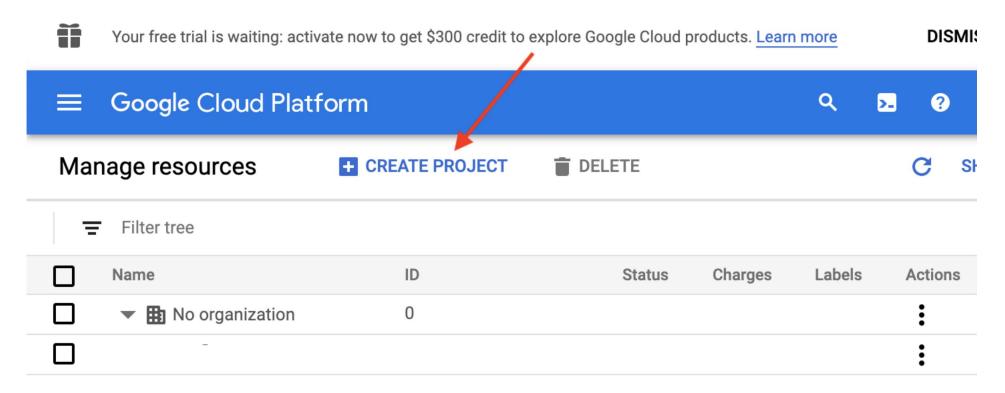
Google Project Setup with new UI

In the upcoming lecture, we will be going through the steps to create a new Google Project. Since the UI has changed, we have provided screenshots with the steps needed to create the project and obtain the Client Id and Client Secret.

#### 1. Go to the Google Project Dashboard:

https://console.cloud.google.com

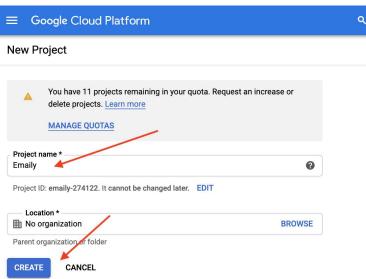
#### 2. Click the CREATE PROJECT button



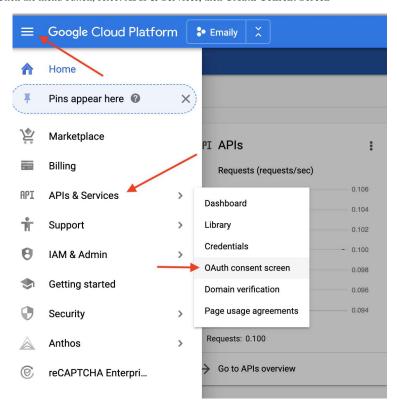
### **O RESOURCES PENDING DELETION**

3. Name the project and click the **CREATE** button

Document

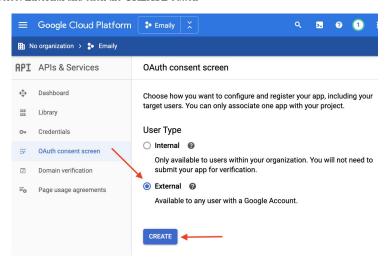


4. Click the menu button, select APIs & Services, then OAuth Consent Screen



Document

5. Select External and click the CREATE button



6. Fill out the App Name field. Then, add your email address to the User support email field.

# App information

This shows in the consent screen, and helps end users know who you are and contact you



For users to contact you with questions about their consent

App logo BROWSE

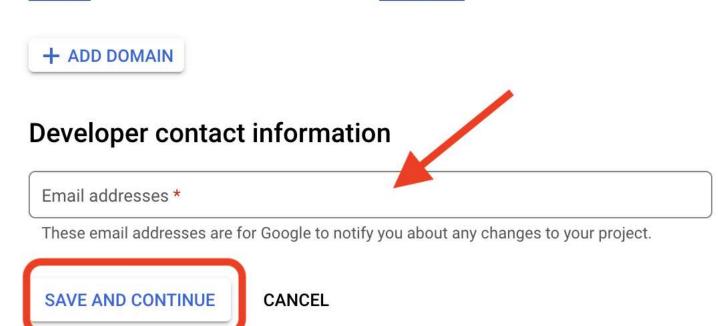
Upload an image, not larger than 1MB on the consent screen that will help users recognize your app. Allowed image formats are JPG, PNG, and BMP. Logos should be square and 120px by 120px for the best results.

