



Social Media Apps Programming

Facebook API

(Facebook JavaScript SDK)

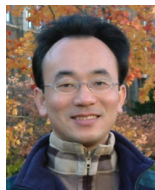
(Integrate Facebook with iOS/Android Apps)

1031SMAP12

TLMXM1A (8687) (M2143) (Fall 2014)

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

Thu 8,9 (15:10-17:00) V201



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Course Schedule (1/3)

Week Date Subject/Topics

- 1 2014/09/17 Course Orientation and Introduction to Social Media and Mobile Apps Programming
- 2 2014/09/24 Introduction to Android / iOS Apps Programming
- 3 2014/10/01 Developing Android Native Apps with Java (Eclipse) (MIT App Inventor)
- 4 2014/10/08 Developing iPhone / iPad Native Apps with Swift / Objective-C (XCode)
- 5 2014/10/15 Mobile Apps Using HTML5/CSS3/JavaScript
- 6 2014/10/22 jQuery Mobile

Course Schedule (2/3)

Week Date Subject/Topics

- 7 2014/10/29 Create Hybrid Apps with Phonegap
- 8 2014/11/05 jQuery Mobile/Phonegap
- 9 2014/11/12 jQuery Mobile/Phonegap
- 10 2014/11/19 Midterm Exam Week
(Midterm Project Report)
- 11 2014/11/26 Case Study on Social Media Apps
Programming and Marketing in
Google Play and App Store
- 12 2014/12/03 Google Cloud Platform

Course Schedule (3/3)

Week	Date	Subject/Topics
• 13	2014/12/10	Invited Talk: Social, Data and Business Model - Let's see PIXNET [Invited Speaker: Dr. Rick Cheng-Yu Lu, Technical Director, PIXNET]
• 14	2014/12/17	Google App Engine and Google Maps API
• 15	2014/12/24	Facebook API (Facebook JavaScript SDK) (Integrate Facebook with iOS/Android Apps)
• 16	2014/01/31	Twitter API
• 17	2015/01/07	Final Project Presentation
• 18	2015/01/14	Final Exam Week (Final Project Report)

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

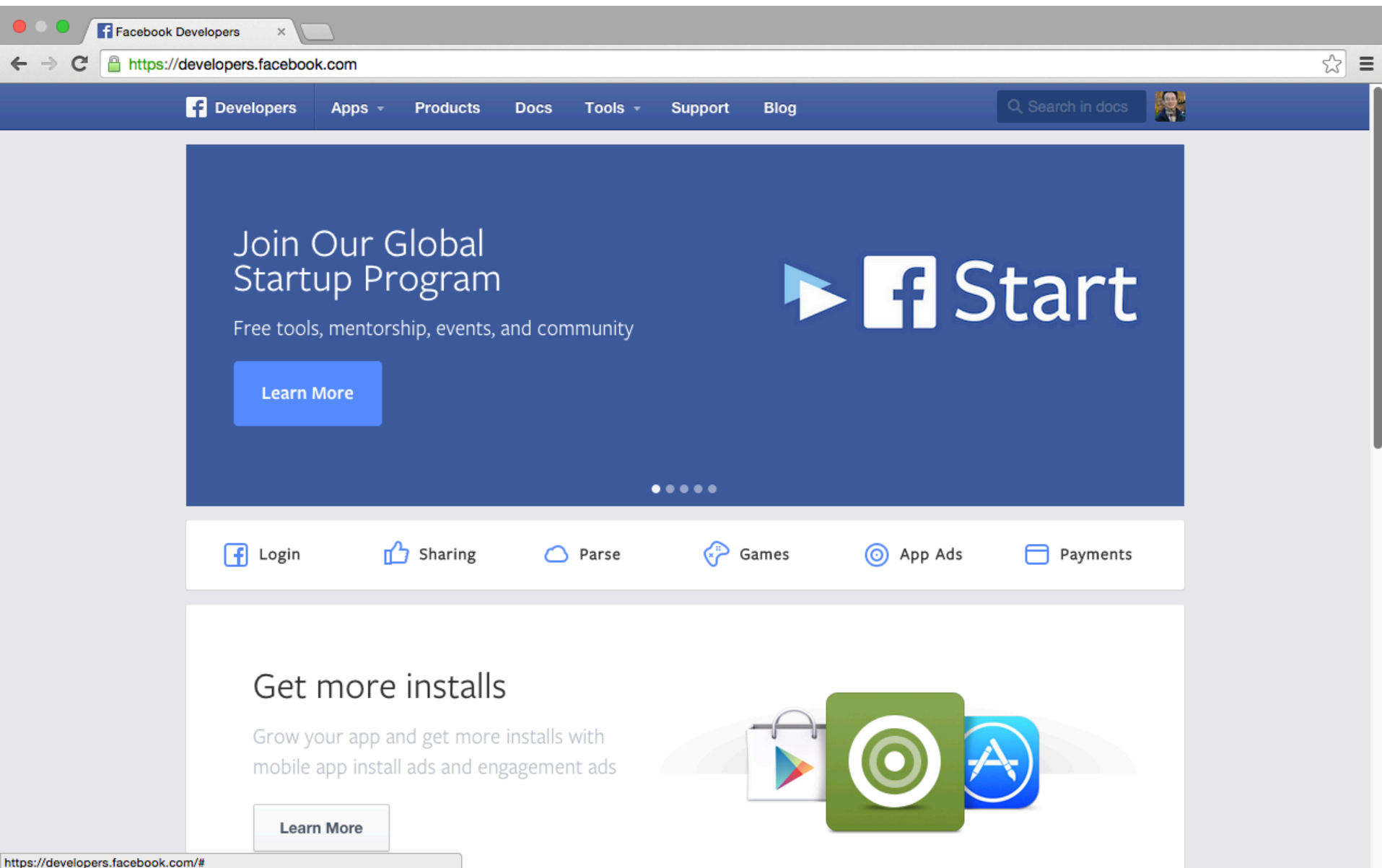
Integrate Facebook with your native Android apps.



Web

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

Facebook Developers



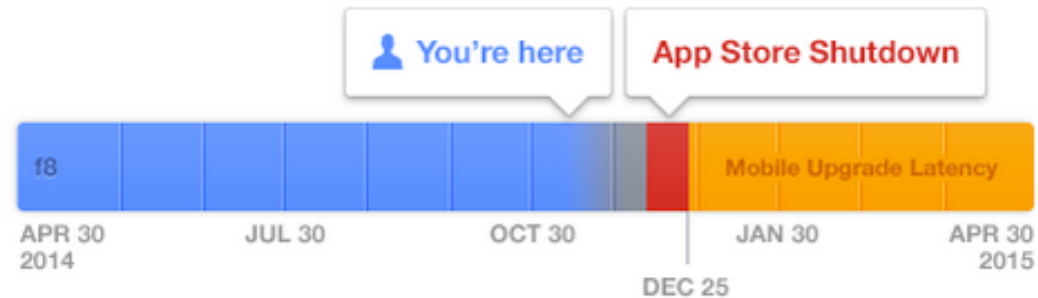
<https://developers.facebook.com/>

Facebook Graph API v2.x and the new Facebook Login

Graph API v2.x and the new Facebook Login

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

[Learn More](#)



Facebook Platform Upgrade (v2.x)

The screenshot shows a web browser window with the URL <https://developers.facebook.com/docs/apps/upgrading/>. The page is titled "Facebook Platform Upgrade Guide". It features a left sidebar with navigation links: Product Docs (Login, Sharing, App Links, Games, Payments, Ads, Audience Network, Insights), App Development (Versioning, Migrations, Upgrade Guide, Changelog, Test Apps, Test Users, App Review), and a right sidebar with links for upgrading from v2.1 to v2.2, Graph API, upgrading from v2.0 to v2.1, upgrading from v1.0 to v2.0, and Questions? The main content area includes a "Related Topics" section with links to the Platform Changelog, iOS SDK Upgrade Guide, and Android SDK Upgrade Guide. A prominent red warning box states: "Did you know it usually takes 80-140 days for 90% of people to upgrade to the latest version of your app?" and "All Facebook-enabled apps will be automatically upgraded to API version 2.0 on April 30th, 2015. If you want to get most of the people using your app upgraded to the latest version, you will need apps in app stores before December 25th." Below this is a "Learn More..." link. At the bottom, there is a video player titled "Upgrading to Graph API v2.x & the new Facebook Login" showing a man speaking.

Facebook Platform Upgrade

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

Developers Apps Products Docs Tools Support Blog

Search in docs

Product Docs

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

App Development

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

Facebook Platform Upgrade Guide

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

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

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

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

[Learn More...](#)

Related Topics

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

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

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

Facebook Developers

Home - Facebook Develop x

https://developers.facebook.com

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

Facebook SDK for Unity

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

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





iOS

Integrate Facebook with your native iOS apps.



Android

Integrate Facebook with your native Android apps.



Web

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

Latest Updates

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

[More](#)

Object API



Object API
Create Open Graph Objects

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

Showcase



See how companies make their sites personalized and social with Facebook

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

Integrate Facebook with your native iOS apps



iOS

Integrate Facebook with your native iOS apps.

Facebook SDK for iOS

Facebook Developers

Search Facebook Developers

Docs Tools Support News Apps

Min-Yuh Day

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

Facebook SDK for iOS

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

[Download the SDK](#)

v3.11. See [Change Log](#) or [Upgrade Guide](#).

 **Get Started on iOS**
Walkthrough the basics for iOS

 **SDK Reference Docs**
Comprehensive Reference Docs



What is in the iOS SDK?

Share Login Ads

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

Integrate Facebook with your native Android apps.



Android

Integrate Facebook with your native Android apps.

Facebook SDK for Android

Facebook Developers documentation page for the Facebook SDK for Android.

Navigation Bar: Search Facebook Developers, Docs, Tools, Support, News, Apps. User: Min-Yuh Day.

