**LOGIN WITH SOCIAL NETWORKS**

1. FACEBOOK:
2. **Step 1:**

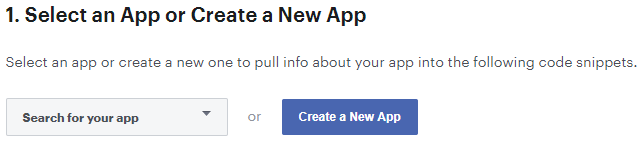
Open Android Studio and create a project Empty Activity and set name “LoginWithSocialNetworks”

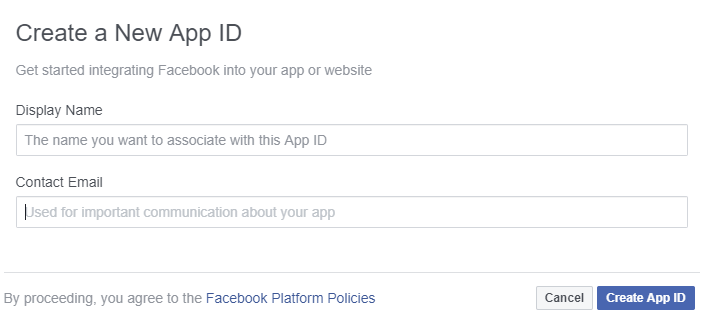
The package name of the project is: ***com.example.loginwithsocialnetworks***

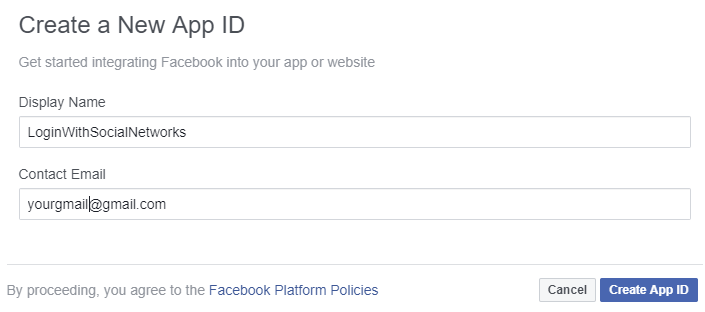
1. **Step 2:**

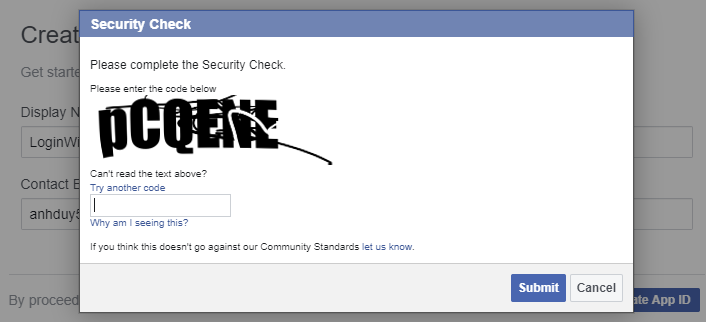
Open this link: <https://developers.facebook.com/docs/facebook-login/android/>

“Create a New App” on Facebook developer

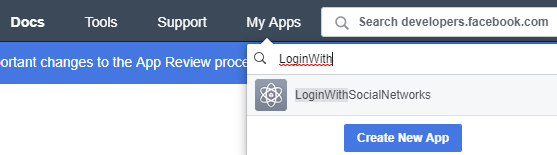




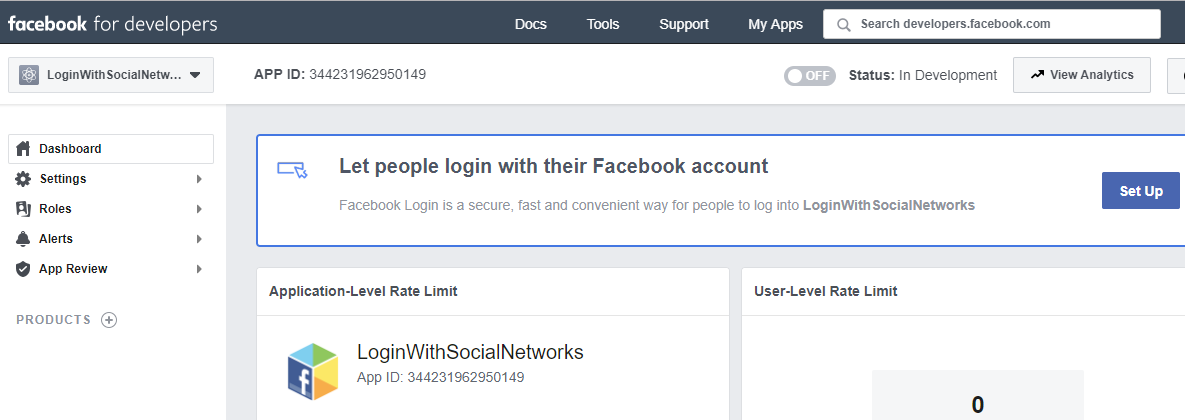




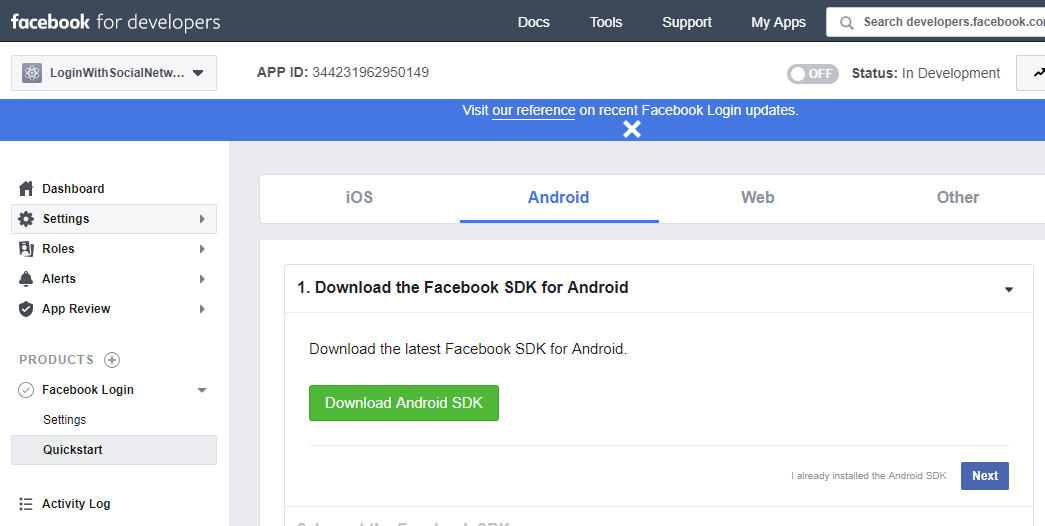
After submitting the code above, you must refresh the page and you will see your new app at here:



1. **Step 3:** Open your Facebook App by click on app name “LoginWithSocialNetworks”

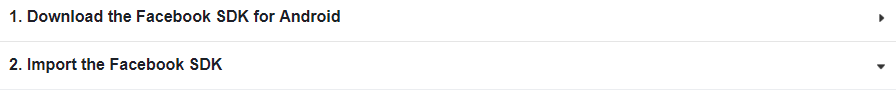


After that, click on “Set Up” button (or click on “Quickstart” as below image)

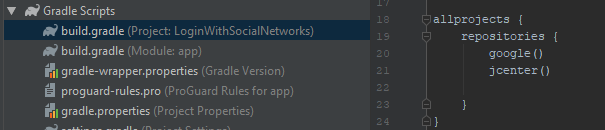


Skip “1. Download the Facebook SDK for Android”, click “Next” to go to “2. Import the Facebook SDK”

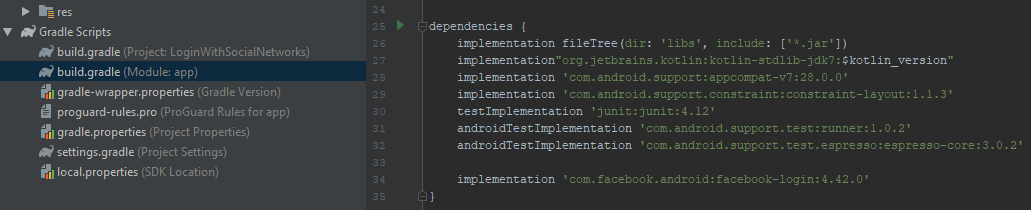
1. **Step 4:** Integrate the Facebook SDK



Add jCenter() to build.gradle (Project) as below image:

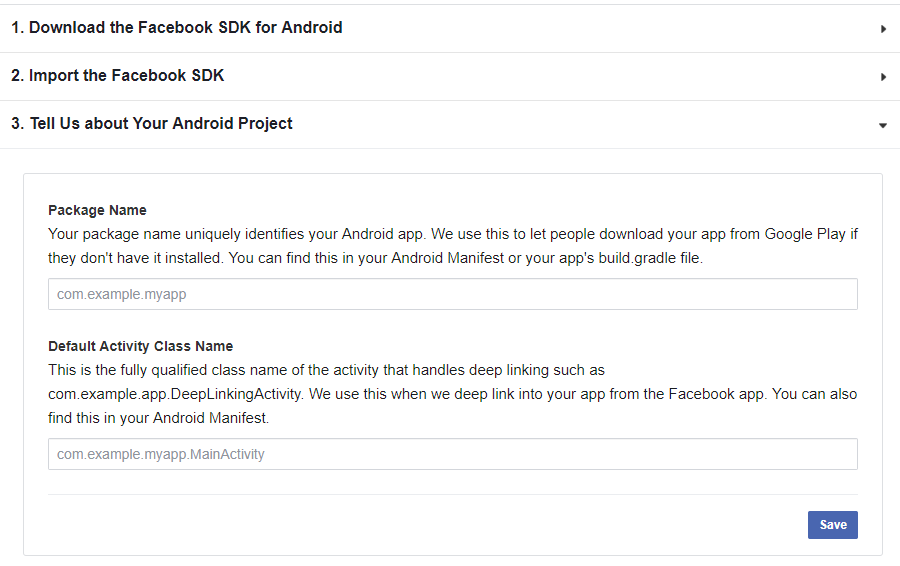


In build.gradle (Module: app) -> implementation 'com.facebook.android:facebook-login:[5,6)'



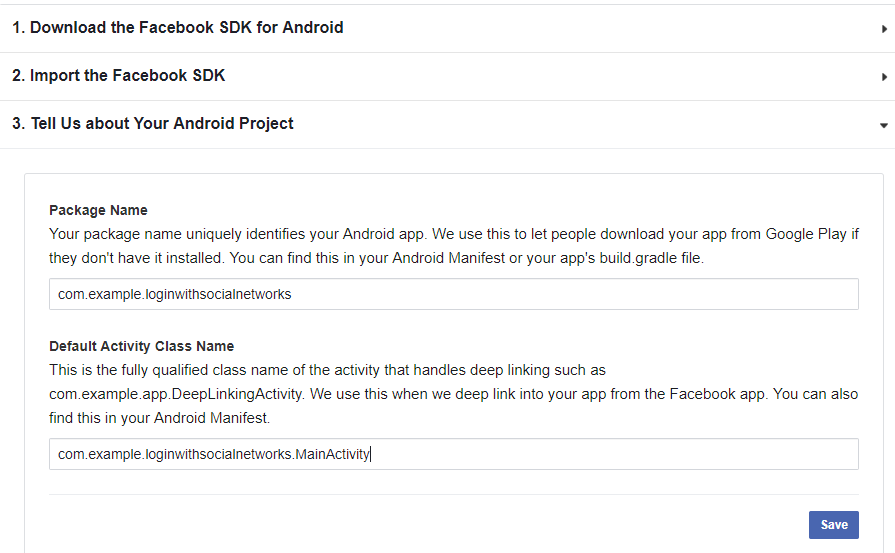
Click “Next” button to go to “3. Tell Us about Your Android Project”

1. **Step 5:** Input Package Name and Default Activity Class Name

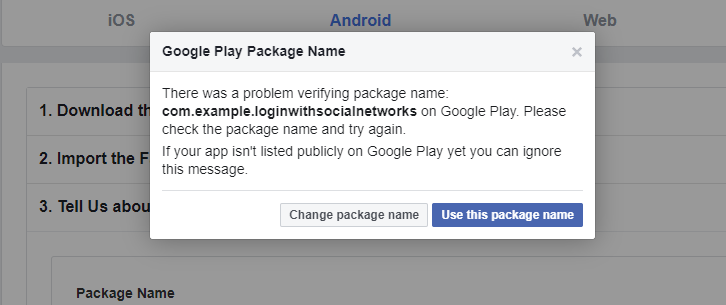


Package Name, we can get from AndroidManifest.xml.

