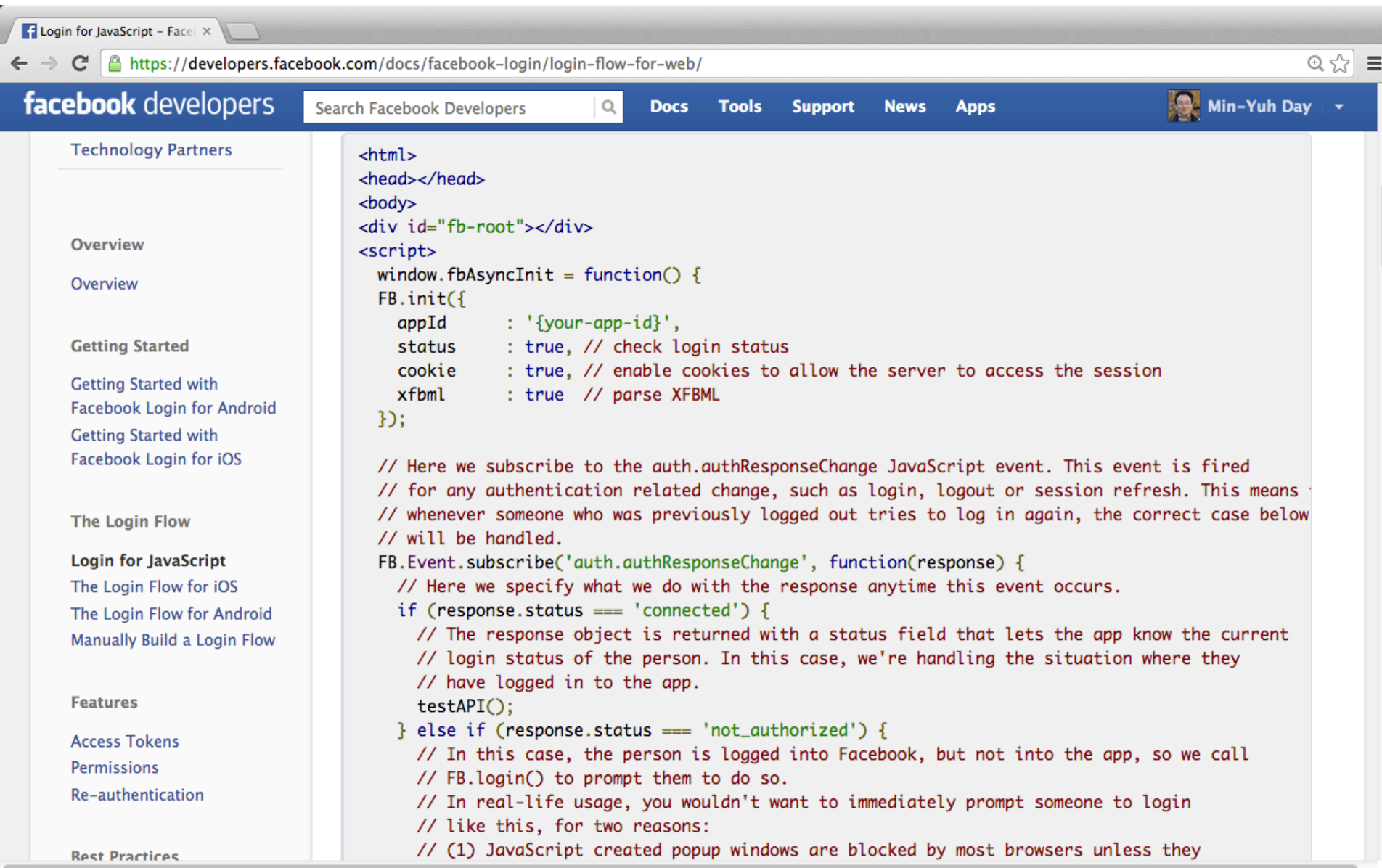
- [Quickstart](#)
- [Checking login status](#)
- [Logging people in](#)
- [Confirming identity](#)
- [Storing access tokens and login status](#)
- [Logging people out](#)

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.