Left Sidebar:

- 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

Main Content:

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



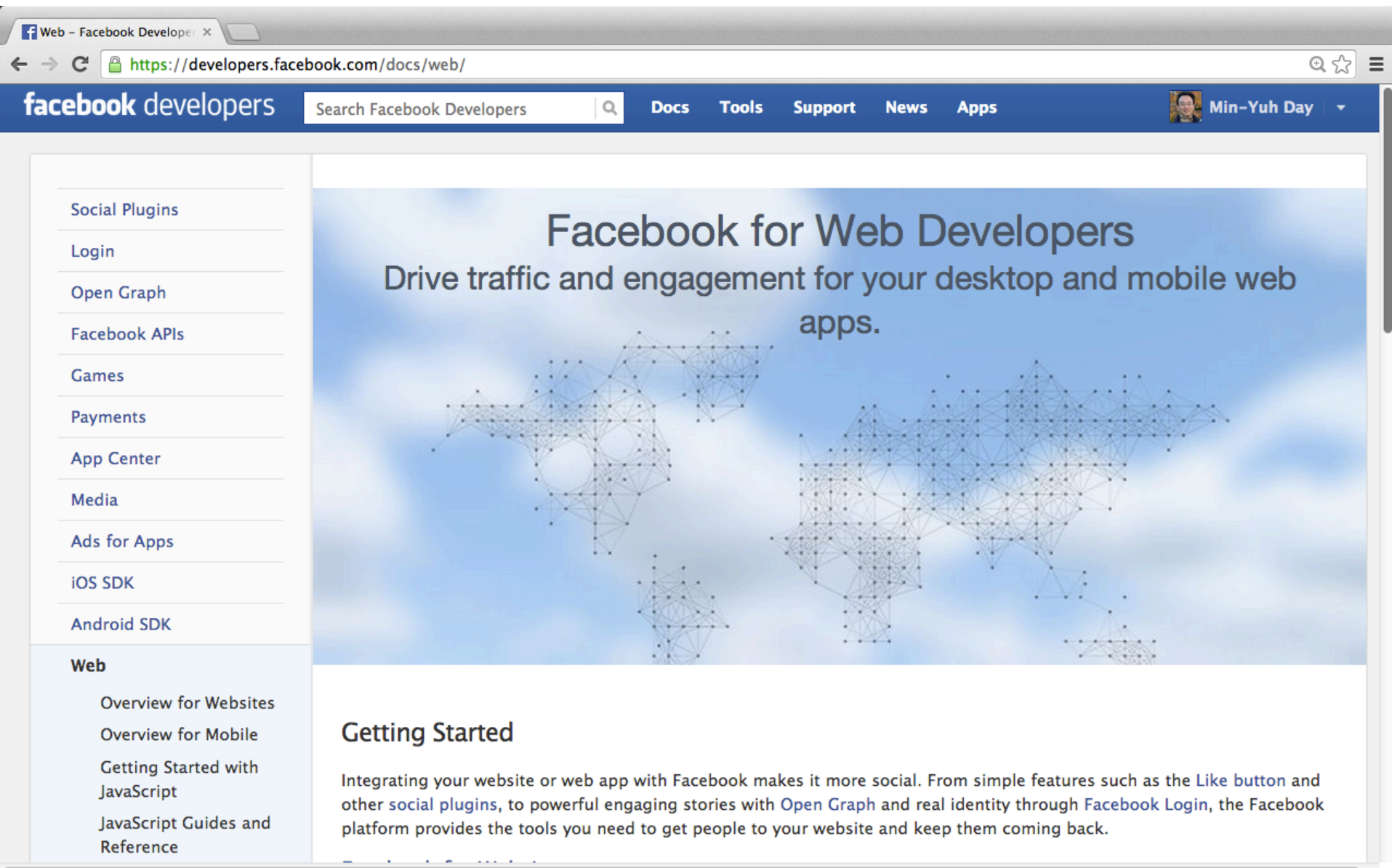
Integrate Facebook with your Web Apps



Web

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

Facebook for Web Developers



The screenshot shows the Facebook Developers website for web developers. The browser's address bar displays the URL <https://developers.facebook.com/docs/web/>. The page features a blue header with the 'facebook developers' logo, a search bar, and navigation links for Docs, Tools, Support, News, and Apps. A user profile for 'Min-Yuh Day' is visible in the top right. On the left, a sidebar lists various developer resources: Social Plugins, Login, Open Graph, Facebook APIs, Games, Payments, App Center, Media, Ads for Apps, iOS SDK, Android SDK, and Web. The 'Web' category is selected, showing a list of links: Overview for Websites, Overview for Mobile, Getting Started with JavaScript, and JavaScript Guides and Reference. The main content area has a large blue header with the title 'Facebook for Web Developers' and the subtitle 'Drive traffic and engagement for your desktop and mobile web apps.' Below this is a 'Getting Started' section with a paragraph explaining how integrating with Facebook can enhance a website or web app with social features like the Like button, Open Graph, and Facebook Login.

Web - Facebook Developer x

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

facebook developers Search Facebook Developers

Docs Tools Support News Apps

Min-Yuh Day

Social Plugins

Login

Open Graph

Facebook APIs

Games

Payments

App Center

Media

Ads for Apps

iOS SDK

Android SDK

Web

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

Facebook for Web Developers

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

Getting Started

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

Facebook for Web Developers

The screenshot shows the Facebook Developers website. The browser's address bar displays <https://developers.facebook.com/docs/web/>. The page has a blue header with the 'facebook developers' logo, a search bar, and navigation links for Docs, Tools, Support, News, and Apps. A user profile for 'Min-Yuh Day' is visible in the top right. On the left, a sidebar menu is highlighted with a red box, containing links for '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', and 'Technology Partners'. The main content area is titled 'Getting Started' and contains a paragraph about integrating websites with Facebook. Below this, two sections are highlighted with red boxes: 'Facebook for Websites' and 'Facebook for Mobile Web Apps'. The 'Facebook for Websites' section describes how to use the Facebook platform to make a website more social. The 'Facebook for Mobile Web Apps' section describes how to build mobile web apps using the Facebook platform. At the bottom, there are three columns for 'SDKs for the web', each with a title and 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.

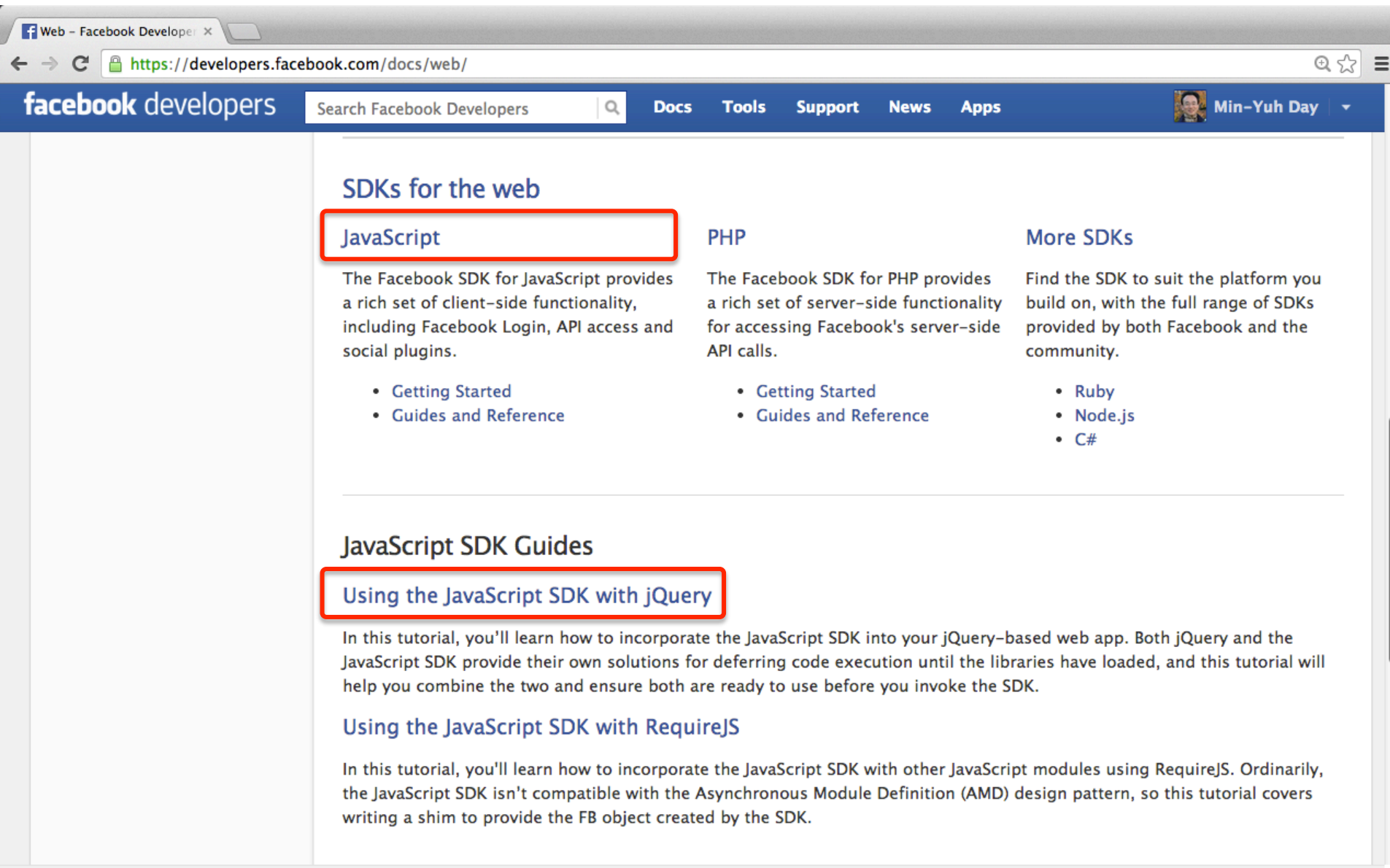
Facebook for Mobile Web Apps

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

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



The screenshot shows the Facebook Developers website. The browser's address bar displays 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.

The main content area is titled "SDKs for the web". It features three columns:

- JavaScript** (highlighted with a red box):

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#

Below the SDKs section, there is a heading "JavaScript SDK Guides". Under this heading, the link "Using the JavaScript SDK with jQuery" is highlighted with a red box.

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

Using the JavaScript SDK with RequireJS

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

Facebook for Web Developers

The screenshot shows the Facebook Developers website. The browser's address bar displays the URL <https://developers.facebook.com/docs/web/gettingstarted/>. The page has a blue header with the 'facebook developers' logo, a search bar, and navigation links for Docs, Tools, Support, News, and Apps. A user profile for 'Min-Yuh Day' is visible in the top right. On the left, a sidebar lists various developer resources, with 'Overview for Websites' highlighted under the 'Web' category. The main content area is titled 'Getting Started for Websites' and includes an introductory paragraph about the Facebook platform's social features, a paragraph about the guide's purpose, and a tip box about mobile web apps. Below this, a section titled 'In this guide:' lists seven topics covered in the guide.

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.

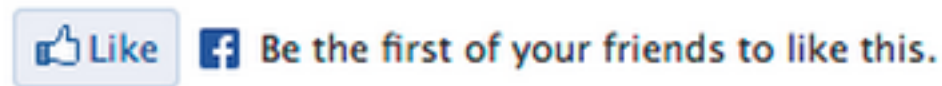
This guide walks you through the features available to you, to help you choose the level of integration that's right for you.

