<!DOCTYPE html>

<html>

<head>

<title>Facebook Login JavaScript Example</title>

<meta charset="UTF-8">

</head>

<body>

<script>

// This is called with the results from from FB.getLoginStatus().

function statusChangeCallback(response) {

console.log('statusChangeCallback');

console.log(response);

// The response object is returned with a status field that lets the

// app know the current login status of the person.

// Full docs on the response object can be found in the documentation

// for FB.getLoginStatus().

if (response.status === 'connected') {

// Logged into your app and Facebook.

testAPI();

} else if (response.status === 'not\_authorized') {

// The person is logged into Facebook, but not your app.

document.getElementById('status').innerHTML = 'Please log ' +

'into this app.';

} else {

// The person is not logged into Facebook, so we're not sure if

// they are logged into this app or not.

document.getElementById('status').innerHTML = 'Please log ' +

'into Facebook.';

}

}

// This function is called when someone finishes with the Login

// Button. See the onlogin handler attached to it in the sample

// code below.

function checkLoginState() {

FB.getLoginStatus(function(response) {

statusChangeCallback(response);

});

}

window.fbAsyncInit = function() {

FB.init({

appId : '{your-app-id}',

cookie : true, // enable cookies to allow the server to access

// the session

xfbml : true, // parse social plugins on this page

version : 'v2.2' // use version 2.2

});

// Now that we've initialized the JavaScript SDK, we call

// FB.getLoginStatus(). This function gets the state of the

// person visiting this page and can return one of three states to

// the callback you provide. They can be:

//

// 1. Logged into your app ('connected')

// 2. Logged into Facebook, but not your app ('not\_authorized')

// 3. Not logged into Facebook and can't tell if they are logged into

// your app or not.

//

// These three cases are handled in the callback function.

FB.getLoginStatus(function(response) {

statusChangeCallback(response);

});

};

// 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/sdk.js";

fjs.parentNode.insertBefore(js, fjs);

}(document, 'script', 'facebook-jssdk'));

// Here we run a very simple test of the Graph API after login is

// successful. See statusChangeCallback() for when this call is made.

function testAPI() {

console.log('Welcome! Fetching your information.... ');

FB.api('/me', function(response) {

console.log('Successful login for: ' + response.name);

document.getElementById('status').innerHTML =

'Thanks for logging in, ' + 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 scope="public\_profile,email" onlogin="checkLoginState();">

</fb:login-button>

<div id="status">

</div>

</body>

</html>

FB.getLoginStatus(function(response) {

statusChangeCallback(response);

});

{

status: 'connected',

authResponse: {

accessToken: '...',

expiresIn:'...',

signedRequest:'...',

userID:'...'

}

}

<fb:login-button scope="public\_profile,email" onlogin="checkLoginState();">

</fb:login-button>

function checkLoginState() {

FB.getLoginStatus(function(response) {

statusChangeCallback(response);

});

}

FB.login(function(response){

// Handle the response object, like in statusChangeCallback() in our demo

// code.

});

FB.login(function(response) {

// handle the response

}, {scope: 'public\_profile,email'});

FB.login(function(response) {

if (response.status === 'connected') {

// Logged into your app and Facebook.

} else if (response.status === 'not\_authorized') {

// The person is logged into Facebook, but not your app.

} else {

// The person is not logged into Facebook, so we're not sure if

// they are logged into this app or not.

}

});

FB.getLoginStatus(function(response) {

if (response.status === 'connected') {

console.log(response.authResponse.accessToken);

}

});

FB.api('/me', function(response) {

console.log(JSON.stringify(response));

});

{

"id":"101540562372987329832845483",

"email":"example@example.com",

"first\_name":"Bob",

[ ... ]

}

FB.logout(function(response) {

// Person is now logged out

});

<fb:login-button scope="public\_profile,email" onlogin="checkLoginState();">

</fb:login-button>

{"data":

[

{

"permission":"public\_profile",

"status":"granted"

},

{

"permission":"email",

"status":"granted"

}

]

}

FB.login(function(response) {

console.log(response);

}, {scope: 'user\_friends'});

{"data":

[

{

"permission":"public\_profile",

"status":"granted"

},

{

"permission":"email",

"status":"granted"

},

{

"permission":"user\_friends",

"status":"granted"

}

]

}

{

"data":

[

{

"permission":"public\_profile",

"status":"granted"

},

{

"permission":"user\_likes",

"status":"declined"

}

]

}

FB.login(

function(response) {

console.log(response);

},

{

scope: 'user\_likes',

auth\_type: 'rerequest'

}

);