Facebook Login for JavaScript



The image shows a browser window 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. The code includes HTML tags for the root element and a JavaScript function to initialize the Facebook SDK. The function sets the app ID, status, cookie, and xfbml options. It also subscribes to the 'auth.authResponseChange' event and handles the response, including logging the user in if they are not authorized.

```
<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

```
// 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);

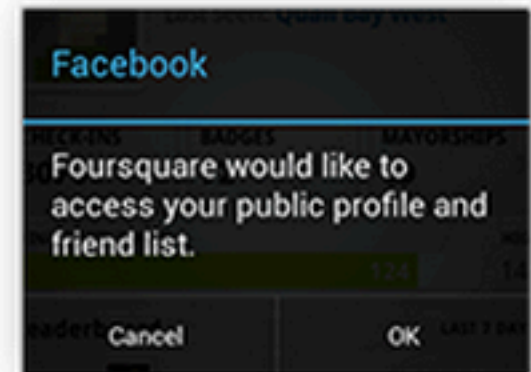
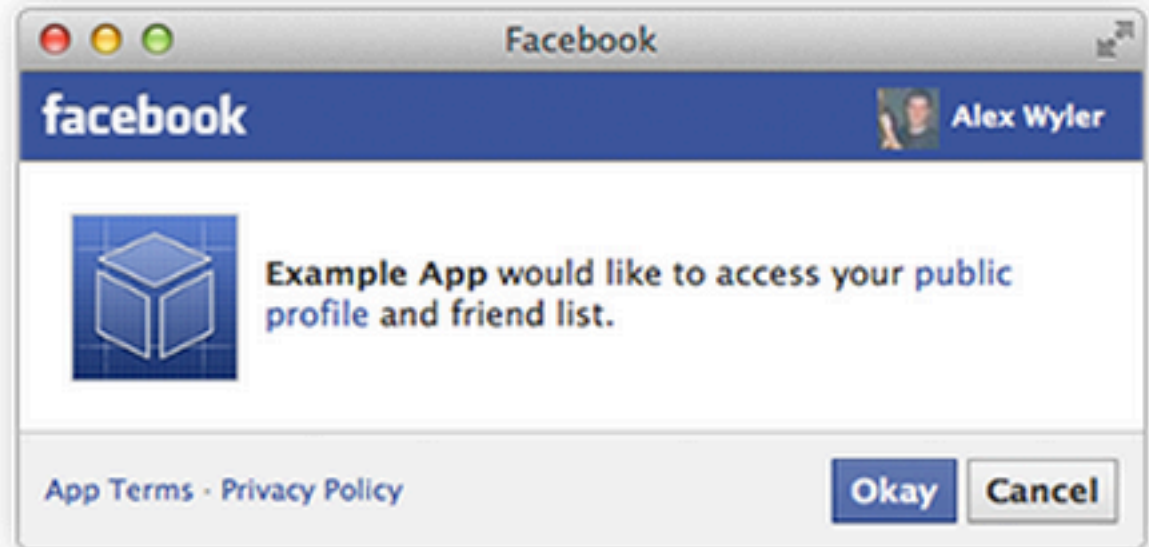
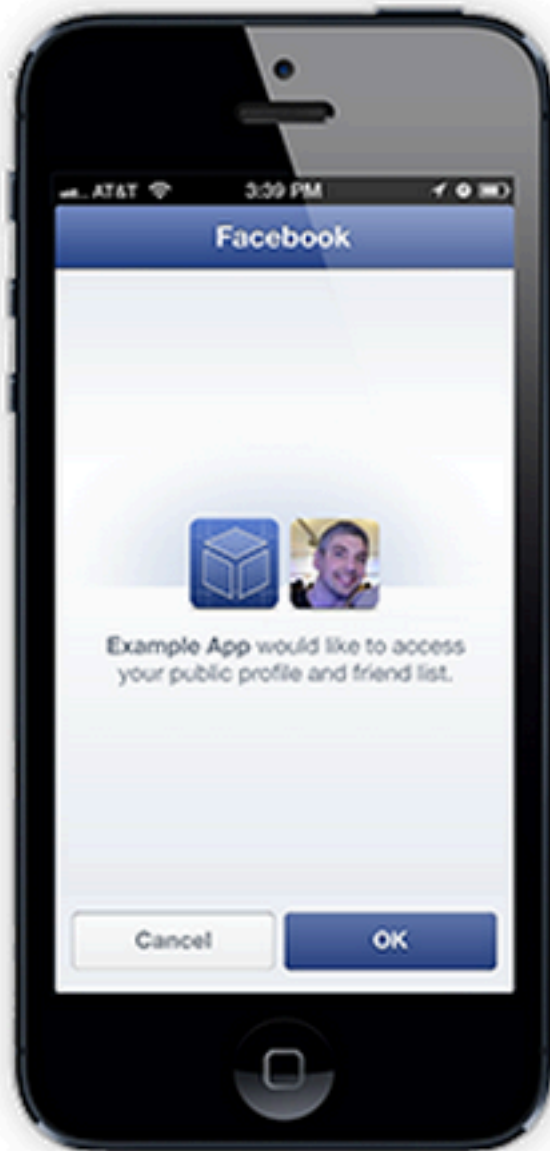
// Here we run a very simple test of the Graph API after login is successful.
// This testAPI() function is only called in those cases.
function testAPI() {
  console.log('Welcome! Fetching your information.... ');
  FB.api('/me', function(response) {
    console.log('Good to see you, ' + response.name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