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

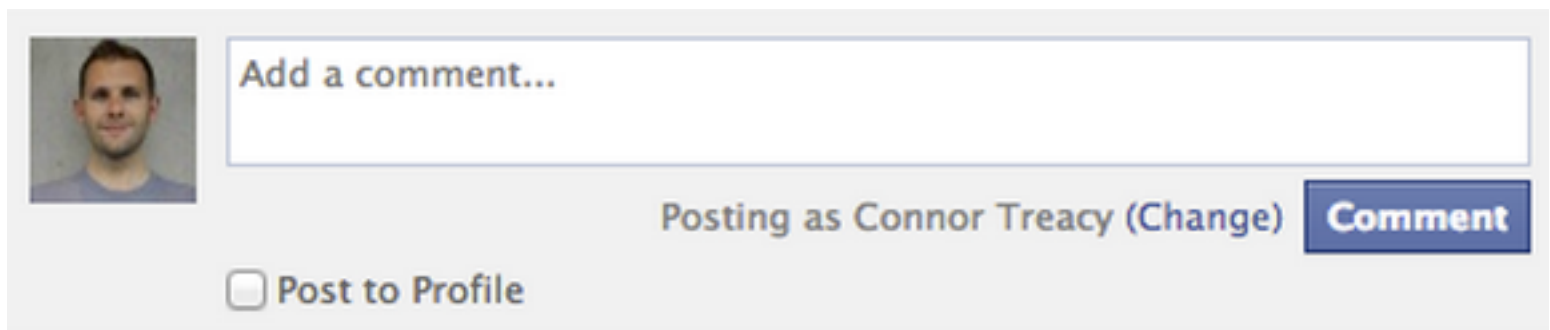
In this guide:

- 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

Adding social features with Plugins



Like Button



Comments Box

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

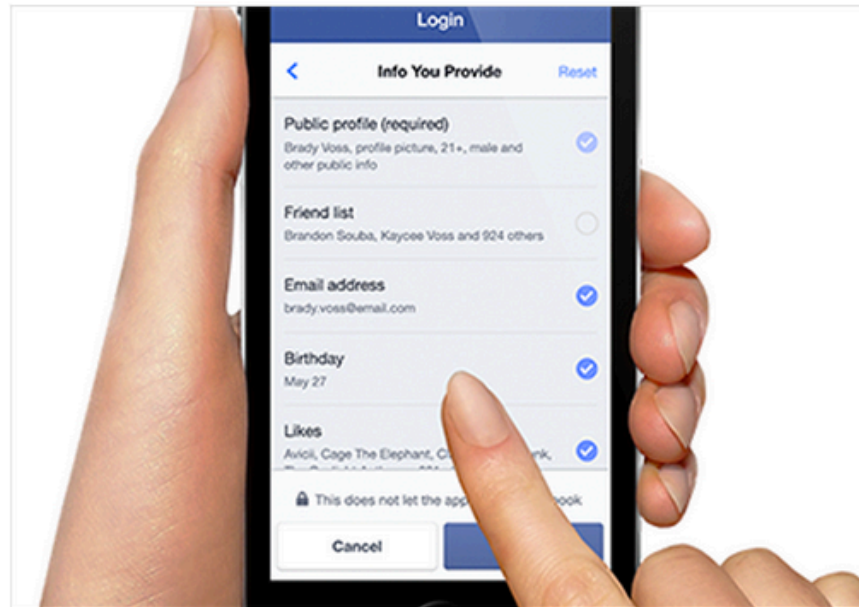
The new Facebook Login

New



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 is part of the "Product Docs" section. The left sidebar lists various documentation topics, with "Login" selected. The main content area features a large heading "Add Facebook Login to Your App or Website" and a subheading "Facebook Login is a secure and easy way for people to log in to your app or website." Below this, there are three links: "Login for iOS", "Login for Android", and "Login for the Web". A large blue keychain with a "Log In" tag is prominently displayed. The right sidebar shows a "v2.2" version selector and a link to "The New Facebook Login and Login Review". At the bottom, a video player shows a man's face with the text "April 30, 2015" overlaid.

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

The screenshot displays the Facebook Login documentation page. The browser's address bar shows the URL <https://developers.facebook.com/docs/facebook-login/>. 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.

Sidebar (Left):

- Social Plugins
- Login** (highlighted with a red box)
- 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

Main Content Area:

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** (highlighted with a red box)
Add Login in your website or web app.

Right Sidebar:



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

Facebook Login for JavaScript

The screenshot shows a web browser window with the URL <https://developers.facebook.com/docs/facebook-login/login-flow-for-web/>. The page header includes the 'facebook developers' logo, a search bar, and navigation links for Docs, Tools, Support, News, and Apps. A user profile for 'Min-Yuh Day' is visible in the top right. The left sidebar contains a 'Social Plugins' section with a 'Login' subsection. The 'Login' subsection lists several options: 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. Below this, there are links for Open Graph, Facebook APIs, Games, Payments, App Center, Media, Ads for Apps, and iOS SDK. The main content area is titled 'Login for JavaScript' and contains the following text: 'Facebook apps can use one of several login flows, depending on the target device and the project. This guide takes you through the login flow for web apps — apps that are accessed through a browser.' It then states: '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.' This is followed by: '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](#).' Below this is a bulleted list of links: Quickstart, Checking login status, Logging people in, Confirming identity, Storing access tokens and login status, and Logging people out. The 'Quickstart' section begins with the text: 'Later in this doc we will guide you through the login flow step-by-step and explain each step clearly – this will help you if you are trying to integrate Facebook Login into an existing login system, or just to integrate it with any server-side code you're running. Before we do that, here we'll really quickly show you the absolute basic block of code that you could use to start building an app using Facebook Login with the JavaScript SDK.' The text continues: 'You will need a Facebook App ID before you start using the SDK, which you can create and retrieve on the [App Dashboard](#).'

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](#).

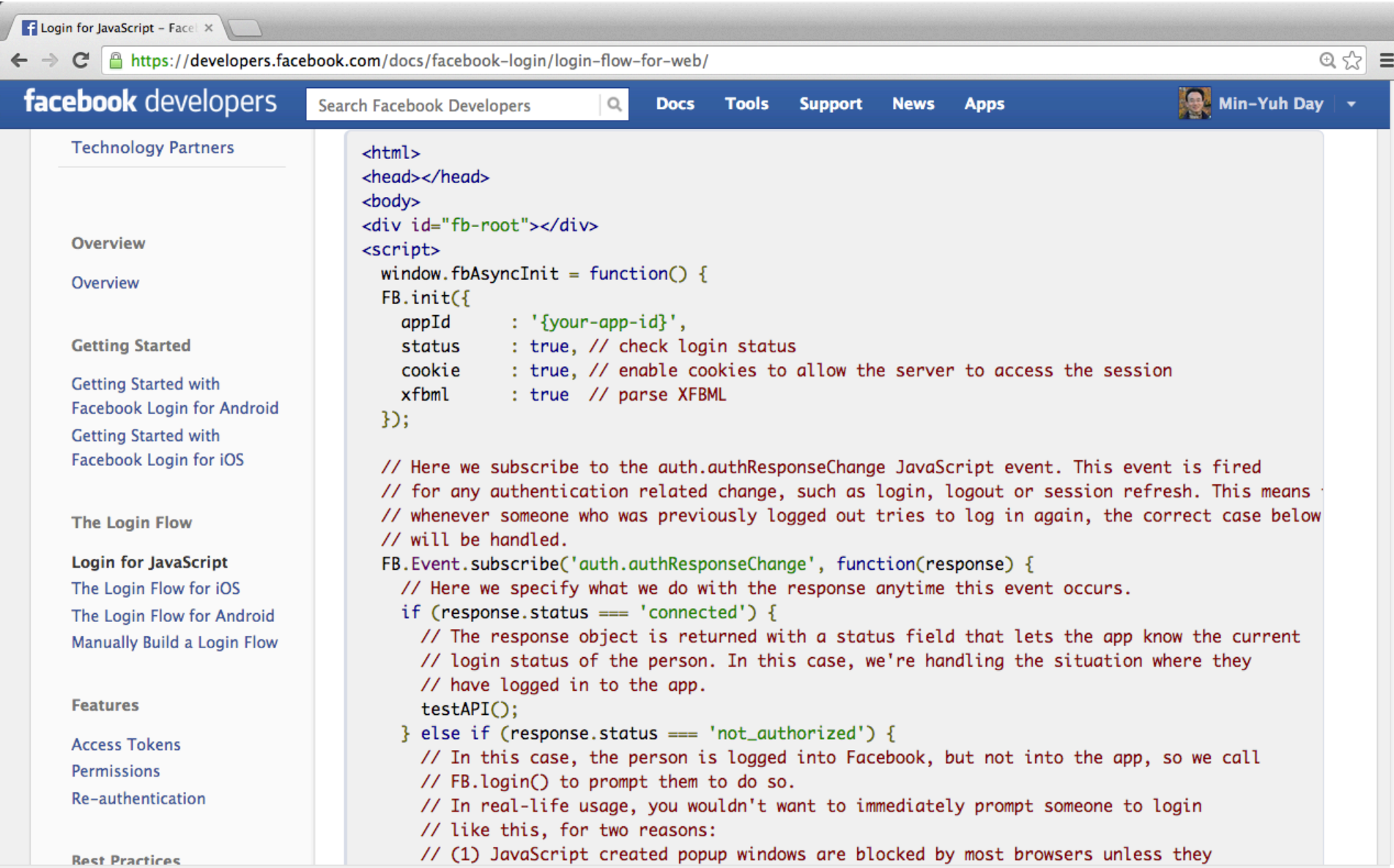
- [Quickstart](#)
- [Checking login status](#)
- [Logging people in](#)
- [Confirming identity](#)
- [Storing access tokens and login status](#)
- [Logging people out](#)

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 screenshot shows the Facebook Developers website. The top 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 contains a table of contents with categories 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.