Default Activity class name: We haven’t implemented deep link yet, so we can use default activity

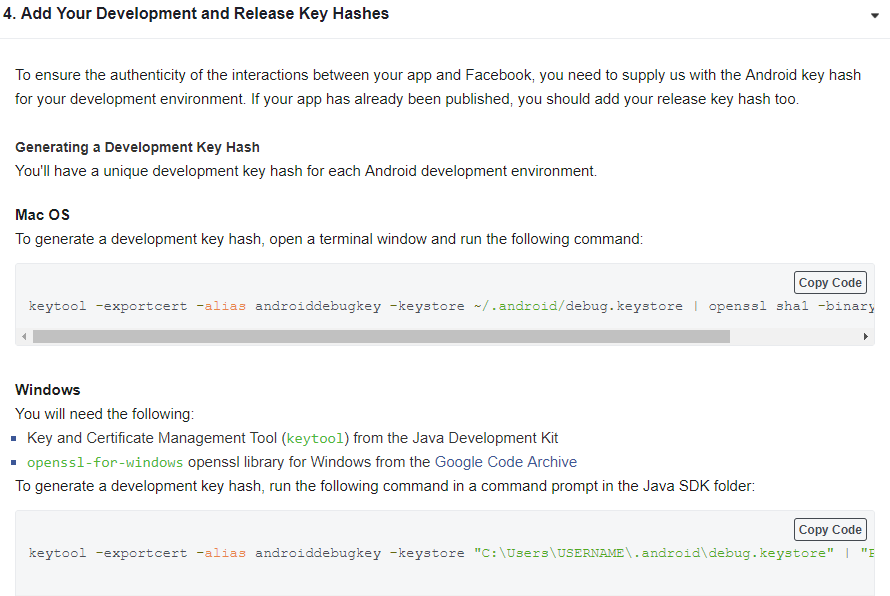


Click “Save”: You will see an alert dialog -> select “Use this package name”



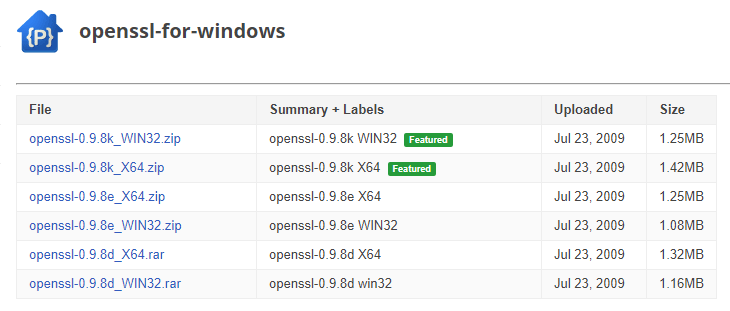
After that, click “Continue” to go to “4. Add Your Development And Release Key Hashes”

1. **Step 6:** Generating Debug Key Hash and Release Key Hash

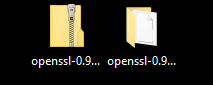


Download openssl-for-windows from this link:

<https://code.google.com/archive/p/openssl-for-windows/downloads>



After downloading, copy it to desktop and unzip



To generate a development key hash, run the following command in a command prompt in the Java SDK folder:

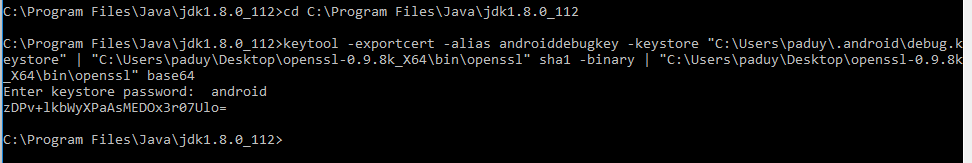
keytool -exportcert -alias androiddebugkey -keystore "C:\Users\USERNAME\.android\debug.keystore" | "PATH\_TO\_OPENSSL\_LIBRARY\bin\openssl" sha1 -binary | "PATH\_TO\_OPENSSL\_LIBRARY\bin\openssl" base64

Open Command Prompt:

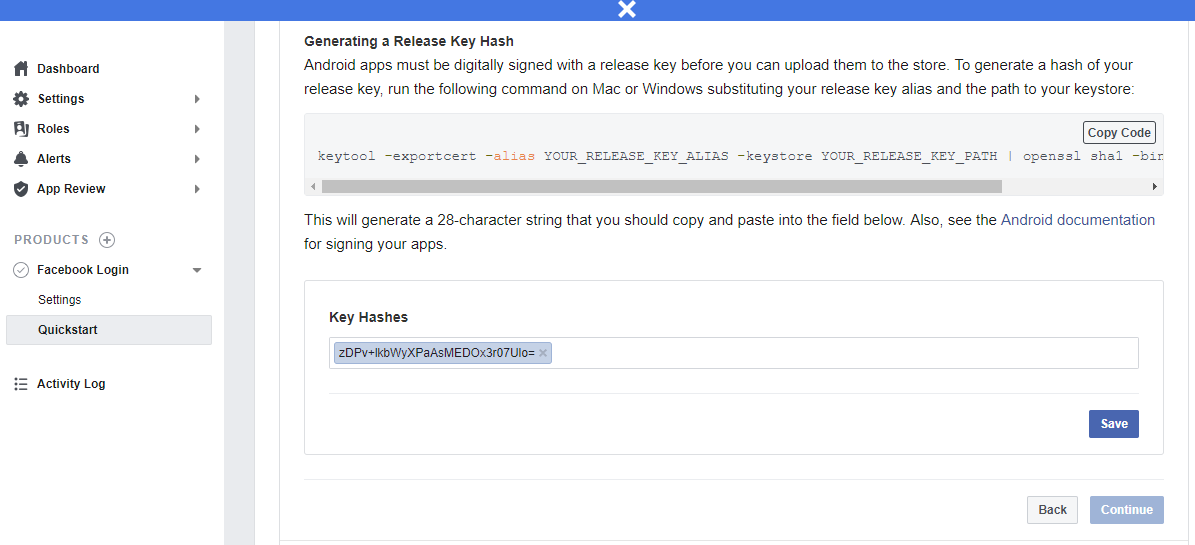
**cd C:\Program Files\Java\jdk1.8.0\_112**

