extends Sprite

func \_ready():

$done\_btn.connect("pressed",self,"close\_popup")

$share\_to\_facebook\_btn.connect("pressed",self,"share\_to\_facebook")

$share\_to\_twitter\_btn.connect("pressed",self,"share\_to\_twitter")

pass

func close\_popup():

root.switch\_scene("res://entities/Assignment/AssignmentController.tscn")

func share\_to\_facebook():

var link = get\_parent().result["message"][0]

var facebookLink = "https://www.facebook.com/dialog/share?app\_id=1376441105933128&display=popup&title=This%20is%20the%20title%20parameter&description=This%20is%20the%20description%20parameter&quote=New%20Assignment%20Posted&caption=A%New%Assignment%Has%Been%Posted&href="

facebookLink = facebookLink + link + "&redirect\_uri=" + link

OS.shell\_open(facebookLink)

#print(get\_parent().result["message"][0])

func share\_to\_twitter():

var link = get\_parent().result["message"][0]

var twitterLink = "https://twitter.com/intent/tweet?text=New Assignment Posted " + link

OS.shell\_open(twitterLink)