Technology Partners

Overview

Overview

Getting Started

Getting Started with Facebook Login for Android

Getting Started with Facebook Login for iOS

The Login Flow

Login for JavaScript

The Login Flow for iOS

The Login Flow for Android

Manually Build a Login Flow

Features

Access Tokens

Permissions

Re-authentication

Best Practices

```
<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
```

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



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



Facebook Login for JavaScript

2/3

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

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



Facebook Login for JavaScript

3/3

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

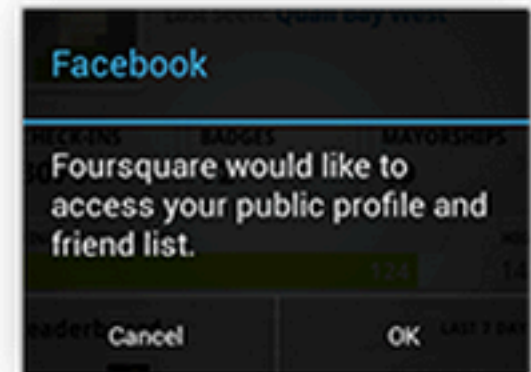
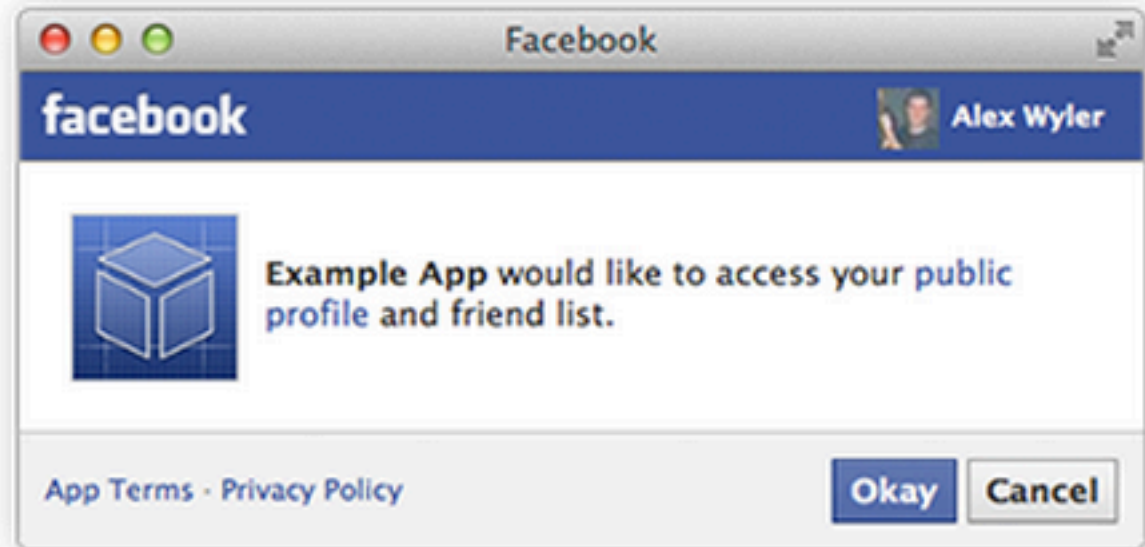
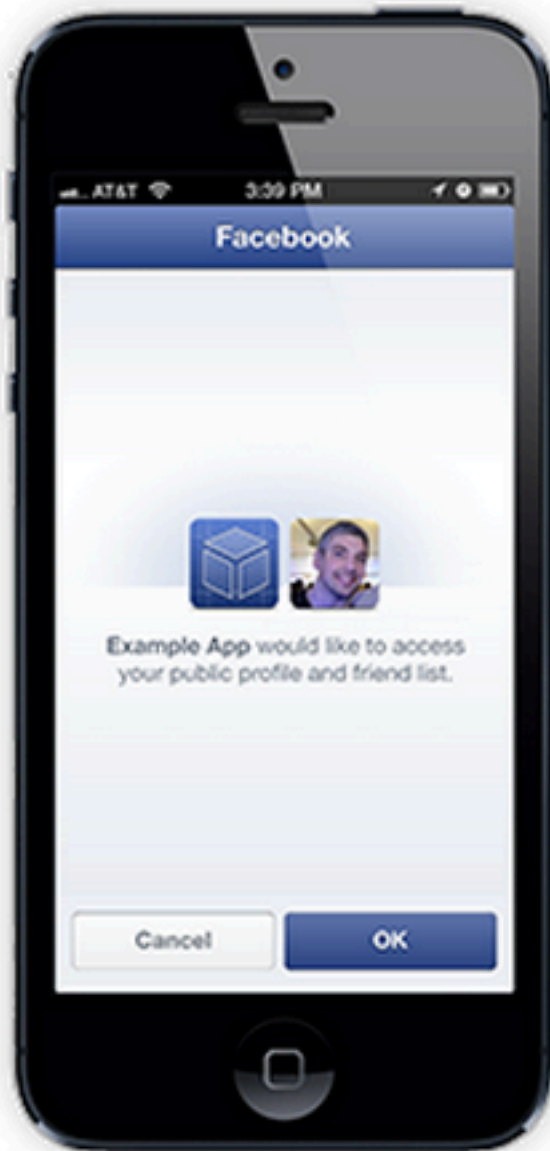
// Here we run a very simple test of the Graph API after login is successful.
// This testAPI() function is only called in those cases.
function testAPI() {
  console.log('Welcome! Fetching your information.... ');
  FB.api('/me', function(response) {
    console.log('Good to see you, ' + response.name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

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

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

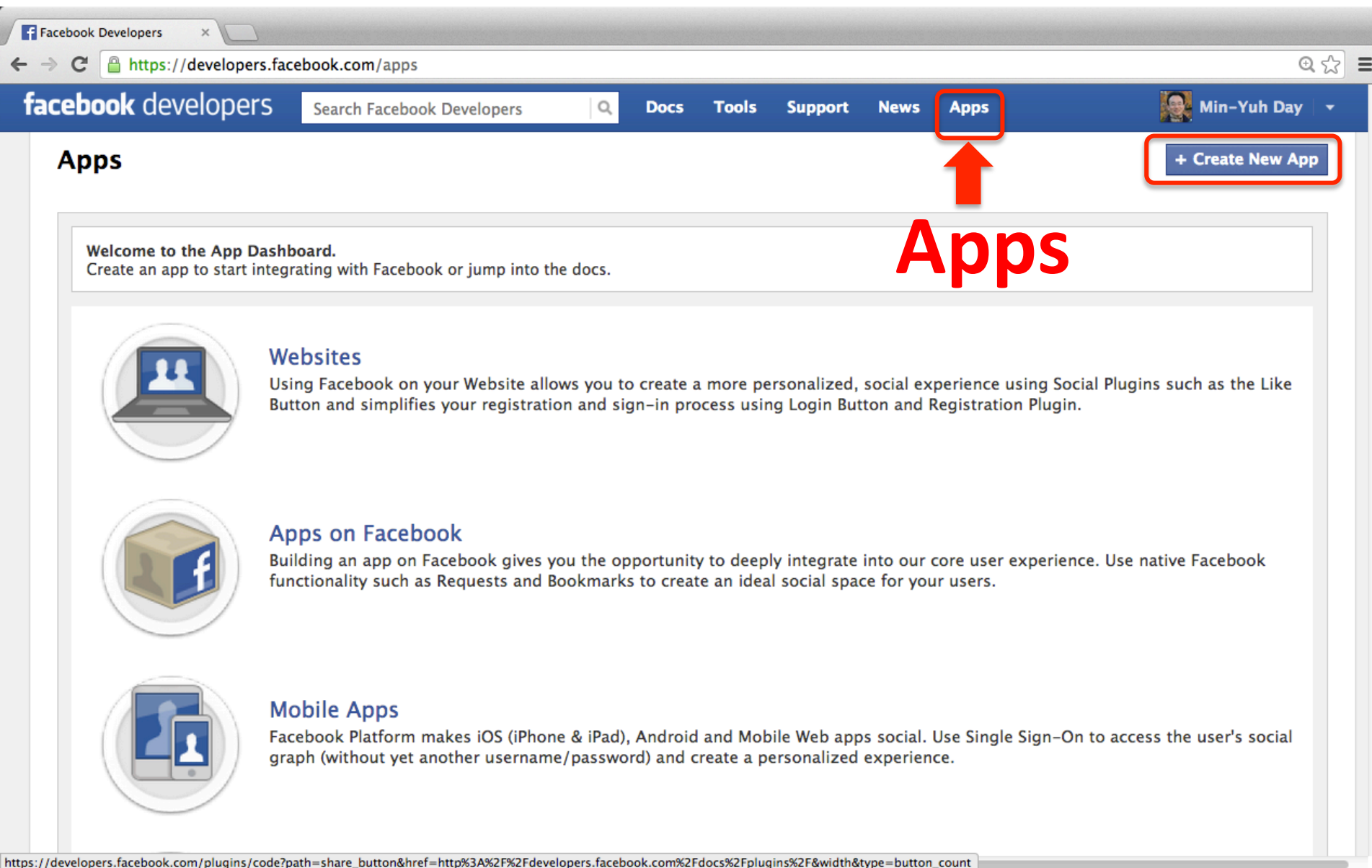
<https://developers.facebook.com/docs/facebook-login/login-flow-for-web/>

Facebook Login for JavaScript



Demo:
Facebook Apps
Create New App

Facebook Apps: Create New App



The screenshot shows the Facebook Developers 'Apps' page. The browser's address bar displays 'https://developers.facebook.com/apps'. The page's navigation bar includes links for 'Docs', 'Tools', 'Support', 'News', and 'Apps', with the 'Apps' link highlighted by a red box and a red arrow pointing to it. A large red text label 'Apps' is positioned below the arrow. In the top right corner, a '+ Create New App' button is also highlighted with a red box. The main content area features a welcome message and three sections: 'Websites', 'Apps on Facebook', and 'Mobile Apps', each with an icon and a brief description.

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

Facebook Apps: Create New App

The screenshot shows a web browser window with the Facebook Developers page. A modal dialog titled "Create New App" is open in the center. The dialog contains the following fields and options:

- App Name:** A text input field containing "iMyday".
- App Namespace:** A text input field containing "Optional".
- App Category:** A dropdown menu currently set to "Other", with a secondary button labeled "Choose a sub-category".
- Agreement:** A line of text stating "By proceeding, you agree to the Facebook Platform Policies".
- Buttons:** Two buttons at the bottom right, "Continue" (highlighted in blue) and "Cancel".

The background of the page is slightly faded, showing the "facebook developers" header with a search bar and navigation links (Docs, Tools, Support, News, Apps). A "Create New App" button is visible in the top right corner of the page header. Below the dialog, sections for "Apps on Facebook" and "Mobile Apps" are partially visible.

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

Create New App

App Name: [?] Valid

App Namespace: [?]

App Category: [?] **Education** Choose a sub-category

By proceeding, you agree to the Facebook Platform Terms of Service

Continue Cancel

Choose a category

- Apps for Pages
- Books
- Business
- Communication
- Education**
- Entertainment
- Fashion
- Finance
- Food & Drink
- Games
- Health & Fitness
- Lifestyle
- Local
- Music
- Navigation
- News
- Other
- Photo
- Productivity
- Promotions and Contests
- Reference
- Shopping
- Sports
- Travel
- Utilities
- Video

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 Request, Like, and Bookmarks to create an ideal social space for your users.

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

Facebook Apps: Create New App

The screenshot shows the Facebook Developers website with the 'Create New App' dialog box open. The dialog box has a blue header with the text 'Create New App'. Below the header, there are three input fields: 'App Name' with the value 'iMyday' and a green 'Valid' status, 'App Namespace' with the value 'Optional', and 'App Category' with a dropdown menu showing 'Education' and a 'Choose a sub-category' button. At the bottom of the dialog box, there is a line of text: 'By proceeding, you agree to the Facebook Platform Policies', followed by 'Continue' and 'Cancel' buttons. The background of the website is slightly blurred, showing the 'facebook developers' logo, a search bar, and navigation links like 'Docs', 'Tools', 'Support', 'News', and 'Apps'. A user profile 'Min-Yuh Day' is visible in the top right corner. The main content area of the website has a heading 'Apps' and a sub-heading 'Welcome to the App Dashboard'. Below this, there are three circular icons representing different app types: a laptop with two people, a cube with the Facebook logo, and a smartphone with a person icon. To the right of the dialog box, there is a button '+ Create New App' and some text about plugins such as the Like button.

Facebook Developers

https://developers.facebook.com/apps

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

+ Create New App

Apps

Welcome to the App Dashboard
Create an app to start building

Create New App

App Name: [?] iMyday Valid

App Namespace: [?] Optional

App Category: [?] Education Choose a sub-category

By proceeding, you agree to the Facebook Platform Policies Continue Cancel

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.

plugins such as the Like button

Facebook Apps: Create New App

The screenshot shows a web browser window with the Facebook Developers page. The address bar shows the URL <https://developers.facebook.com/apps>. The page header includes the Facebook Developers logo, a search bar, and navigation links for Docs, Tools, Support, News, and Apps. A user profile for 'Min-Yuh Day' is visible in the top right. The main content area is titled 'Apps' and features a '+ Create New App' button. A modal dialog titled 'Require Captcha' is displayed in the center. The dialog contains a 'Security Check' section with the text 'Please enter the text below' and a distorted image of the text 'uS82fKr'. Below the image, it asks 'Can't read the text above? Try another text or an audio captcha' and provides a text input field with the value 'uS82fKr'. 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'.

