

Laborator 7-8

Mostenire si/sau membri

Identificati o biblioteca de clase pentru interactiunea cu Facebook. Folosind un limbaj spre care aveti interfata (C++, Java, Python), definiti o clasa care mosteneste o clasa din biblioteca sau are ca membri atribut de clasa/clasele in cauza, adica:

```
class clasamea:clasabiblioteca {};
```

sau

```
class clasamea {...camp:clasabiblioteca; ...};
```

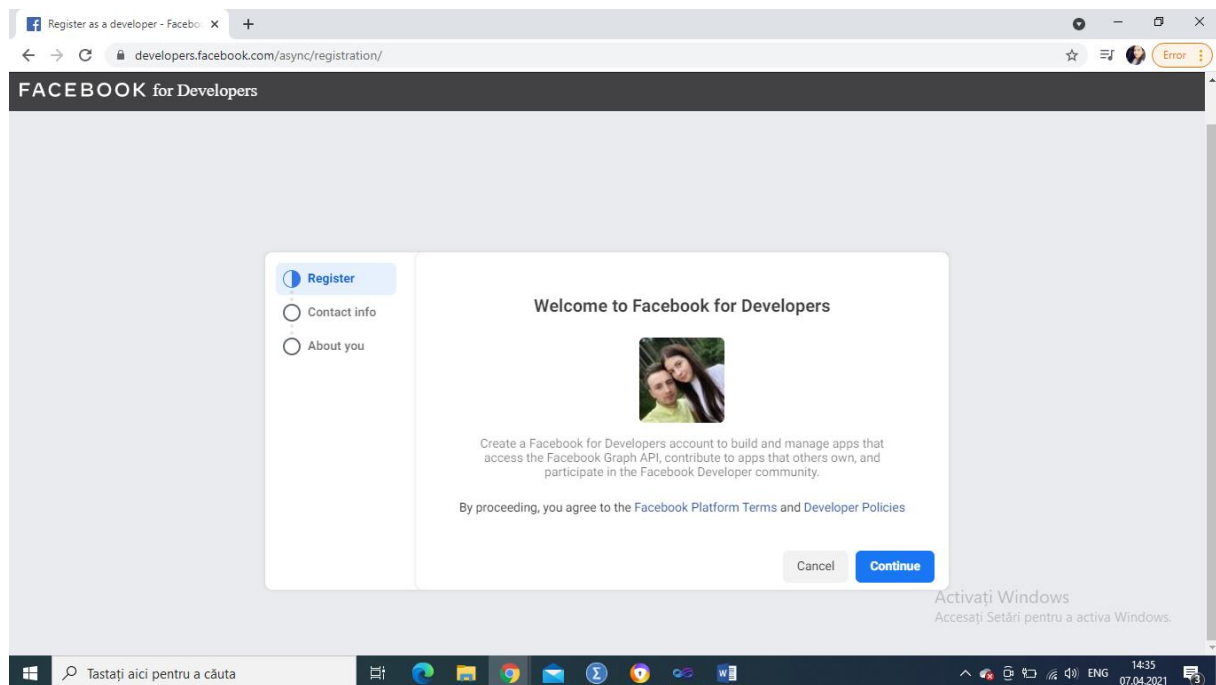
. Clasa definita trebuie sa aiba o actiune activa pe Facebook.

Indicatie: aveti nevoie de un cod pentru identificarea Facebook. Se genereaza, de exemplu, de sistemul Facebook, dupa ce ati oferit credentialele