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

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 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 modal dialog box titled "Create New App" is open, containing 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 checkbox for "By proceeding, you agree to the Facebook Platform Policies" and two buttons: "Continue" and "Cancel".

The background page shows a "Welcome to the App Dashboard" message and a "Create an app to start" button. There are also sections for "Apps on Facebook" and "Mobile Apps" with descriptive text.

Facebook Apps: Create New App

The screenshot shows the Facebook Developers 'Create New App' dialog box. The dialog has a blue header with the text 'Create New App'. Below the header, there are three input fields: 'App Name: [?]', 'App Namespace: [?]', and 'App Category: [?]'. The 'App Name' field contains the text 'Valid'. The 'App Category' dropdown menu is open, displaying a list of categories: 'Choose a category', 'Apps for Pages', 'Books', 'Business', 'Communication', 'Education' (highlighted with a blue bar and a checkmark), 'Entertainment', 'Fashion', 'Finance', 'Food & Drink', 'Games', 'Health & Fitness', 'Lifestyle', 'Local', 'Music', 'Navigation', 'News', 'Other', 'Photo', 'Productivity', 'Promotions and Contests', 'Reference', 'Shopping', 'Sports', 'Travel', 'Utilities', and 'Video'. Below the input fields, there is a 'Choose a sub-category' dropdown menu. At the bottom of the dialog, there are two buttons: 'Continue' and 'Cancel'. The background of the page is slightly dimmed, showing the 'Apps' page with a search bar and navigation links.