Facebook Developers

Search Facebook Developers

Docs Tools Support News Apps

Min-Yuh Day

+ Create New App

Apps

Welcome to the App Dashboard
Create an app to start

Require Captcha

Security Check
Please enter the text below

uS82fKr

Can't read the text above?
Try another text or an audio captcha

Text in the box:
uS82fKr

What's this?

By proceeding, you agree to the Facebook Platform Policies

Continue Cancel

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.

Facebook Apps: Create New App

Basic- Facebook Developer x

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

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

Settings

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

App Details

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

Related links

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

Apps ▶ iMyday ▶ Basic

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

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

Basic Info

Display Name: [?] iMyday

Namespace: [?]

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

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

Sandbox Mode: [?] ☒ Enabled ☐ Disabled

Select how your app integrates with Facebook

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

Facebook Apps: Create New App

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 "facebook developers". The left sidebar contains links: "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 features several integration options, each with a green checkmark icon and a close button (X). The first two options are expanded, showing input fields for URLs. The first option is "Website with Facebook Login" with the "Site URL" set to "http://mail.tku.edu.tw/myday/app/facebook.html". The second option is "Mobile Web" with the "Mobile Site URL" set to "http://mail.tku.edu.tw/myday/app". Below these, there is a section for "Accept Mobile Web Payments" with 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.](#)". The remaining options are "App on Facebook", "Native iOS App", "Native Android App", "Windows App", and "Page Tab", each with a brief description. At the bottom of the main content area is a "Save Changes" button.

Basic- Facebook Developer x

Search Facebook Developers

Docs Tools Support News Apps

Min-Yuh Day

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

Select how your app integrates with Facebook

✓ Website with Facebook Login ✕
Site URL: [?]

✓ Mobile Web ✕
Mobile Site URL: [?]

Accept Mobile Web Payments: [?] ☐ Enabled ☒ Disabled
If your app accepts payments through any non-iOS approved service it will be restricted on iOS. [Learn more.](#)

✓ App on Facebook Use my app inside Facebook.com.

✓ Native iOS App Publish from my iOS app to Facebook.

✓ Native Android App Publish from my Android app to Facebook.

✓ Windows App Publish from my Windows app to Facebook.

✓ Page Tab Build a custom tab for Facebook Pages.

Save Changes

Facebook.html

Facebook Login

appId

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

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



Be the first of your friends to use iMyday.



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

Facebook Login



Min-Yuh Day uses iMyday.



Test Facebook Login on jsbin.com

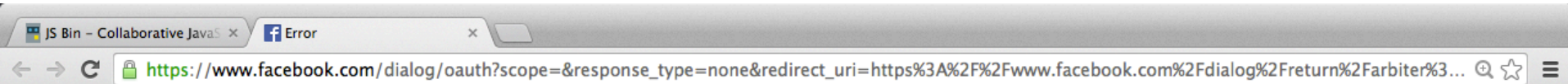
The screenshot shows a web browser window with the address bar displaying `jsbin.com/OYAxevU/1/edit`. The page title is "JS Bin - Collaborative JavaScript". The editor has tabs for HTML, CSS, JavaScript, Console, and Output. The JavaScript tab is active, showing the following code:

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

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

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

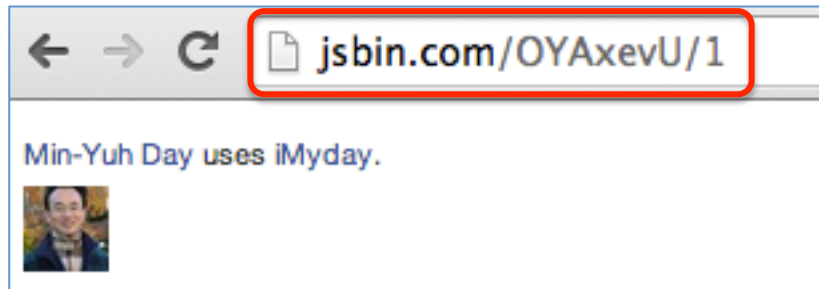
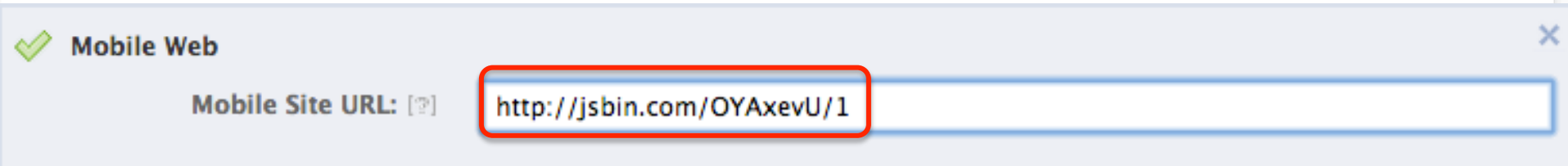
Test Facebook Login on jsbin.com



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

Select how your app integrates with Facebook

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



Facebook SDK for JavaScript

Getting Started – Facebook x

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

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

Social Plugins
Login
Open Graph
Facebook APIs
Games
Payments
App Center
Media
Ads for Apps
iOS SDK
Android SDK
Web
Overview for Websites
Overview for Mobile
Getting Started with JavaScript
JavaScript Guides and Reference

Getting Started with the Facebook SDK for JavaScript

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

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

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

Loading and Initialization

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

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

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


Facebook SDK for JavaScript

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

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

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

Facebook SDK for JavaScript

The screenshot shows the Facebook Developers website. The browser's address bar displays the URL <https://developers.facebook.com/docs/reference/javascript/>. The page header includes the 'facebook developers' logo, a search bar, and navigation links for Docs, Tools, Support, News, and Apps. A user profile for 'Min-Yuh Day' is visible in the top right. On the left sidebar, a list of categories includes Social Plugins, Login, Open Graph, Facebook APIs, Games, Payments, App Center, Media, Ads for Apps, iOS SDK, and Android SDK. The 'Web' category is selected, showing a list of links: Overview for Websites, Overview for Mobile, Getting Started with JavaScript, and JavaScript Guides and Reference. The main content area is titled 'JavaScript' with a sub-breadcrumb 'Web > JavaScript'. The main heading is 'Facebook SDK for JavaScript'. Below this, a paragraph states: 'The Facebook SDK for JavaScript provides a rich set of client-side functionality for adding Social Plugins, making API calls and implementing Facebook Login.' A blue information box contains an 'i' icon and the text: 'Take a look at the Getting Started guide for full information about features and usage.' Another paragraph explains: '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 a note: 'This code works best when placed directly after the opening <body> tag.' A code block contains the following HTML and JavaScript code:

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

<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;}

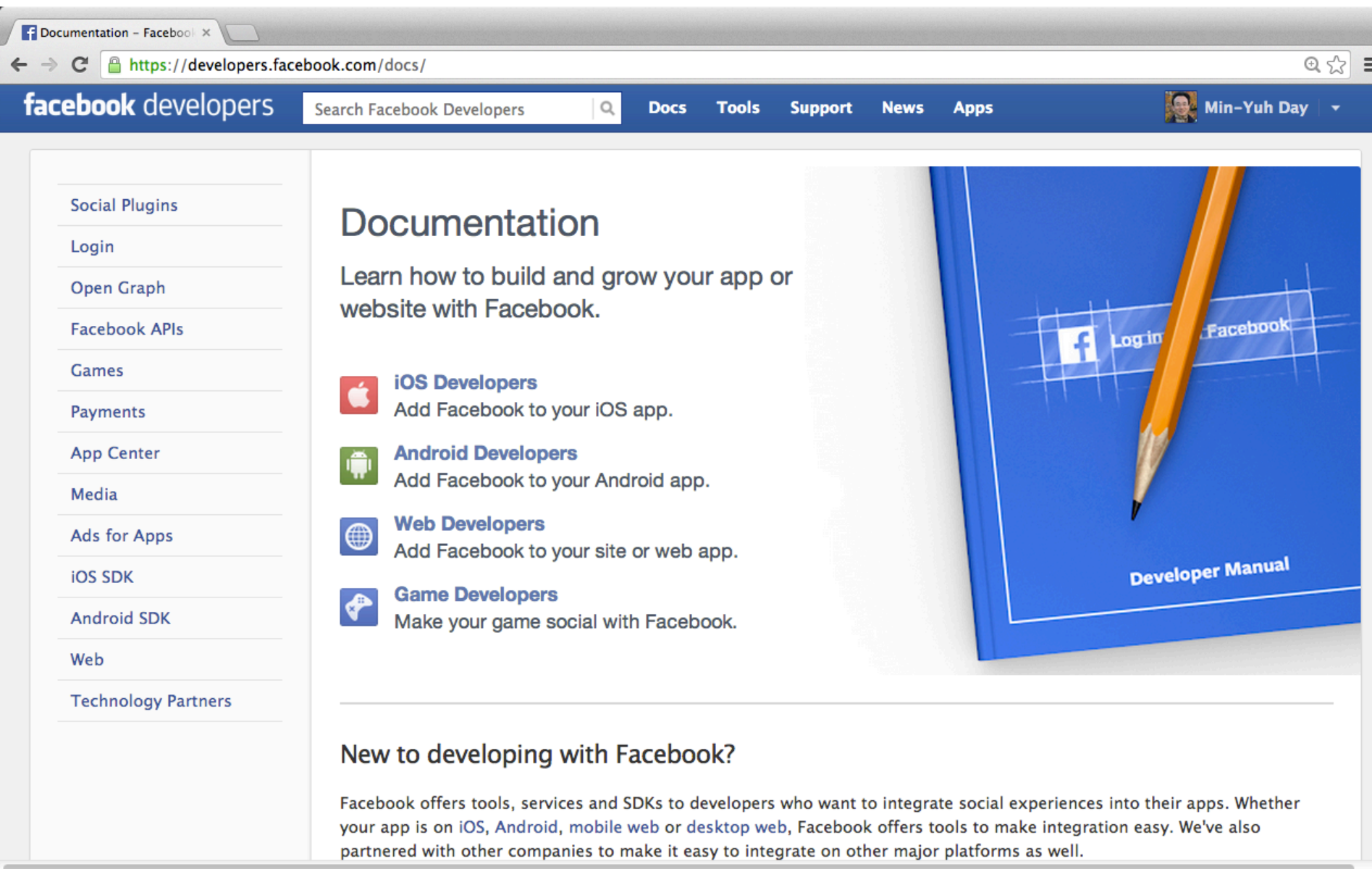
    // Get the first script element, which we'll use to find the parent node
    var firstScriptElement = document.getElementsByTagName('script')[0];

