**JavaScript Recruitment Exercise**

**Floating Facebook Like Button**

**The Task**

Implement a JavaScript module enabling a Playfish game to display a Facebook Like button over the top of its Flash content.

**Background**

Facebook provide a ‘Like’ widget which provides an iframe containing a button that users can click to ‘Like’ a particular URL. See http://developers.facebook.com/docs/reference/plugins/like.

Playfish game clients are implemented as Flash applications embedded within Facebook canvas pages. Flash applications can call JavaScript functions embedded on the same page, and vice versa.

**Requirements**

1. The game should be able to display and hide a button at any time. No buttons are initially visible.
2. The URL to be ‘Liked’ will be supplied by the game when a button is shown.
3. The game must be able to set the position of the button at any time to allow for animation. Position will be specified in pixel coordinates relative to the top-left corner of the Flash application (not the page).
4. Code structure should be Object Oriented.
5. No third party libraries are to be used.

**Assumptions**

1. The Flash application is embedded in a <div> element with id=“flashcontent”. It is not necessary to implement anything in Flash, an HTML-based placeholder may be used.
2. Assume that the Flash application can call any JavaScript function on the page.
3. Assume no cross-domain scripting restrictions.
4. Static HTML may be added to the page.

**Extra Credit**

* Support display of multiple buttons simultaneously
* A JavaScript-only solution (no static HTML)
* Structure the code to minimise naming clashes with third-party scripts embedded on the same page
* The module will typically be used to add ‘Like’ buttons to popup dialog boxes displayed in the Flash application. Discuss any potential pitfalls that may arise.
* Using OOP, include support for displaying a div containing text rather than the ‘Like’ button.