Facebook Apps: Create New App

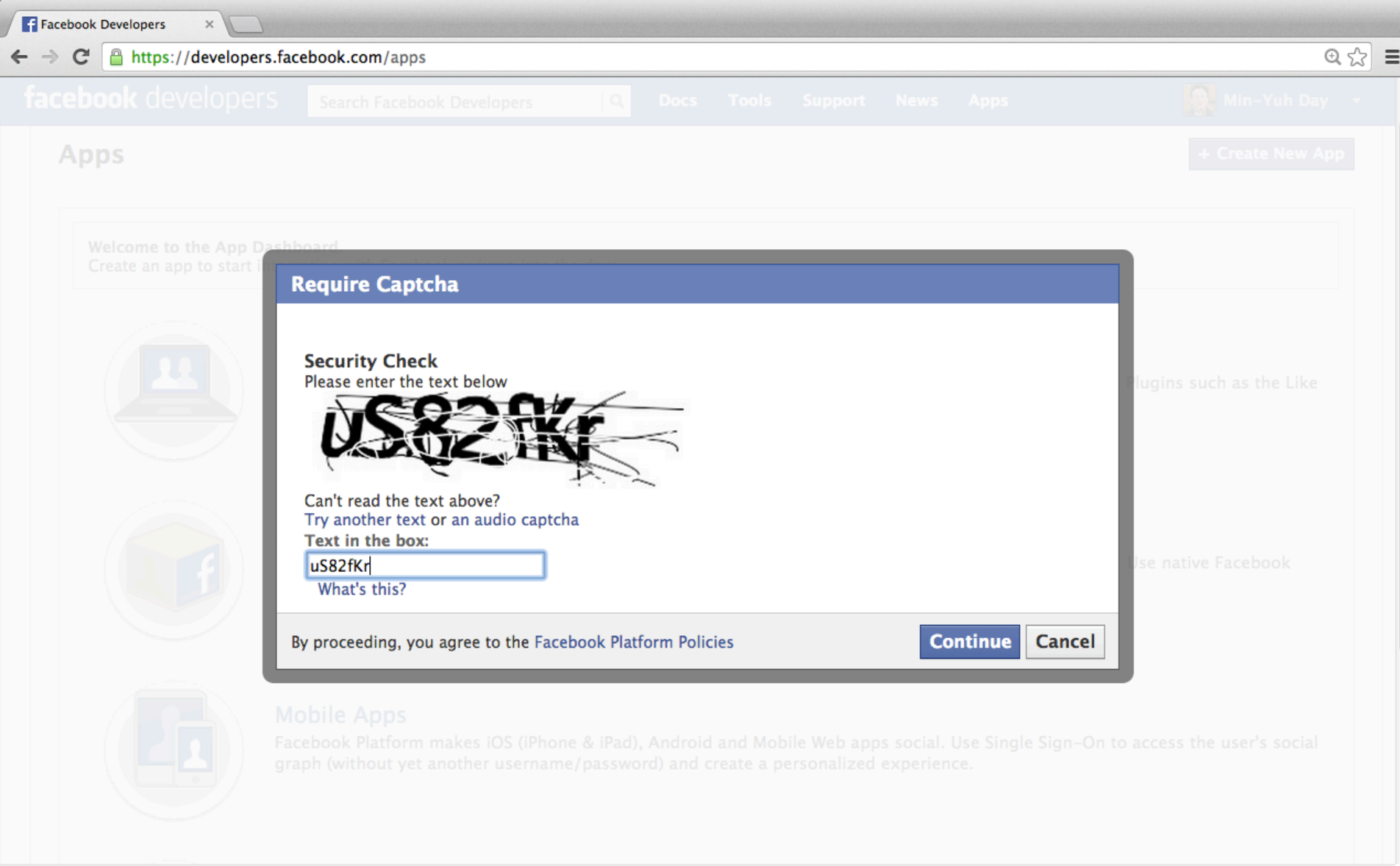
The image shows a browser window at <https://developers.facebook.com/apps>. The page title is "facebook developers" and the user is logged in as "Min-Yuh Day". A "Create New App" button is visible in the top right. A modal dialog box titled "Create New App" is open, containing the following fields:

- 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 the Facebook Developers 'Create New App' page. A modal window titled 'Require Captcha' is overlaid on the page. The modal contains a 'Security Check' section with the text '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 shows the 'facebook developers' header, a search bar, navigation links for 'Docs', 'Tools', 'Support', 'News', and 'Apps', and a user profile for 'Min-Yuh Day'. A '+ Create New App' button is visible in the top right corner of the page content.

Facebook Apps: Create New App

Basic - Facebook Developer

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)

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

The screenshot shows the Facebook Developers interface for configuring a new app. The browser address bar displays the URL: <https://developers.facebook.com/apps/1378880249017680/summary?save=1>. The page title is "Basic- Facebook Developer". The navigation bar includes "facebook developers", a search bar, and links for "Docs", "Tools", "Support", "News", and "Apps". The user profile "Min-Yuh Day" is visible in the top right.

On the left sidebar, there are links for "Use Debug Tool", "Use Graph API Explorer", "Use Object Browser", "See App Timeline View", and "Delete App".