    // 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>
```

Facebook for Mobile



The screenshot shows the Facebook Developers documentation page in a web browser. The browser's address bar displays the URL <https://developers.facebook.com/docs/>. The page header features the 'facebook developers' logo, a search bar, and navigation links for Docs, Tools, Support, News, and Apps. A user profile for 'Min-Yuh Day' is visible in the top right. On the left side, a vertical menu lists various resources: Social Plugins, Login, Open Graph, Facebook APIs, Games, Payments, App Center, Media, Ads for Apps, iOS SDK, Android SDK, Web, and Technology Partners. The main content area is titled 'Documentation' and includes the text 'Learn how to build and grow your app or website with Facebook.' Below this, four developer categories are listed with their respective icons: iOS Developers (Apple logo), Android Developers (Android robot logo), Web Developers (Globe icon), and Game Developers (Game controller icon). Each category includes a brief description of how to add Facebook integration. To the right of the text is a large graphic of a blue book titled 'Developer Manual' with an orange pencil resting on it. The bottom section of the page is titled 'New to developing with Facebook?' and contains a paragraph explaining the tools and services provided by Facebook for developers.

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.

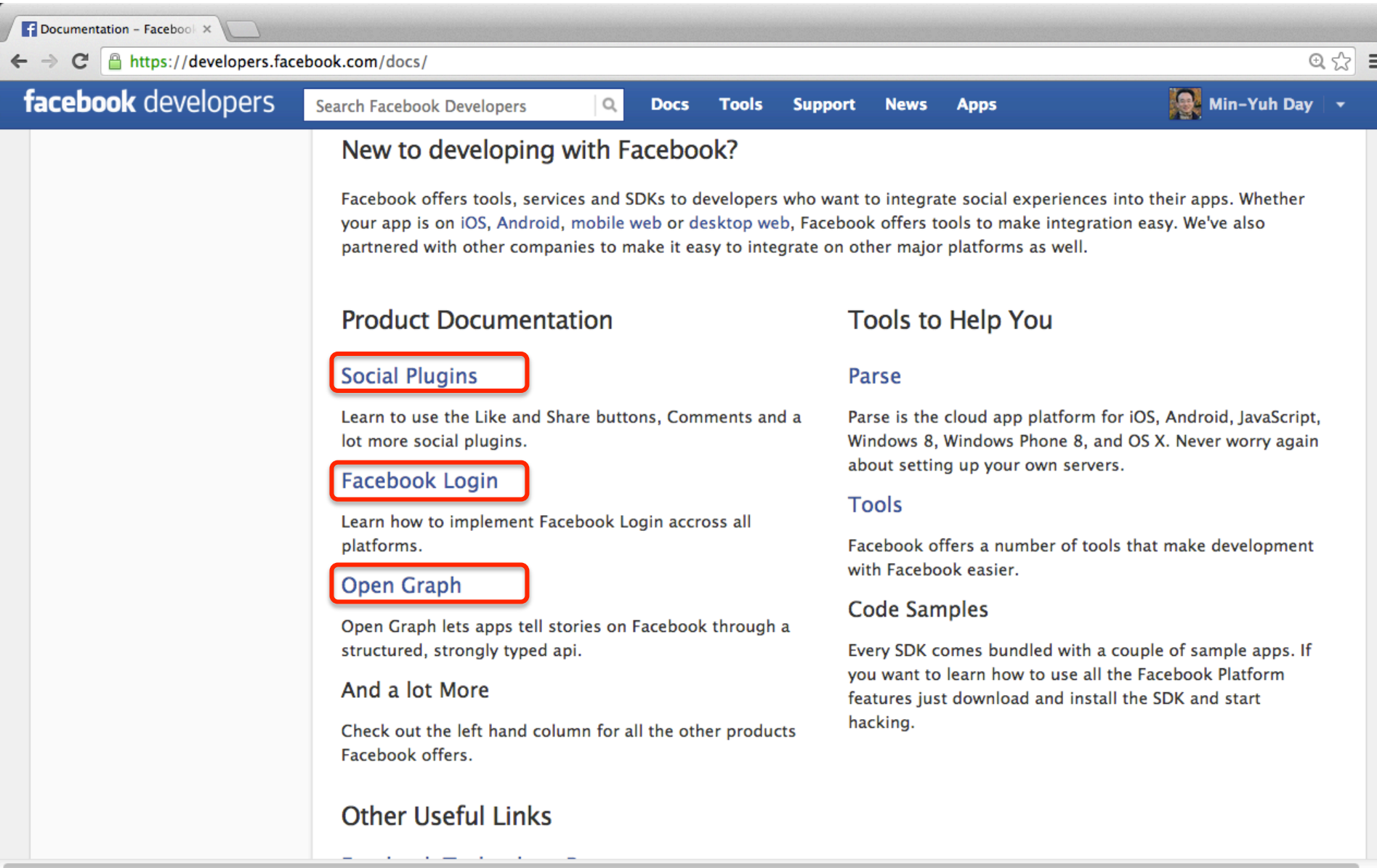
Developer Manual

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 screenshot shows the Facebook Developers documentation page. The browser's address bar displays the URL <https://developers.facebook.com/docs/>. The page header includes the 'facebook developers' logo, a search bar, and navigation links for Docs, Tools, Support, News, and Apps. A user profile for 'Min-Yuh Day' is visible in the top right. The main content area is titled 'New to developing with Facebook?' and provides an overview of the resources available. It is divided into two columns: 'Product Documentation' on the left and 'Tools to Help You' on the right. The 'Product Documentation' column lists 'Social Plugins', 'Facebook Login', and 'Open Graph', each with a brief description and a red rectangular highlight around the title. Below these is a section titled 'And a lot More' and 'Other Useful Links'. The 'Tools to Help You' column features 'Parse' and 'Tools', each with a brief description.

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.

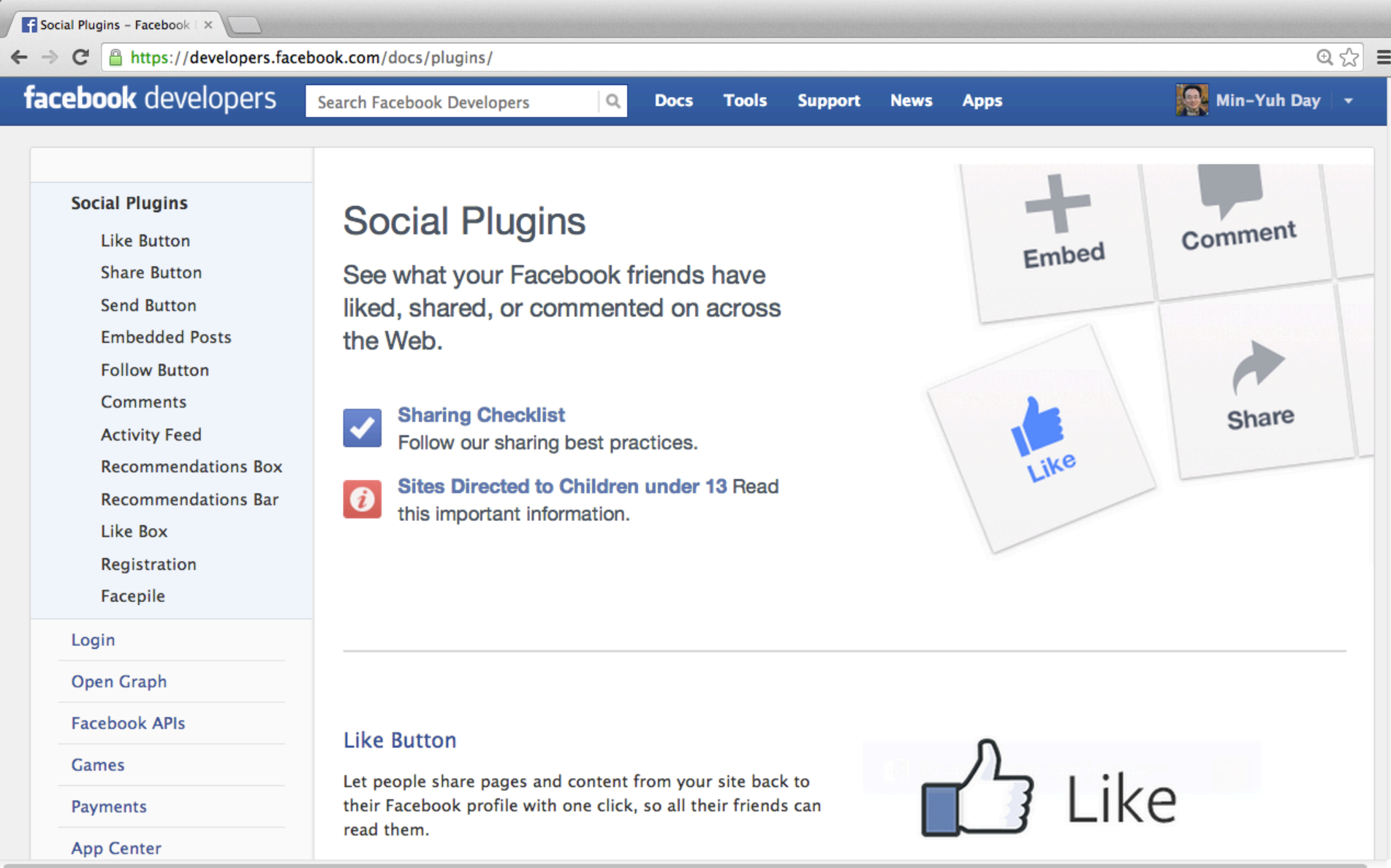
Tools

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's 'Social Plugins' page. The browser's address bar displays the URL <https://developers.facebook.com/docs/plugins/>. The page features a dark blue header with the 'facebook developers' logo, a search bar, and navigation links for Docs, Tools, Support, News, and Apps. A user profile for 'Min-Yuh Day' is visible in the top right. On the left, a sidebar lists various social plugins: Like Button, Share Button, Send Button, Embedded Posts, Follow Button, Comments, Activity Feed, Recommendations Box, Recommendations Bar, Like Box, Registration, and Facepile. Below this is a 'Login' section with links for 'Open Graph', 'Facebook APIs', 'Games', 'Payments', and 'App Center'. 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.' It features two informational boxes: a 'Sharing Checklist' with a checkmark icon and a 'Sites Directed to Children under 13' warning with an information icon. To the right, four large, tilted icons represent the 'Embed', 'Comment', 'Like', and 'Share' plugins. At the bottom, the 'Like Button' section is shown, with a description: 'Let people share pages and content from your site back to their Facebook profile with one click, so all their friends can read them.' Next to the text is a large 'Like' button graphic consisting of a thumbs-up icon and the word 'Like'.

Social Plugins – Facebook | x

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

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Social Plugins

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

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

Like Button

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

Embed Comment Like Share

Facebook Like Button



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

Facebook Like Button

The screenshot shows the Facebook Developers website for the 'Like Button' plugin. The left sidebar lists various social plugins, with 'Like Button' selected. The main content area features a title 'Like Button', a description of its function, and a configuration form. The form includes fields for 'URL to Like' and 'Width', dropdown menus for 'Layout' and 'Action Type', and checkboxes for 'Show Friends' Faces' and 'Include Share Button'. A preview of the button is shown below the form. At the bottom, a 'Get Code' button is highlighted with a red box.

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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

  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 x

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');</script>
```

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 'Share Button' documentation page on the Facebook Developers website. The page has a blue header with the 'facebook developers' logo and a search bar. A left sidebar lists various developer resources. The main content area is titled 'Share Button' and includes a descriptive paragraph, an information box about the new Share Dialog, configuration fields for URL, Width, and Layout, a visual preview of the share button, a 'Get Code' button, and a 'Settings' section with tabs for Setting, HTML5 Attribute, Description, and Default.