# App domain

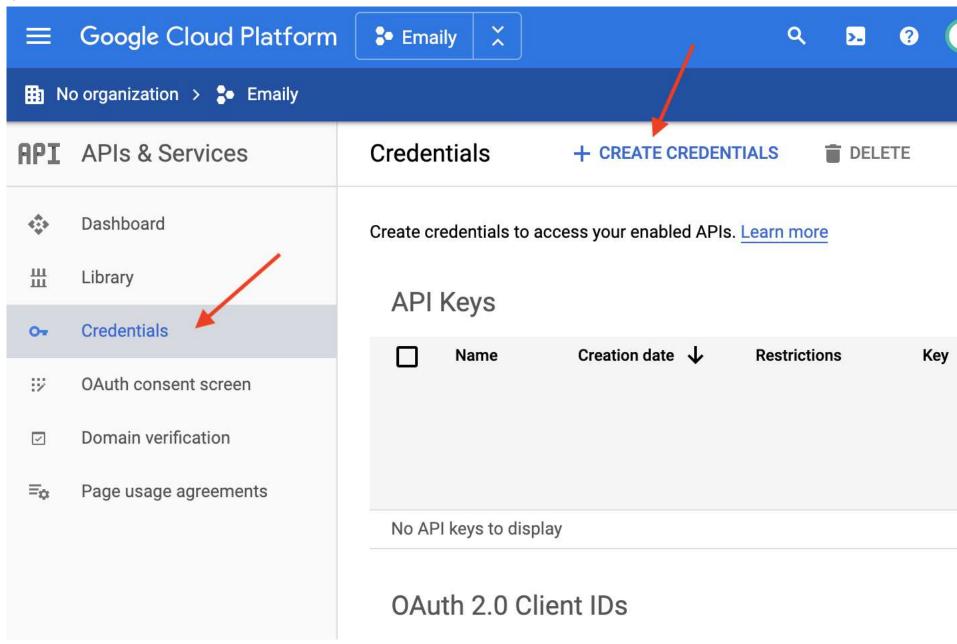
Scroll to the bottom under Developer contact information and add again your email address. Click the SAVE AND CONTINUE button. No other info should be filled out on the consent screen at this time.

## Authorized domains ②

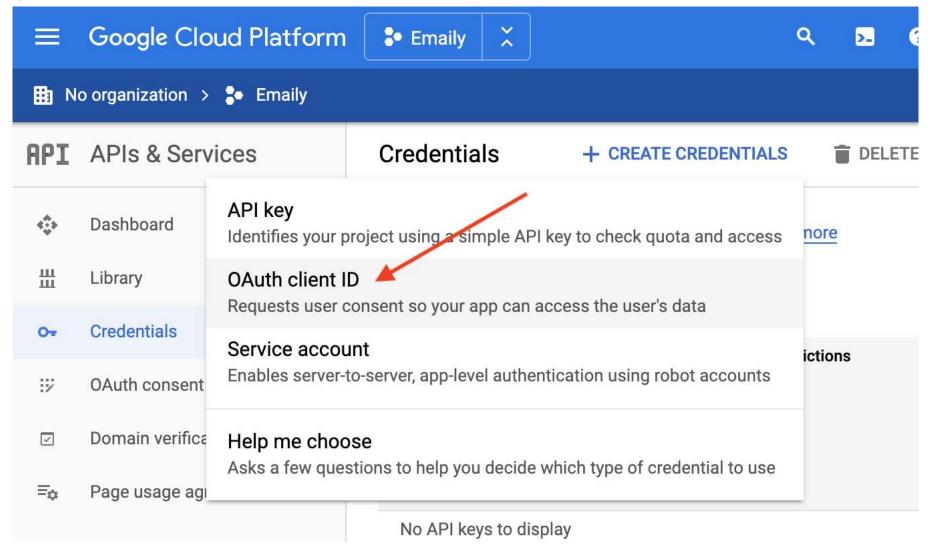
When a domain is used on the consent screen or in an OAuth client's configuration, it must be pre-registered here. If your app needs to go through verification, please go to the <u>Google Search</u> Console to check if your domains are authorized. <u>Learn more</u> about the authorized domain limit.