The main content area is titled "Select how your app integrates with Facebook". It contains several sections:

- Website with Facebook Login** (checked): Includes a "Site URL" field with the value `http://mail.tku.edu.tw/myday/app/facebook.html`.
- Mobile Web** (checked): Includes a "Mobile Site URL" field with the value `http://mail.tku.edu.tw/myday/app`.
- Accept Mobile Web Payments**: Includes radio buttons for "Enabled" and "Disabled" (selected). A note states: "If your app accepts payments through any non-iOS approved service it will be restricted on iOS. [Learn more.](#)"
- App on Facebook** (checked): "Use my app inside Facebook.com."
- Native iOS App** (checked): "Publish from my iOS app to Facebook."
- Native Android App** (checked): "Publish from my Android app to Facebook."
- Windows App** (checked): "Publish from my Windows app to Facebook."
- Page Tab** (checked): "Build a custom tab for Facebook Pages."

A "Save Changes" button is located at the bottom of the configuration area.

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>
```

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&...

 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>

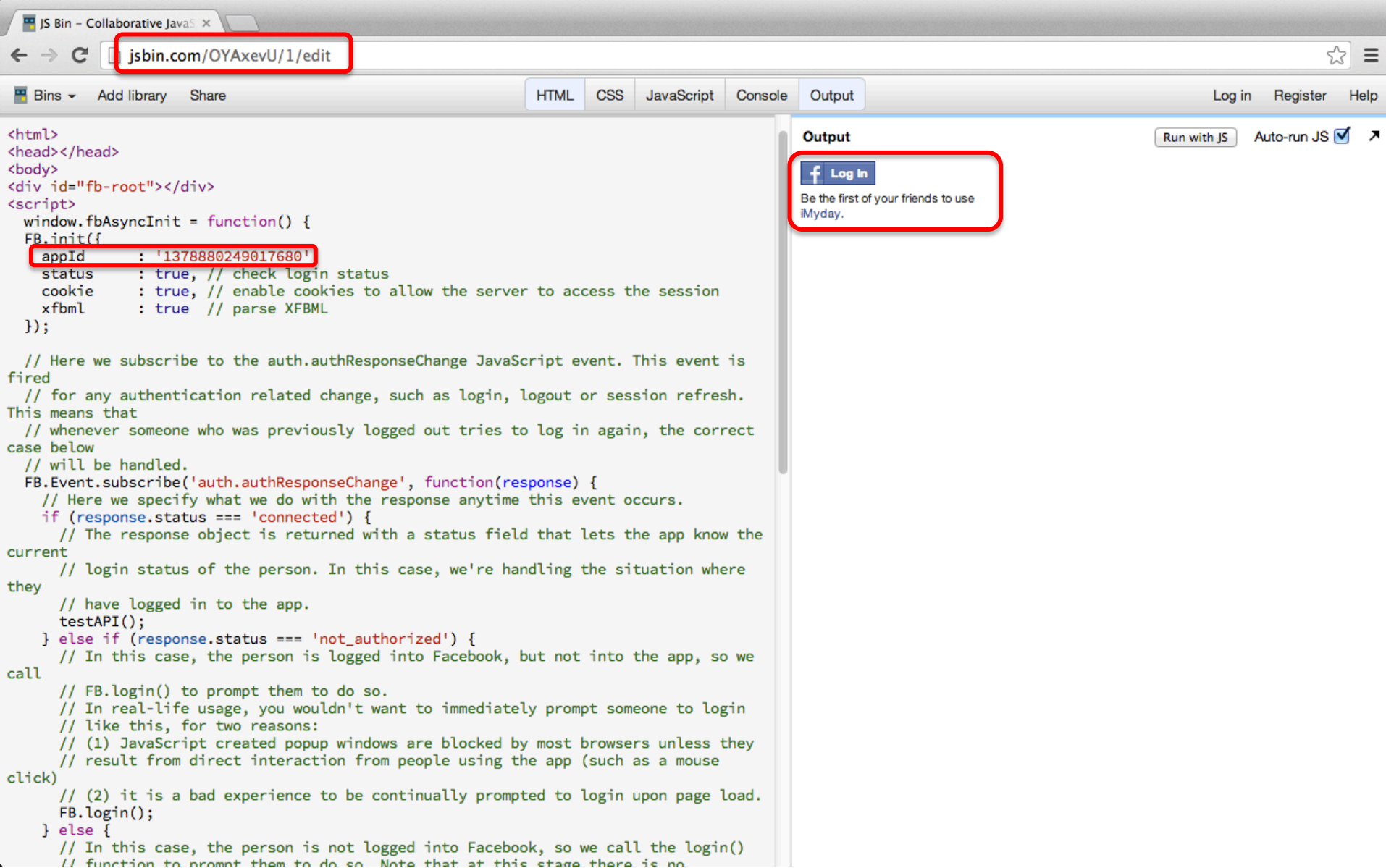
Facebook Login



Min-Yuh Day uses iMyday.



Test Facebook Login on jsbin.com

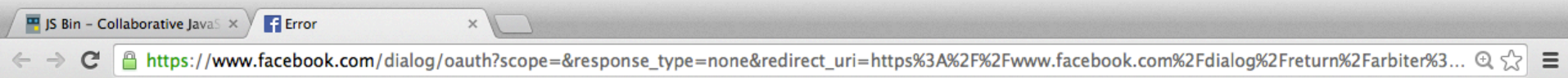


The screenshot shows a web browser window with the address bar containing `jsbin.com/OYAxevU/1/edit`. The page content is a JavaScript snippet for testing Facebook login. The `appId` is set to `'1378880249017680'`. The code includes comments explaining the purpose of the `FB.login()` call, which is triggered on a click event. The rendered output on the right shows a Facebook "Log In" button and the text "Be the first of your friends to use iMyday."