Share Button - Facebook

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

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

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.

i 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
http://developers.facebook.com/docs/plugins/

Width
The pixel width of the plugin

Layout
button_count



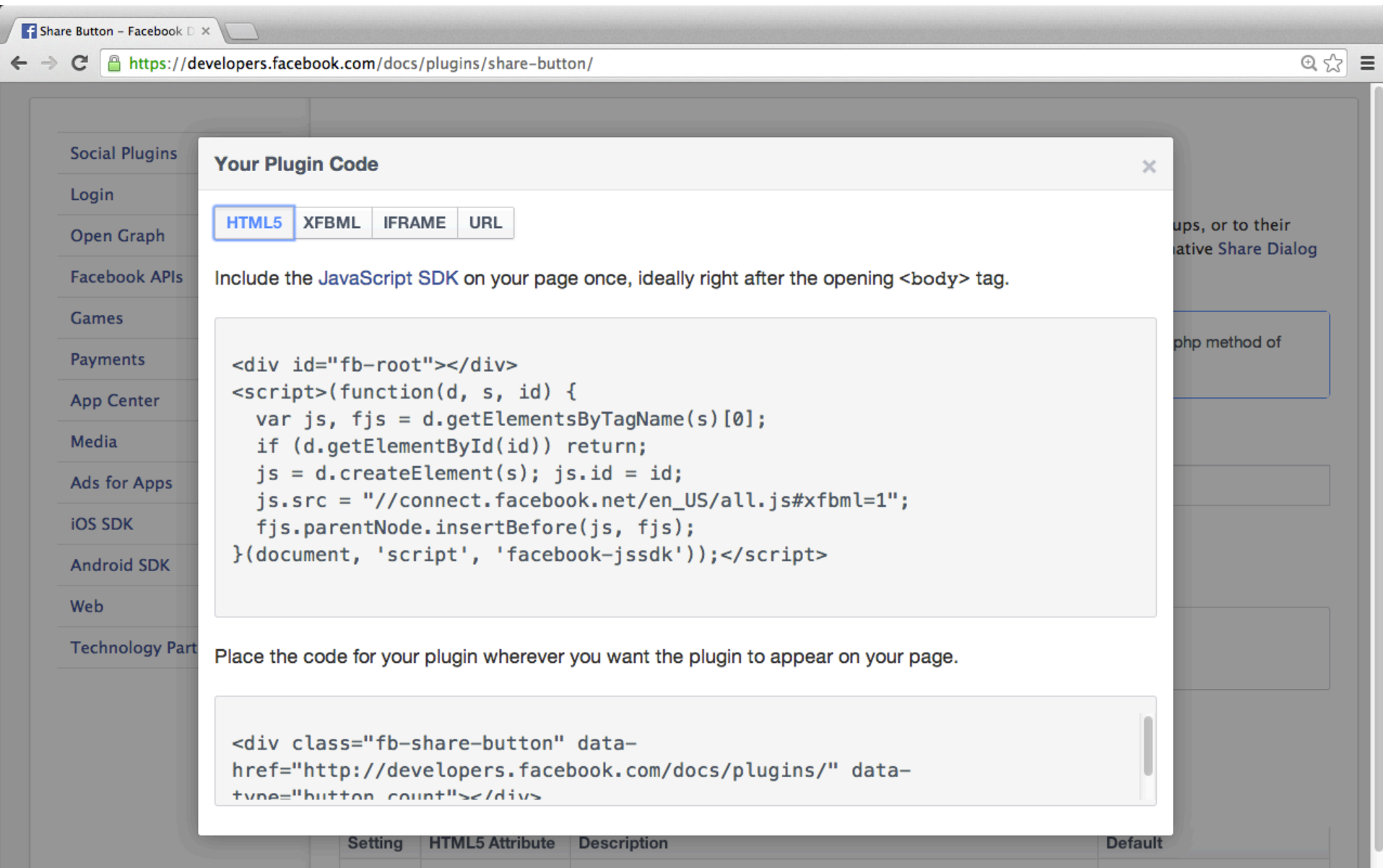
[Get Code](#)

Settings

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

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

Facebook Share Button



Share Button - Facebook

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

Social Plugins
Login
Open Graph
Facebook APIs
Games
Payments
App Center
Media
Ads for Apps
iOS SDK
Android SDK
Web
Technology Part

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 Developers

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

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- 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

The screenshot shows the Facebook Developers website with the 'Open Graph Overview' page selected. The left sidebar contains a navigation menu with items like 'Social Plugins', 'Login', 'Open Graph' (highlighted with a red box), 'Getting Started', 'Facebook APIs', 'Games', 'Payments', 'App Center', 'Media', 'Ads for Apps', 'iOS SDK', 'Android SDK', 'Web', 'Technology Partners', 'Topics', and 'Open Graph'. The main content area has the title 'Open Graph Overview' and a list of links: 'Telling Stories with Open Graph', 'How Open Graph Works', 'Review Process', 'Privacy', and 'Learn More'. Below this is a section titled 'Telling Stories with Open Graph' with a paragraph explaining that Open Graph lets apps tell stories on Facebook through a structured API. It also includes an example story from Goodreads by Christopher Blizzard, who rated 'Neuromancer (Sprawl, #1)' 5 out of 5 stars. The URL in the browser's address bar is <https://developers.facebook.com/docs/opengraph/overview/>.

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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)

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



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
Topics

Getting Started

Documentation > Open Graph > Getting Started

Getting Started with Open Graph

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

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

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

Prerequisites

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

Step 1: Create a Facebook App

To create a Facebook app, click on Apps on the top of this page and select 'Create a New App'. This will create a popup box will prompt you to enter two things:



Step 1: Create a Facebook App

Basic | **Advanced** | **Migrations**

App ID 256778997811632	App Secret Show
Display Name Open Graph Getting Started	Namespace
App Domains example.com x	Contact Email example@example.com

Website x

Site URL http://example.com/full-path-to-the-app-file.html
Mobile Site URL URL of your mobile site
☐ NO Accept Mobile Web Payments If your app accepts payments through any non-iOS approved service, it will be restricted on iOS. Learn More



Step 2: Set Up the App

1/3

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

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

```
  }

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

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



Step 2: Set Up the App

2/3

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

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

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

```
</script>
```



Step 2: Set Up the App

3/3

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

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

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

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

</body>
</html>
```



Step 3: Publish a Story



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

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

Create a story with an og.likes action

Christopher Blizzard uses Open
Graph Getting Started.



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

Create a story with an og.likes action

[Story created. ID is 10152558341620483](#)



Step 3: Publish a Story



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

Action Object



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

Like · Comment · Unfollow Post · Share · Promote





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

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

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. The video title is "Publishing Open Graph Actions with the Javascript SDK". The channel is "Facebook Developers" with 144 videos. The video has 222 views, 2 likes, and 0 dislikes. The video player controls show a progress bar at 0:05 / 2:58. The video content area has a blue background with the text "Open Graph" and "Publishing Actions with the Facebook SDK for Javascript".

Open Graph

Publishing Actions with the Facebook SDK for Javascript

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/

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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 Graph API documentation page. The browser's address bar displays the URL <https://developers.facebook.com/docs/graph-api/>. The page features a blue header with the 'facebook developers' logo, a search bar, and navigation links for Docs, Tools, Support, News, and Apps. A user profile for 'Min-Yuh Day' is visible in the top right. On the left, a sidebar lists various developer resources, with 'Graph API' highlighted under the 'Facebook APIs' section. The main content area is titled 'The Graph API' and describes it as the primary way for apps to interact with the Facebook social graph. It includes sections for 'Quickstart', 'API Reference', 'Common App Scenarios', 'Advanced Guides', 'Using the Graph API', and 'Other APIs'. At the bottom, there is a feedback prompt asking if the document was helpful.

Graph API – Facebook Dev

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

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Search Facebook Developers

Docs Tools Support News Apps

Min-Yuh Day

Social Plugins

Login

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

The Graph API

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

Quickstart

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

API Reference

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

Common App Scenarios

Because the Graph API can be used in a massive variety of ways, we have provided a list of common scenarios for apps in [this doc](#), to help you locate the reference doc that you need to build a solution for it.

Advanced Guides

After you've conquered the basics of Graph API, you might want to learn more. We have guides to advanced topics like Making Multiple API Requests, Real Time Updates, and Securing API calls in our Advanced Guides section.

Using the Graph API

Using the Graph API you are able to post new stories, upload photos, retrieve posts and a variety of other tasks that an app might need to do. This guide will teach you how to accomplish all these things in the Graph API.

Other APIs

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

Was this document helpful? [Yes](#) · [No](#)

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

Quickstart for Graph API

The screenshot shows the Facebook Developers website. The browser's address bar displays the URL <https://developers.facebook.com/docs/graph-api/quickstart/>. The page header includes the 'facebook developers' logo, a search bar, and navigation links for Docs, Tools, Support, News, and Apps. A user profile for 'Min-Yuh Day' is visible in the top right. On the left sidebar, the 'Facebook APIs' section is expanded, and 'Graph API' is highlighted with a red rectangle. The main content area features the title 'Quickstart for Graph API' followed by an introductory paragraph about the Graph API. It then explains that the API is HTTP-based and provides a link to the basic info page. A paragraph follows about the need for access tokens and Facebook Login. The structure of the APIs is described in terms of nodes, edges, and fields. A final paragraph states the purpose of the quickstart. Below this, a section titled 'How the Graph API is structured' introduces the guide. Two code blocks are shown: one for a GET request to a node and another for a GET request to an edge.

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

Social Plugins
Login
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

Quickstart for Graph API

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

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

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

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

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

How the Graph API is structured

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

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

or edge:

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

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

Getting Started with the Graph API



The image shows a YouTube video player interface. The video title is "Getting Started with the Graph API". The channel name is "Facebook Developers" with 144 videos. The video has 98,929 views, 170 likes, and 7 dislikes. 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 logo with the text "facebook developers live".

Getting Started with the Graph API

<  > facebook developers live

0:01 / 17:34

Getting Started with the Graph API

 Facebook Developers · 144 videos

 9,976

98,929

 170  7

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

How the Graph API is structured

The screenshot shows the Facebook Developers website. The browser's address bar displays the URL <https://developers.facebook.com/docs/graph-api/quickstart/>. The page header includes the 'facebook developers' logo, a search bar, and navigation links for Docs, Tools, Support, News, and Apps. A user profile for 'Min-Yuh Day' is visible in the top right. On the left sidebar, a menu lists various categories: 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 is titled 'How the Graph API is structured'. It begins with an introductory paragraph stating that the full details are in the 'Using Graph API guide', but general API usage can be understood by making HTTP GET requests. Two examples of GET requests are provided in light gray boxes: one for a node and one for an edge. Following these, the text explains that publishing to APIs is done via HTTP POST requests with parameters. Two examples of POST requests are shown in similar light gray boxes: one for a node and one for an edge. The section concludes with a note that deleting is done via HTTP DELETE requests and that updating is done via POST requests to the same endpoints. The final sentence encourages the user to try an API request to see how easy it is.

facebook developers

Search Facebook Developers

Docs Tools Support News Apps

Min-Yuh Day

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
Using the Graph API

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

Load the Graph API Explorer

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

So your next step is to goto <https://developers.facebook.com/tools/explorer>.