**keytool -exportcert -alias androiddebugkey -keystore "C:\Users\paduy\.android\debug.keystore" | "C:\Users\paduy\Desktop\openssl-0.9.8k\_X64\bin\openssl" sha1 -binary | "C:\Users\paduy\Desktop\openssl-0.9.8k\_X64\bin\openssl" base64**

**Password: android**

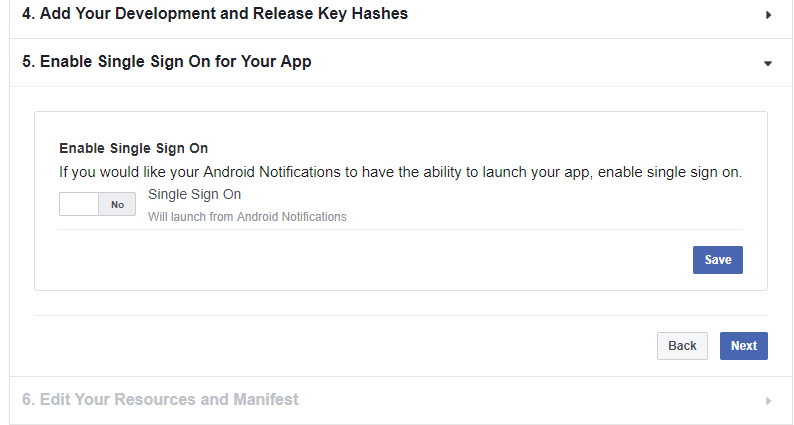


Copy Debug Key Hash and paste Key Hashes box

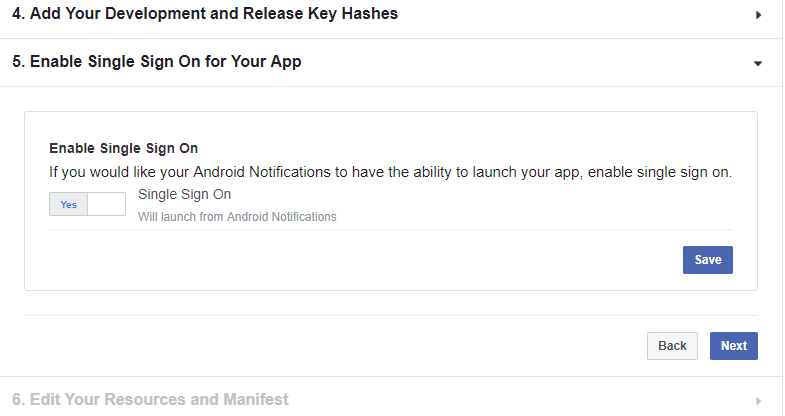


Click “Save” then “Continue”

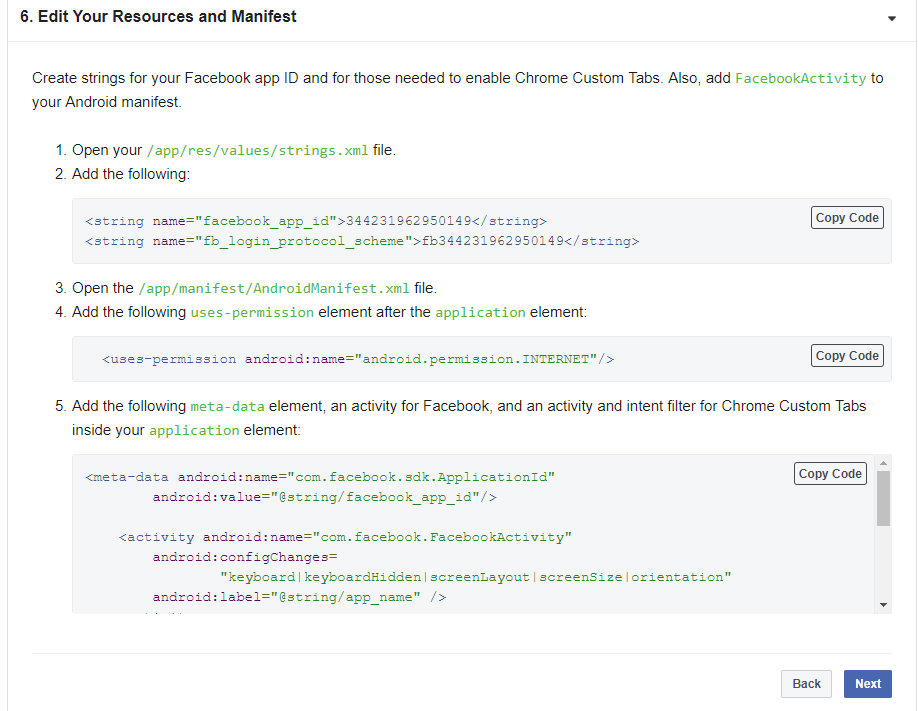
1. **Step 7:** Enable Single Sign On for Your App