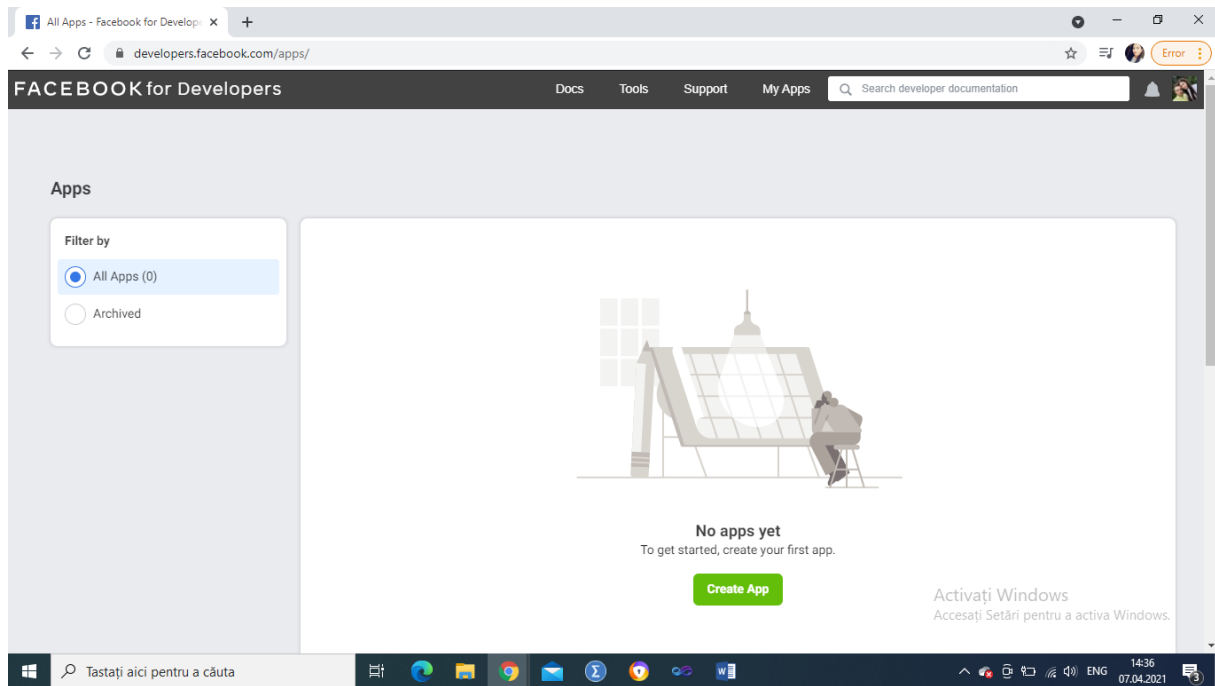
Sugestie: incercati sa faceti ceva de genul a) postare fotografie + comentariu; b) download fisiere din arhiva de fisiere a unui grup; c) robot ce urmareste membrii unui grup si le trimite mesaje private etc.