```
<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
```

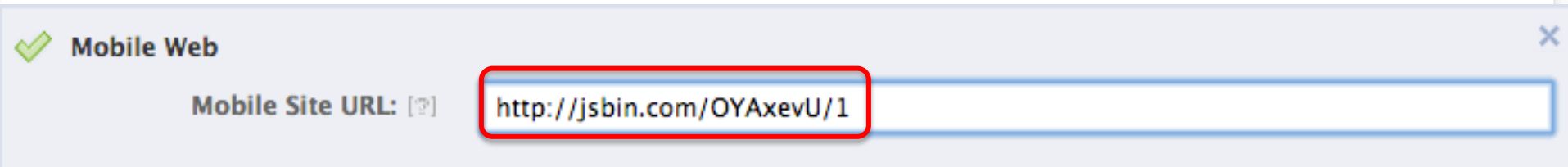
Test Facebook Login on jsbin.com



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 a web browser window with the URL <https://developers.facebook.com/docs/reference/javascript/>. The page title is "JavaScript" and the breadcrumb is "Web > JavaScript". The main heading is "Facebook SDK for JavaScript". Below the heading, there is a paragraph: "The Facebook SDK for JavaScript provides a rich set of client-side functionality for adding Social Plugins, making API calls and implementing Facebook Login." There is a blue information box with an 'i' icon and the text: "Take a look at the Getting Started guide for full information about features and usage." Below this, there is another paragraph: "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 another paragraph: "This code works best when placed directly after the opening <body> tag." At the bottom, there is a code block with the following content:

```
<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;
    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>
```

Quick Starts x iMyday2014 - JS Bin x

https://developers.facebook.com/quickstarts/231707243775731/?platform=web

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

Mobile Site URL

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. The main content area is titled "Documentation" and features a sub-header: "Learn how to build and grow your app or website with Facebook." Below this, there are four categories of documentation, each with an icon and a brief description:

- iOS Developers**: Add Facebook to your iOS app. (Icon: Apple logo)
- Android Developers**: Add Facebook to your Android app. (Icon: Android robot)
- Web Developers**: Add Facebook to your site or web app. (Icon: Globe)
- Game Developers**: Make your game social with Facebook. (Icon: Game controller)

To the right of the text is a large image of a blue book cover titled "Developer Manual" with a yellow pencil resting on it. The book cover also features a Facebook login button graphic. On the left side of the page, 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, Web, and Technology Partners.

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.

Developer Manual

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

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. The main content area is titled 'New to developing with Facebook?' and contains several sections: 'Product Documentation' with links for 'Social Plugins', 'Facebook Login', and 'Open Graph'; 'Tools to Help You' with sections for 'Parse' and 'Tools'; and 'Code Samples'. 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, tilted icons representing social actions: "Embed" (plus sign), "Comment" (speech bubble), "Like" (thumbs up), and "Share" (curved arrow). 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" plugin, which includes a description and a visual representation of the "Like" button.

Social Plugins

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

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.

Embed **Comment**
Like **Share**

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.

Like

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
- App Center
- 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

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

Get Code

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

Facebook Like Button

Like Button - Facebook De

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

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 with the 'Share Button' documentation page. The page includes a navigation sidebar on the left 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 features the title 'Share Button' and a descriptive paragraph: '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 stating: '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 a 'URL to share' field with the value 'http://developers.facebook.com/docs/plugins/' and a 'Width' field with the placeholder 'The pixel width of the plugin'. The 'Layout' dropdown is set to 'button_count'. A preview of the share button is shown with the text 'Share' and a count of '185k'. 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'.

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.

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.

URL to share:

Width:

Layout:



Get Code

Settings

Setting	HTML5 Attribute	Description	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 the HTML5 code for the Facebook Share Button. The dialog has tabs for "HTML5", "XFBML", "IFRAME", and "URL", with "HTML5" selected. The code includes the JavaScript SDK and the HTML for the share button.

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');</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**
 - Getting Started
- Facebook APIs
- Games
- Payments
- App Center
- Media
- Ads for Apps
- iOS SDK
- Android SDK
- Web
- Technology Partners
- 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

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

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: ●●●●●● **Show**

Display Name: Open Graph Getting Started

Namespace:

App Domains: example.com x

Contact Email: example@example.com

Website x

Site URL:

Mobile Site URL:

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

 Log In

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 rectangle. The main content area features the title 'The Graph API' and a sub-header '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-header 'Find out to read and publish data in a few simple steps.'), 'Using the Graph API' (with a sub-header '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-header 'Get the full details of all the nodes, edges, and fields in the Graph API.'), 'Common App Scenarios' (with a sub-header '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-header '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-header '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 main content area, 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}
```


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 is "Facebook Developers" with 144 videos. The video has 98,929 views, 9,976 subscribers, 170 likes, and 7 dislikes. 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 can be read 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 states that APIs can be published to via HTTP POST requests with parameters to the node or edge. Finally, it mentions that deleting via APIs is accomplished using HTTP DELETE requests (and updating via POST requests) to the same endpoints. The page concludes with "Now let's try an API request, so you can see how easy it is."

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:

A rectangular button with a light gray background and a dark border. It contains the text "Get access token" in a sans-serif font, with a small right-pointing arrow icon to the left of the text.

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 → /me

Profiling 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, there's a navigation bar with the Facebook Developers 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 content area is titled "Graph API Explorer" and includes settings for the application (Graph API Explorer) and locale (English (US)). Below this, there's a section for the Access Token, with a text input field containing "Paste in an existing Access Token or click 'Get Access Token' to generate one" and two buttons: "Get Access Token" and "Get App Token". The "Graph API" tab is selected, and the "FQL Query" section shows a "GET" method and a query path: "/684393172?fields=id,name". A "Submit" button is present. Below the query, there's a link to "Learn more about the Graph API syntax." The results section on the left shows the node ID "684393172" and a list of selected fields: "id" and "name". The response on the right is a JSON object: {"name": "Min-Yuh Day", "id": "684393172"}.