7. Click Credentials in the sidebar and then click the CREATE CREDENTIALS button



9. Select OAuth client ID



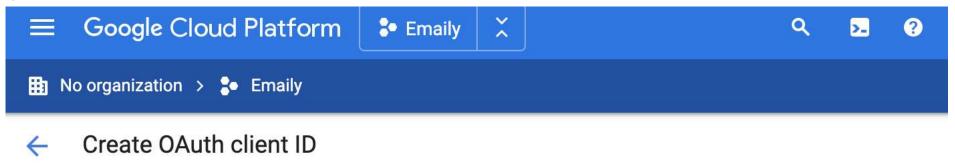
10. Select Web Application and fill out the Authorized JavaScript origins, Authorized redirect URIs, and click the Create button.

Authorized JavaScript Origins:

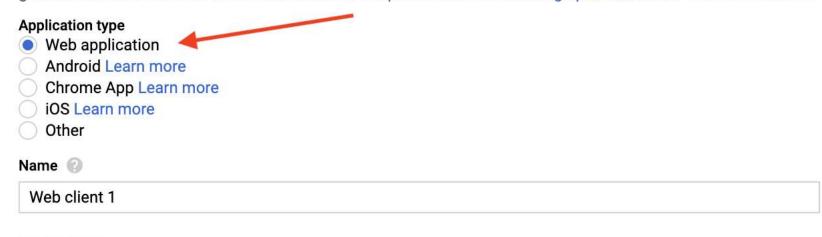
http://localhost:5000

Authorized redirect URI

http://localhost:5000/auth/google/callback



For applications that use the OAuth 2.0 protocol to call Google APIs, you can use an OAuth 2.0 client ID to generate an access token. The token contains a unique identifier. See Setting up OAuth 2.0 for more information.



### Restrictions

Enter JavaScript origins, redirect URIs, or both Learn More

Origins and redirect domains must be added to the list of Authorized Domains in the OAuth consent settings.

### **Authorized JavaScript origins**

For use with requests from a browser. This is the origin URI of the client application. It can't contain a wildcard (https://\*.example.com) or a path (https://example.com/subdir). If you're using a nonstandard port, you must include it in the origin URI.

http://localhost:5000

nttps://www.example.com

Type in the domain and press Enter to add it

### **Authorized redirect URIs**

For use with requests from a web server. This is the path in your application that users are redirected to after they have authenticated with Google. The path will be appended with the authorization code for access. Must have a protocol. Cannot contain URL fragments or relative paths. Cannot be a public IP address.

http://localhost:5000/auth/google/callback



https://www.example.com

Type in the domain and press Enter to add it



Note! Google has made a number of changes to the OAuth credential's restrictions, and no longer allows wildcards in the redirect URI field. If you follow along with the upcoming video lecture you will get this error: *Invalid Redirect: cannot contain a wildcard (\*)* 

Since the main goal of using http://localhost:5000/\* was to show the redirect error a few lectures later, we entered the correct redirect as shown above since this is what it will be changed to anyway.

11. Copy your Client ID and Client Secret in a safe place so you can use them in your application in a future lecture. (ID and Secret were redacted from the screenshot)