Generate a basic Access Token

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

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

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

Make your first Graph API request

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

Graph API FQL Query

GET [path field] Profile Submit

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

Facebook Graph API Explorer

Graph API Explorer

https://developers.facebook.com/tools/explorer?method=GET&path=684393172%3Ffields%3Did%2Cname

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

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 Get Access Token Get App Token

Graph API FQL Query

GET → /684393172?fields=id,name Submit

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. 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 of Min-Yuh Day is visible in the top right.

The main section is titled "Graph API Explorer". It features a dropdown menu for the Application (set to "Graph API Explorer") and a dropdown for the Locale (set to "English (US)").

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

A link "Learn more about the Graph API syntax." is provided below the path field.

The response area is divided into two panels. The left panel, titled "Node: me", displays the message "(No fields expansion available).". The right panel shows the JSON 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 web application. The browser's 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 an "Access Token" field with a "Paste in an existing token" button. Below this, there are tabs for "Graph API" and "FQL Query", and a "GET" method selector with a path input field containing "/me". A "Submit" button is located to the right of the path input.

A modal dialog box titled "Select Permissions" is open in the center of the screen. It has three tabs: "User Data Permissions", "Friends Data Permissions", and "Extended Permissions". The "User Data Permissions" tab is currently selected, showing a list of permissions with checkboxes. The permissions are organized into three columns:

User Data Permissions	Friends Data Permissions	Extended Permissions
☐ user_about_me	☐ user_actions.books	☐ user_actions.music
☐ user_actions.news	☐ user_actions.video	☐ user_activities
☐ user_birthday	☐ user_checkins	☐ user_education_history
☐ user_events	☐ user_friends	☐ user_games_activity
☐ user_groups	☐ user_hometown	☐ user_interests
☐ user_likes	☐ user_location	☐ user_notes
☐ user_online_presence	☐ user_photo_video_tags	☐ user_photos
☐ user_questions	☐ user_relationship_details	☐ user_relationships
☐ user_religion_politics	☐ user_status	☐ user_subscriptions
☐ user_videos	☐ user_website	☐ user_work_history

At the bottom of the dialog box, there is a note: "Basic permissions included by default." and 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. The browser address bar displays <https://developers.facebook.com/tools/explorer?method=GET&path=me>. The page title is "Graph API Explorer". The "Access Token" field is empty, and the "Method" is set to "GET". The "Path" is set to "/me". The "Node" is set to "me". The "Locale" is set to "English (US)".

The "Select Permissions" dialog box is open, showing three tabs: "User Data Permissions", "Friends Data Permissions", and "Extended Permissions". The "User Data Permissions" tab is active, and 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.

User Data Permissions	Friends Data Permissions	Extended Permissions
☐ user_about_me	☐ user_actions.books	☐ user_actions.music
☐ user_actions.news	☐ user_actions.video	☐ user_activities
☐ user_birthday	☐ user_checkins	☐ user_education_history
☐ user_events	☒ user_friends	☐ user_games_activity
☐ user_groups	☐ user_hometown	☐ user_interests
☐ user_likes	☐ user_location	☐ user_notes
☐ user_online_presence	☐ user_photo_video_tags	☐ user_photos
☐ user_questions	☐ user_relationship_details	☐ user_relationships
☐ user_religion_politics	☐ user_status	☐ user_subscriptions
☐ user_videos	☐ user_website	☐ user_work_history

Basic permissions included by default.

Get Access Token Clear Cancel

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

Facebook Graph API Explorer /me

Graph API Explorer x Log in with Facebook x

https://www.facebook.com/dialog/oauth?response_type=token&display=popup&client_id=145634995501895&redirect_uri=https%3A%2F%2Fdevelopers.f...

Log in with Facebook



Graph API Explorer will receive the following info: your [public profile](#) and friend list.

App Terms · Privacy Policy

Cancel **Okay**

<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 of Min-Yuh Day is visible in the top right.

The main section is titled "Graph API Explorer". It includes a dropdown for the Application (set to "Graph API Explorer") and a dropdown for the Locale (set to "English (US)"). Below these, there is a text input for the Access Token, which contains the value "CAACEdEose0cBAJ2Pi0VN9CZAexKrijtNm9CPGer7ZCKmqlexrgRtctFjuYWYv5ne6\". To the right of the token input are buttons for "Debug", "Get Access Token", and "Get App Token".

Below the token input, there are tabs for "Graph API" and "FQL Query". Under the "Graph API" tab, there is a dropdown for the HTTP method (set to "GET") and a text input for the path, which contains "/me". To the right of the path input is a "Submit" button. Below the path input, 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: me" and the message "(No fields expansion available)". The right column displays the JSON response, which is an error object:

```
{
  "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 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 of Min-Yuh Day is visible in the top right.

The main section is titled "Graph API Explorer". It includes a dropdown for "Application" set to "Graph API Explorer", a dropdown for "Locale" set to "[?]", and a dropdown for "Language" set to "English (US)".

The "Access Token" field is highlighted with a red box and contains the token: `CAACEdEose0cBAJ2Pi0VN9CZAexKrjtNm9CPGer7ZCKmqlexrgRtctFjuYWYv5ne6Y`. To the right of this field are buttons for "Debug", "Get Access Token", and "Get App Token".

Below the access token, there are tabs for "Graph API" and "FQL Query". The "GET" method is selected from a dropdown, and the path `/me` is entered in the text field, which is also highlighted with a red box. A "Submit" button is highlighted with a red box to the right of the path field.

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

The results section is divided into two panels. The left panel, titled "Node: me", shows the response type. The right panel displays the JSON response:

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

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

Facebook Graph API Explorer /me/friends

Graph API Explorer

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

Access Token: CAACEdEose0cBAJ2Pi0VN9CZAexKrtNm9CPGer7ZCKmqlexrgRtctFjuYWYv5ne6\ Debug Get Access Token Get App Token

Graph API FQL Query

GET → /me/friends Submit

Learn more about the Graph API syntax.

Edge: me/friends →

+

```
{
  "data": [
    {
      "name": "Min-Yuh Day",
      "id": "1234567890"
    },
    {
      "name": "John Doe",
      "id": "1234567890"
    },
    {
      "name": "Jane Smith",
      "id": "3456789012"
    },
    {
      "name": "Bob Johnson",
      "id": "4567890123"
    },
    {
      "name": "Alice Brown",
      "id": "6789012345"
    }
  ]
}
```

Facebook Graph API Explorer

Publish actions

⌵ Get Access Token

Select Permissions

User Data Permissions

Friends Data Permissions

Extended Permissions

- | | | |
|--|---|--|
| ☐ ads_management | ☐ ads_read | ☐ create_event |
| ☒ create_note | ☐ email | ☐ export_stream |
| ☐ manage_friendlists | ☐ manage_notifications | ☐ manage_pages |
| ☒ photo_upload | ☒ publish_actions | ☐ publish_checkins |
| ☒ publish_stream | ☐ read_friendlists | ☐ read_insights |
| ☐ read_mailbox | ☐ read_page_mailboxes | ☐ read_requests |
| ☐ read_stream | ☐ rsvp_event | ☒ share_item |
| ☐ sms | ☒ status_update | ☒ video_upload |
| ☐ xmpp_login | | |

Basic permissions included by default.

Get Access Token

Clear

Cancel

Facebook Graph API Explorer

Post Message

Graph API Explorer

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

Access Token: CAACEdEose0cBAAFMaePU1IXOSQ9dP0FcgW6LqWAP87DGoRpDoApjHL4dFG0I ✕ [Debug](#) [Get Access Token](#) [Get App Token](#)

Graph API [FQL Query](#)

POST ▼ → /me/feed [Submit](#)

message Hello, Facebook Graph API ✕

[Add a field](#)

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

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

Facebook Graph API Explorer

Post Message

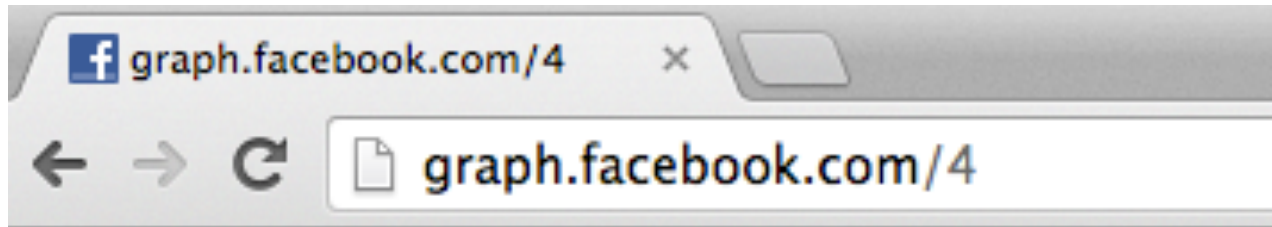
The screenshot shows a web browser window with the Facebook logo and the URL <https://www.facebook.com>. Below the browser window is the Facebook navigation bar with a search box containing the text "Search for people, places and things".

On the left side, there is a profile card for **Min-Yuh Day** with a profile picture and a link to "Edit Profile". Below this is a "FAVORITES" section with a list of links: "News Feed", "Messages" (with a badge "1"), "Events" (with a badge "2"), "Photos", and "Browse".

The main content area on the right features a status update section with the text "What's on your mind?". Above this text are two buttons: "Update Status" and "Add Photos/Video".

Below the status update section is a post by **Min-Yuh Day** with a profile picture. The post text is "Hello, Facebook Graph API". Below the text are the interaction links "Like · Comment · Share" and the timestamp "2 minutes ago via Graph API Explorer".

http://graph.facebook.com/4



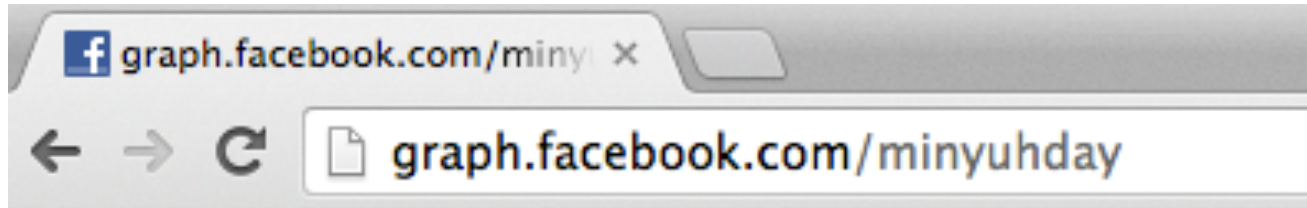
```
{
  "id": "4",
  "name": "Mark Zuckerberg",
  "first_name": "Mark",
  "last_name": "Zuckerberg",
  "link": "http://www.facebook.com/zuck",
  "username": "zuck",
  "gender": "male",
  "locale": "en_US"
}
```

Facebook API (JSON)

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

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

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



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

JavaScript vs. JSON

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

JSON

- Advantages

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

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

```
Info.name
```

```
Info.position
```

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

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

JSON

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

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


Summary

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



iOS

Integrate Facebook with your native iOS apps.



Android

Integrate Facebook with your native Android apps.



Web

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

References

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