Graph API Explorer

Application: [?] Graph API Explorer ▾ Locale: [?] English (US) ▾

Access Token: Paste in an existing Access Token or click 'Get Access Token' to generate one

Graph API FQL Query

GET ▾ → /684393172?fields=id,name

[Learn more about the Graph API syntax.](#)

Node: 684393172

- id
- name
- +

```
{  
  "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's name, Min-Yuh Day, is visible in the top right corner.

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 'Graph API Explorer' and locale '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>

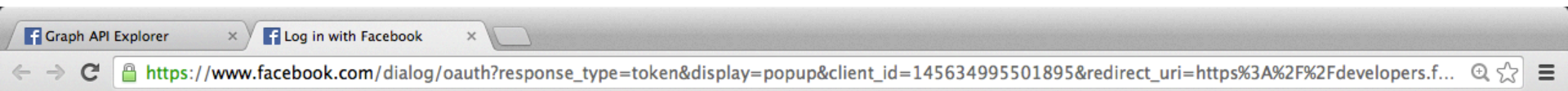
Facebook Graph API Explorer /me

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 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> and the application name "Graph API Explorer".

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

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

Facebook Graph API Explorer /me



Graph API Explorer will receive the following info: your **public profile** and friend list.

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 the application, currently set to "Graph API Explorer", and a dropdown for the locale, set to "English (US)". Below these, there is an "Access Token" field containing the token "CAACEdEose0cBAJ2Pi0VN9CZAexKrijtNm9CPGer7ZCKmqlexrgRtctFjuYWYv5ne6\\"", a "Debug" button, and two 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 a path of "/me". A "Submit" button is located to the right of the query input.

Below the query input, there is a link to "Learn more about the Graph API syntax." The response area is divided into two panels. The left panel shows the node information: "Node: me" and "(No fields expansion available)". The right panel displays the 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 section is titled "Graph API Explorer" and includes the following elements:

- Application:** Graph API Explorer
- Locale:** English (US)
- Access Token:** CAACEdEose0cBAJ2Pi0VN9CZAexKrjtNm9CPGer7ZCKmqlexrgRtctFjuYWyv5ne6Y (highlighted with a red box)
- Buttons:** Debug, Get Access Token, Get App Token
- Method:** GET (dropdown menu)
- Path:** /me (highlighted with a red box)
- Submit:** Submit button (highlighted with a red box)

Below the input fields, there is a link: "Learn more about the Graph API syntax."

The response is displayed in two panels:

- Node:** me
- 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, the browser address bar displays the URL: <https://developers.facebook.com/tools/explorer?method=GET&path=me%2Ffriends>. 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) and Locale (English (US)). The Access Token field contains a long alphanumeric string, with buttons for Debug, Get Access Token, and Get App Token. Below this, there are tabs for Graph API and FQL Query. The Graph API tab is active, showing a GET request to the path `/me/friends`. A Submit button is located to the right of the path input.

Below the input fields, there is a link to "Learn more about the Graph API syntax." The response area is divided into two parts: "Edge: me/friends" and a JSON response. The JSON response is a list of friend objects, each containing a name and an ID. The visible portion of the JSON is as follows:

```
{
  "data": [
    {
      "name": " ",
      "id": "12"
    },
    {
      "name": " ",
      "id": "12"
    },
    {
      "name": " ",
      "id": "34"
    },
    {
      "name": " ",
      "id": "48"
    },
    {
      "name": " ",
      "id": "68"
    },
    {
      "name": " ",
      "id": "68"
    }
  ]
}
```

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's 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. Below the navigation bar, the "Graph API Explorer" title is displayed, along with "Application: [?] Graph API Explorer" and "Locale: [?] English (US)".

The main section contains an "Access Token" field with the value "CAACEdEose0cBAAFMaePU1IXOSQ9dP0FcgW6LqWAP87DGoRpDoApjHL4dFG0l" and buttons for "Debug", "Get Access Token", and "Get App Token".

A red box highlights the "POST" method selection, the URL "/me/feed", and the "message" field containing the text "Hello, Facebook Graph API". A "Submit" button is located to the right of the URL field.

Below the highlighted area, there is a link "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".

The profile of **Min-Yuh Day** is visible, with a profile picture and the text "Min-Yuh Day Edit Profile".

Under the "FAVORITES" section, the following items are listed:

- News Feed
- Messages 1
- Events 2
- Photos
- Browse

The main content area shows the "Update Status" and "Add Photos/Video" options. Below these is a text input field with the placeholder text "What's on your mind?".

A post by **Min-Yuh Day** is displayed, featuring a profile picture and the text "Hello, Facebook Graph API". Below the text are the interaction options "Like · Comment · Share" and the timestamp "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



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/>