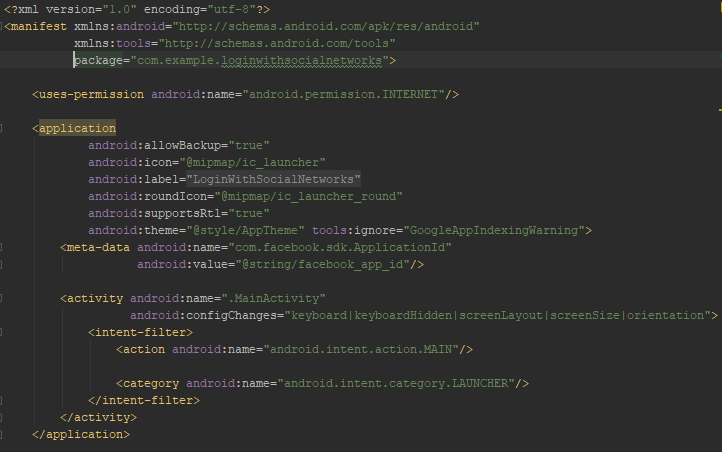
Switch to “Yes” then click “Save”, “Next”



1. **Step 8:** Edit Your Resources and Manifest



This is Manifest after updating

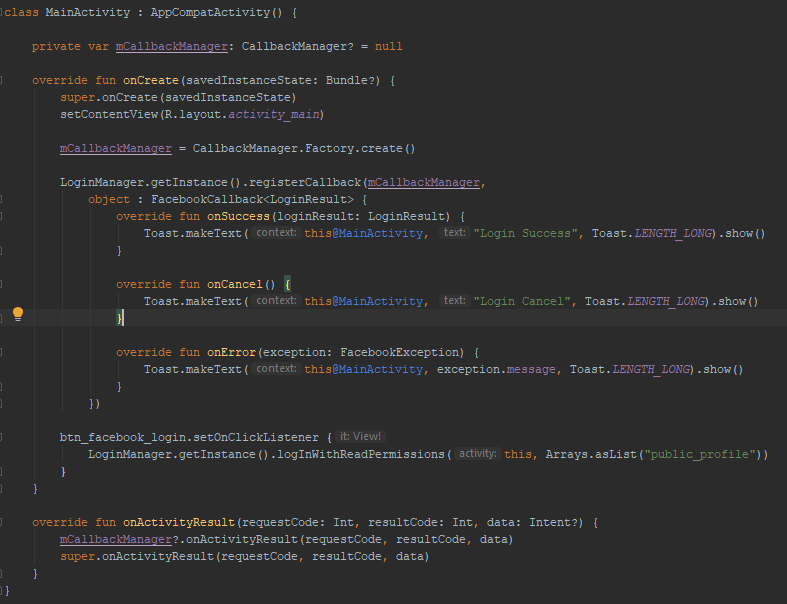


Click “Next”

**Skip 2 steps: Log App Events and Add the Facebook Login Button**

1. **Step 9:** Register a Callback

Create a login button in activity\_main.xml and following guide of Register a Callback. There is MainActivity after updating:



Completed code.

1. **Step 10:** Check login status



1. GOOGLE

Following this link: <https://developers.google.com/identity/sign-in/android/start>

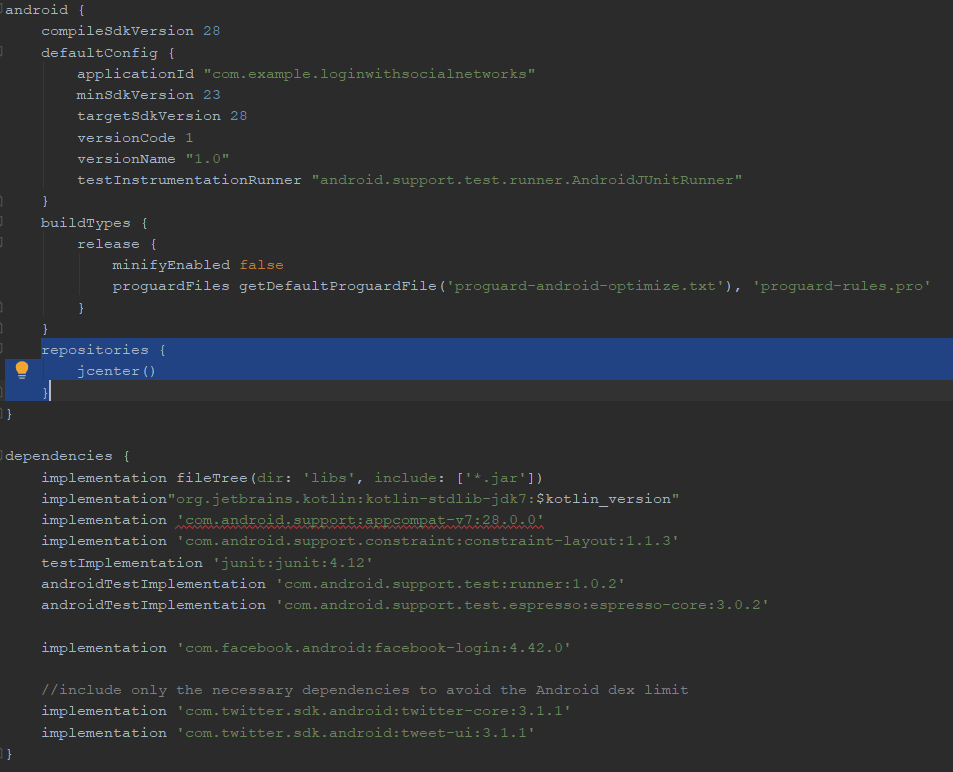
1. TWITTER
2. Register an application on Twitter: <https://developer.twitter.com/en/apps>

After registering success, following the links:

<https://github.com/twitter-archive/twitter-kit-android/wiki/Getting-Started>

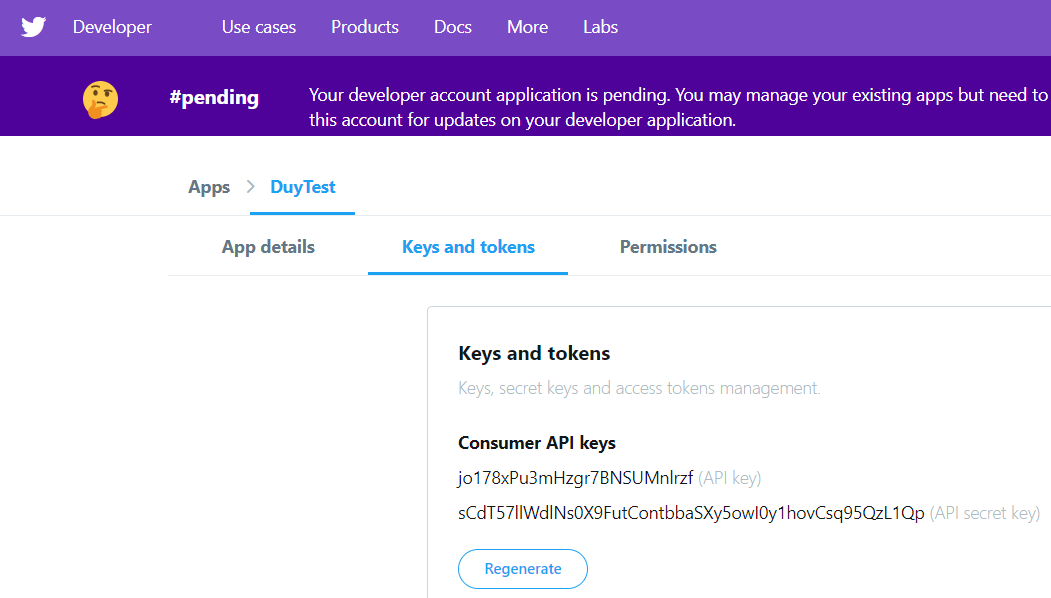
<http://www.androhub.com/android-twitter-integration/>

1. In build.gradle (Module: app): add “jcenter()” and “implementation …twitter.sdk...” as below image:

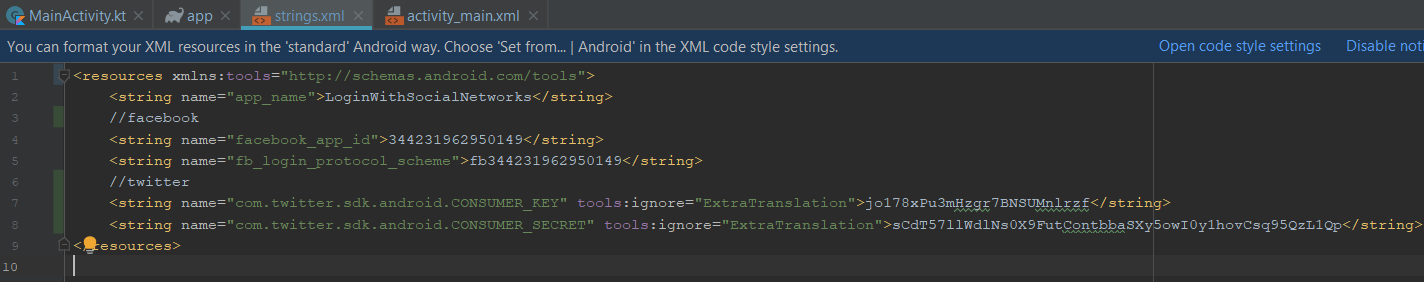


1. Add your API key and secret to string.xml:

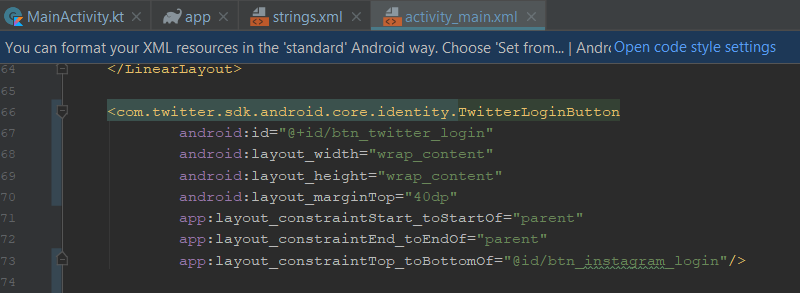
Get API key and secret from your app created