Rezolvare

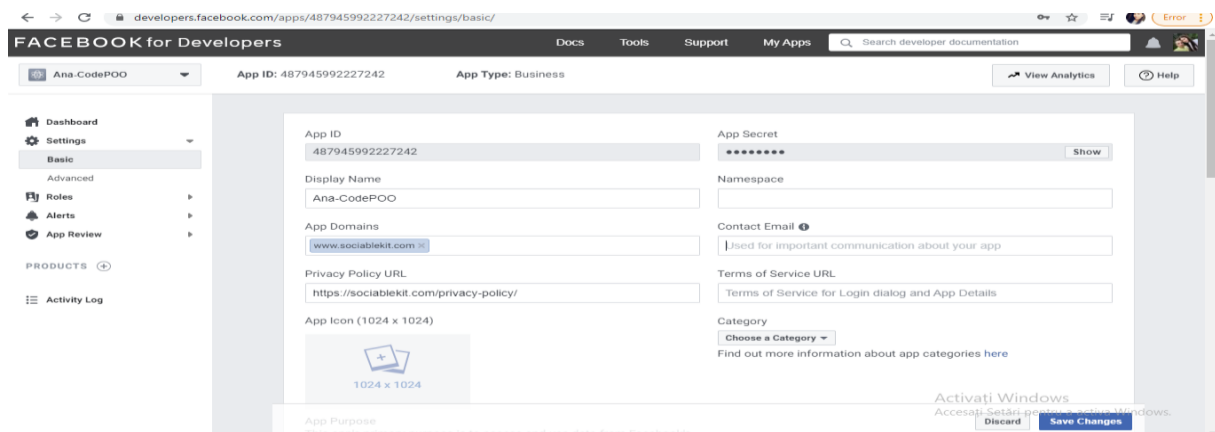
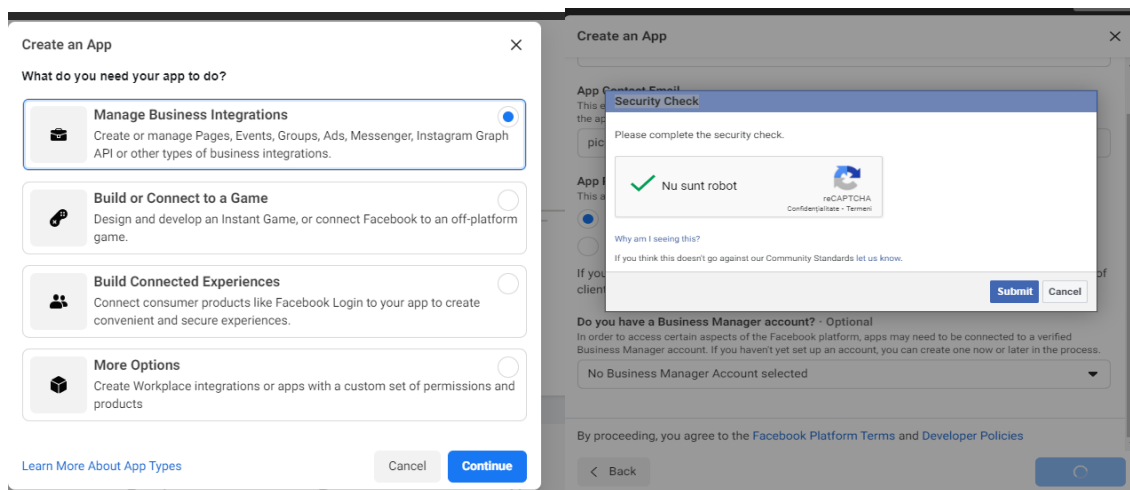
-ne facem un cont pe facebook sau ne conectam cu cel pe care il avem in „Facebook for Developers”



