

[Start Over](#)[Skip Quick Start](#)

## Quick Start for Website

 

### Setup the Facebook SDK for JavaScript

The following snippet of code will give the basic version of the SDK where the options are set to their most common defaults. You should insert it directly after the opening `<body>` tag on each page you want to load it:

```
<script>
window.fbAsyncInit = function() {
  FB.init({
    appId      : '1676741862599222',
    xfbml      : true,
    version    : 'v2.5'
  });
};

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

You can also configure the SDK with [advanced settings](#).

### Tell us about your website

Site URL

[Next](#)[Setup SDK](#)[App Configuration](#)[Test](#)[Finished](#)

### Test your Facebook Integration

Now that you've got the SDK setup, you can use it to perform a few common tasks. [Social Plugins](#) such as the [Like Button](#) and [Comments Plugin](#) can be inserted into HTML pages using the JavaScript SDK.

Let's try adding a Like button, just copy and paste the line of code below anywhere inside the `<body>` of your page:

```
<div
  class="fb-like"
  data-share="true"
  data-width="450"
```

```
data-show-faces="true">
</div>
```

Reload your page, and you should see a Like button on it.

## Next Steps

Congratulations! You have added the Facebook SDK to your project. You are now in the next stage in integrating your app with Facebook. What do you want to do next? [Skip to Developer Dashboard](#) or [Documentation](#)

### Share

Add the share dialog to let people share your content with their friends.

### Login

Add Facebook Login to let people quickly and easily login to your app.

### Social Plugins

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

### Ads

Grow your app with Mobile App Ads.

[Give Feedback](#)