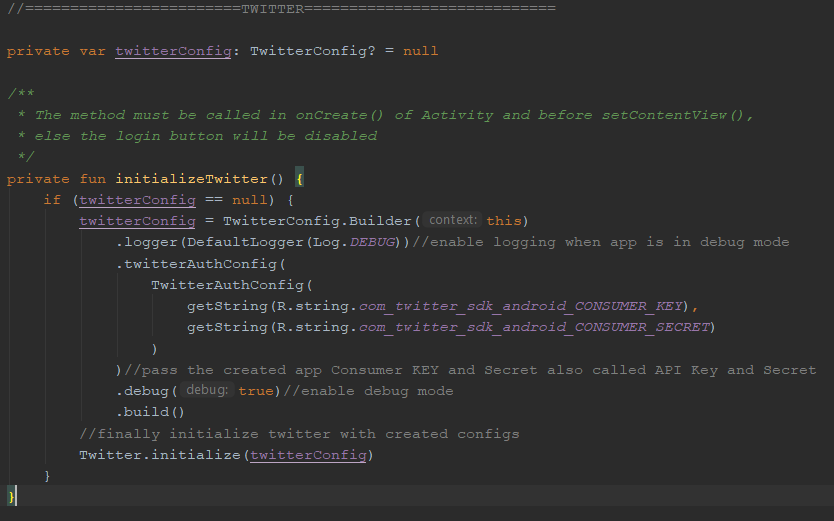
Add API key and secret to string.xml

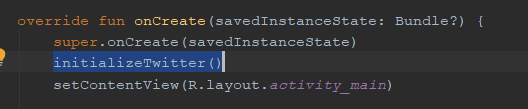


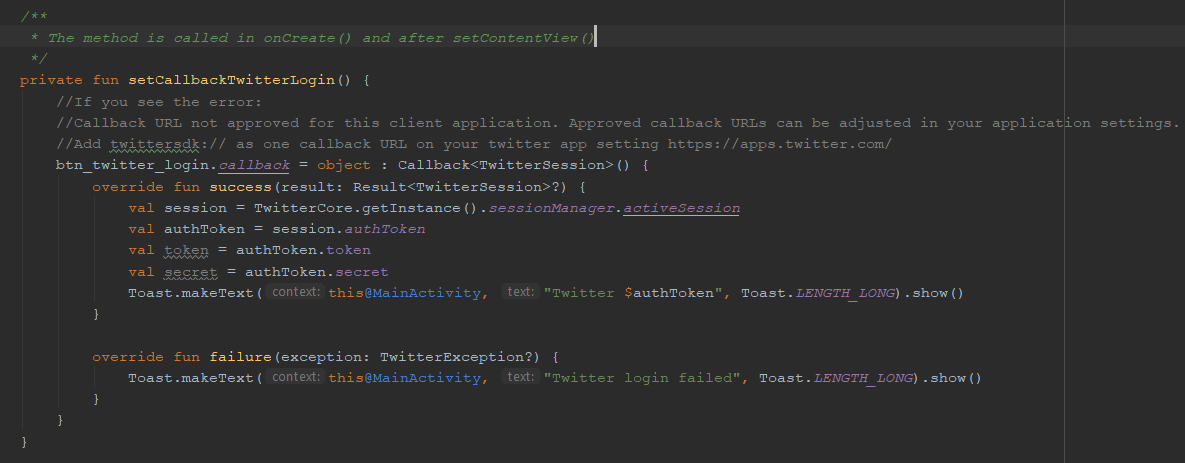
1. Add TwitterLoginButton to activity\_main.xml

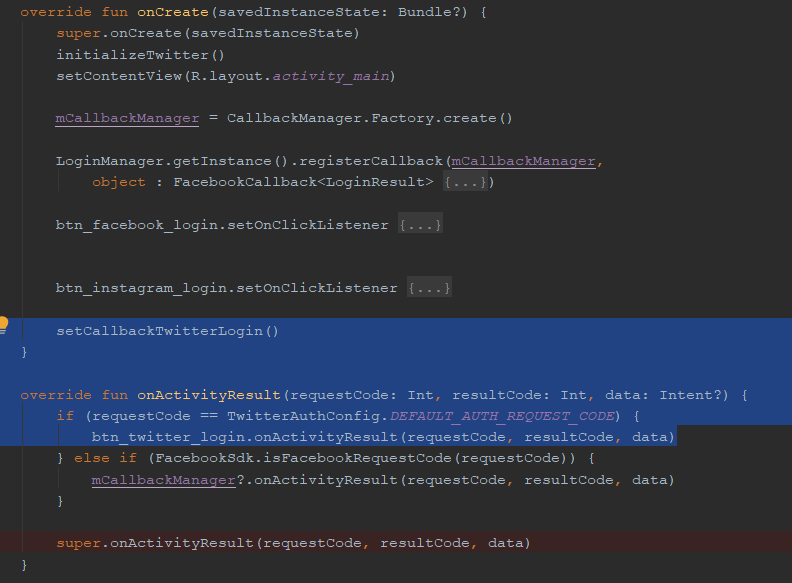


1. Implement some code in MainActivity to listen callback from Twitter login





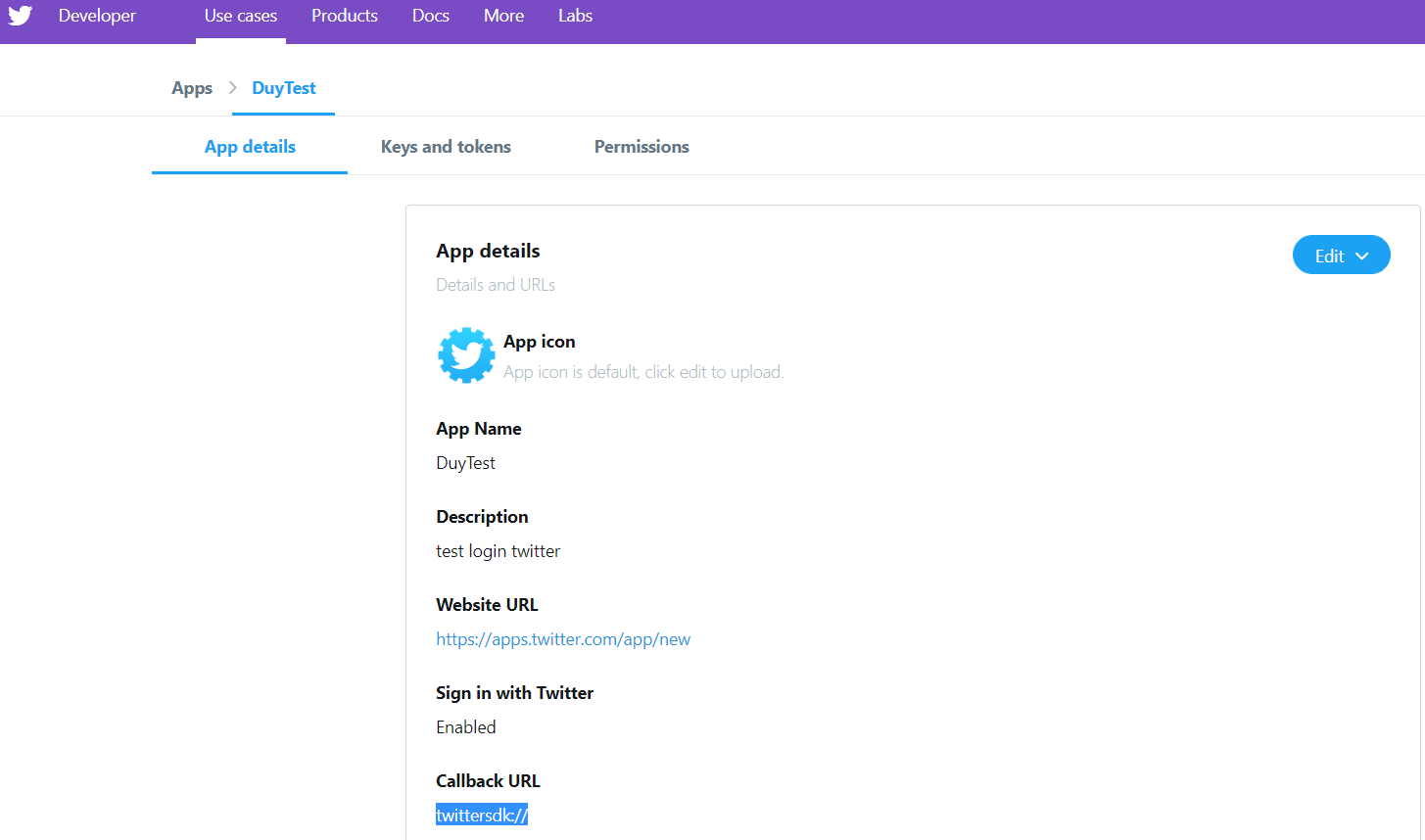




Completed code.