Picu Ana IE2 GR.2

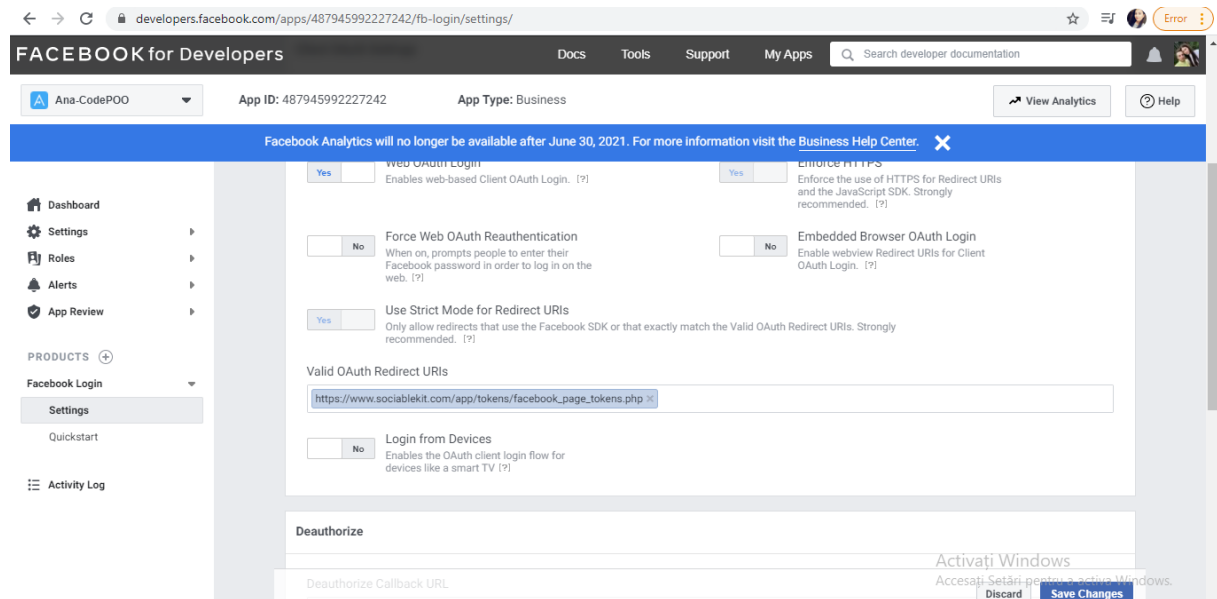


-cream o aplicatie

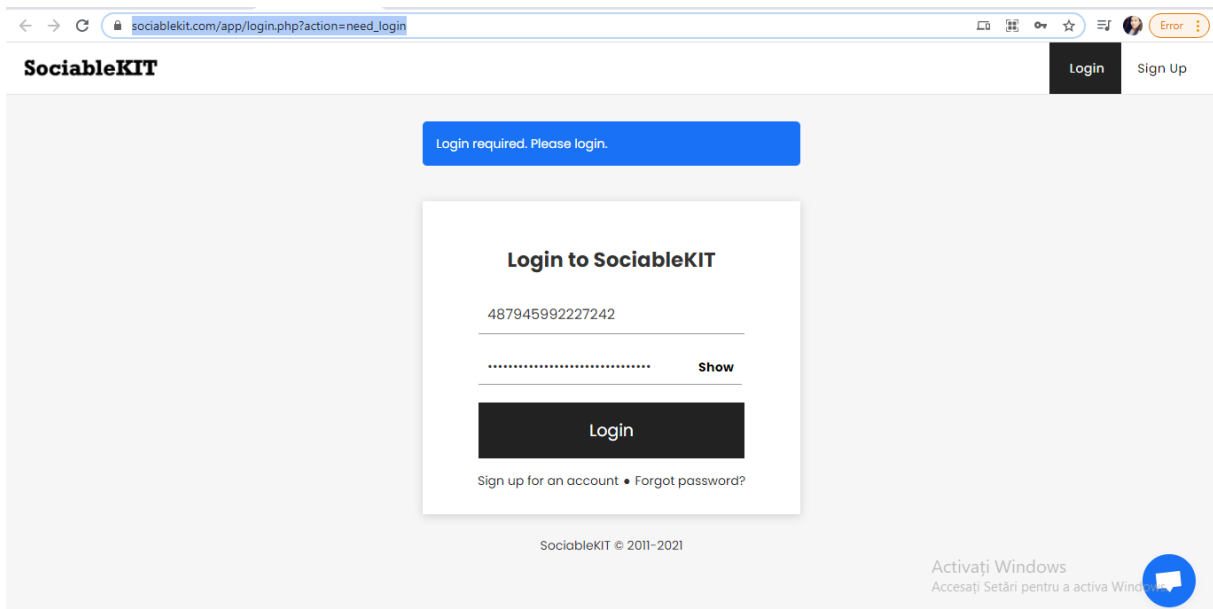


-facem setarile la facebook

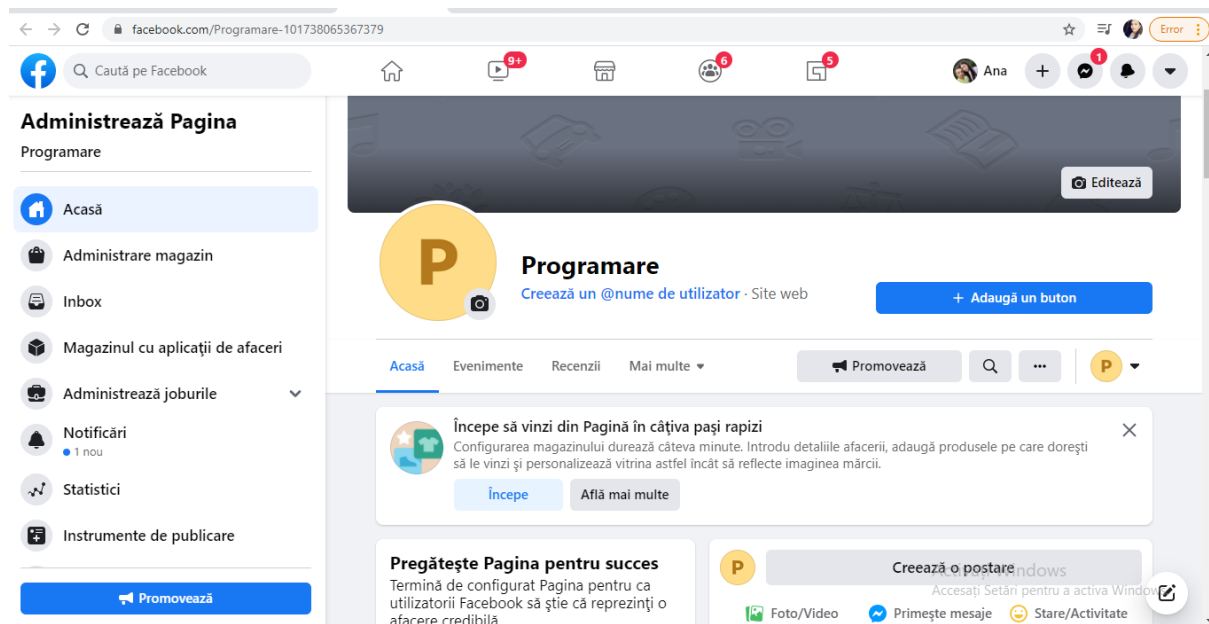
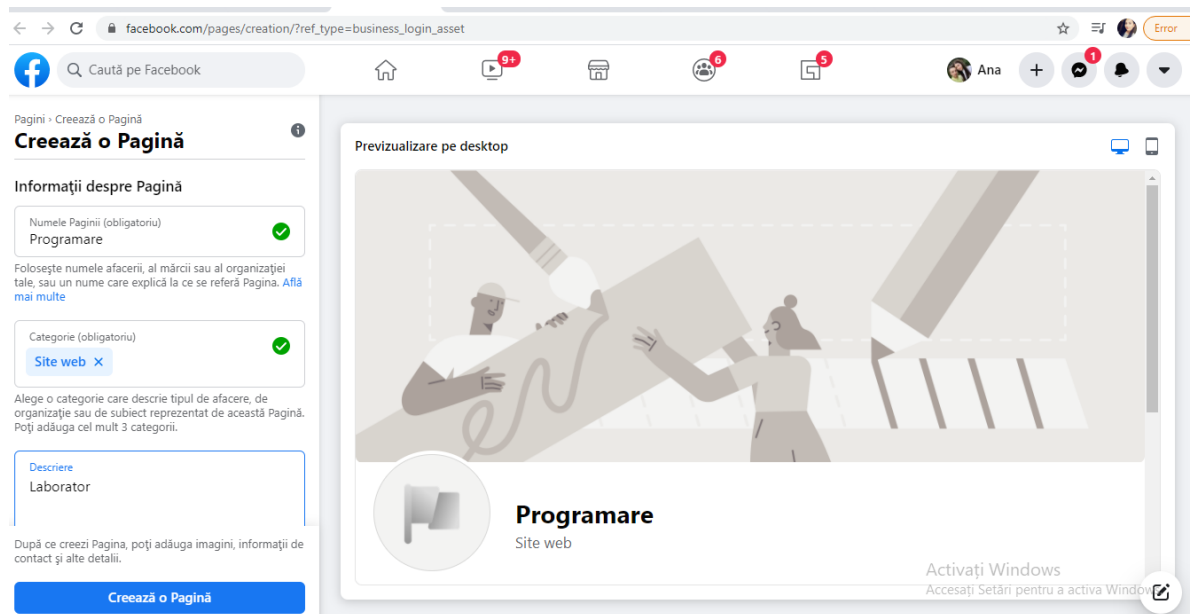
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-intram pe: https://www.sociablekit.com/app/login.php?action=need_login



-creem o pagina prin developers



-am asociat sa postez intr-o pagina

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