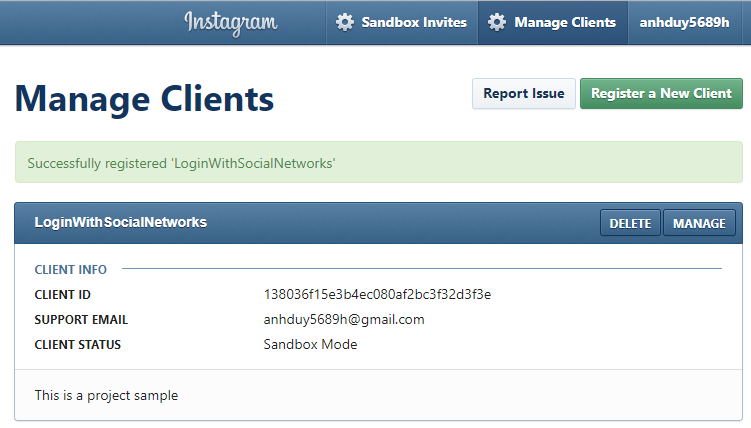
1. Add twittersdk:// as one callback URL on your twitter app setting <https://apps.twitter.com/>

If the app throws an exception: “Callback URL not approved for this client application. Approved callback URLs can be adjusted in your application settings.”



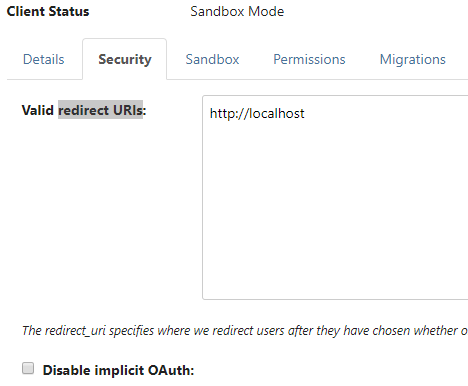
1. INSTAGRAM
2. Register Your Application on Instagram developer: <https://www.instagram.com/developer/>

After registering your application succeeded, click on “Manage Clients” to register a new Client

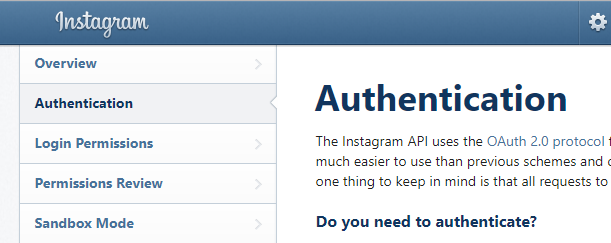


After registering a New Client succeeded, click “MANAGE” to update Redirect URIs

1. Update Redirect URIs = <http://localhost> , Uncheck “Disable implicit OAuth”

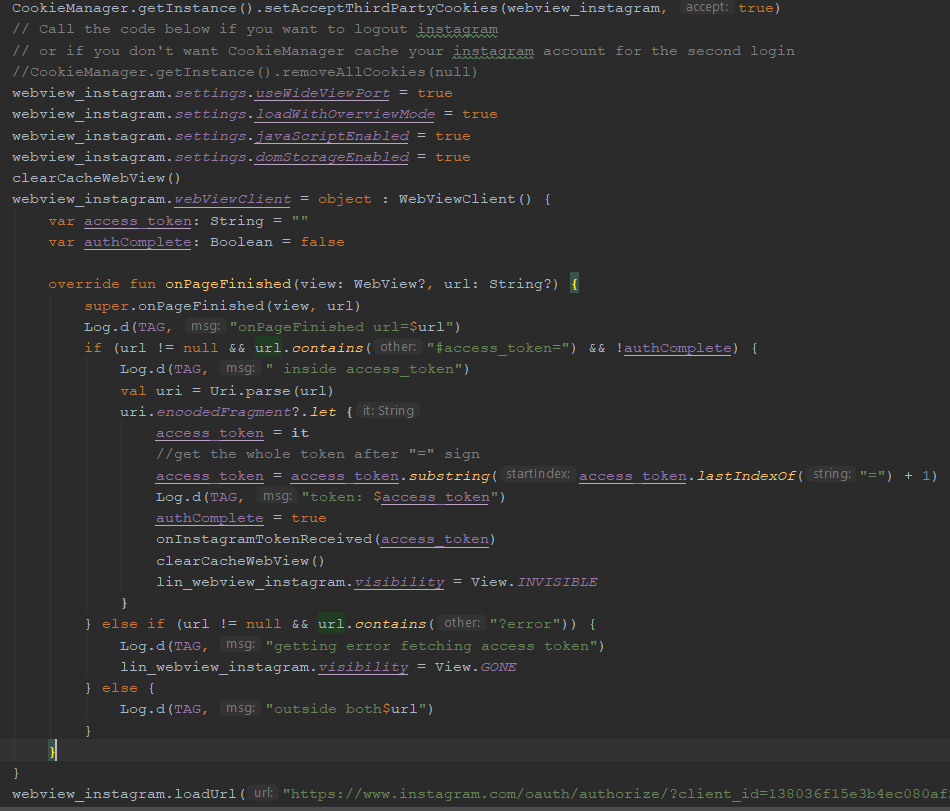


1. Read Authentication



For test: Choose Client-Side (Implicit) Authentication. There is a link to get access\_token:

<https://www.instagram.com/oauth/authorize/?client_id=138036f15e3b4ec080af2bc3f32d3f3e&redirect_uri=http://localhost&scope=public_content&response_type=token>

1. Use android webview to load url above to receive access\_token

Completed code.