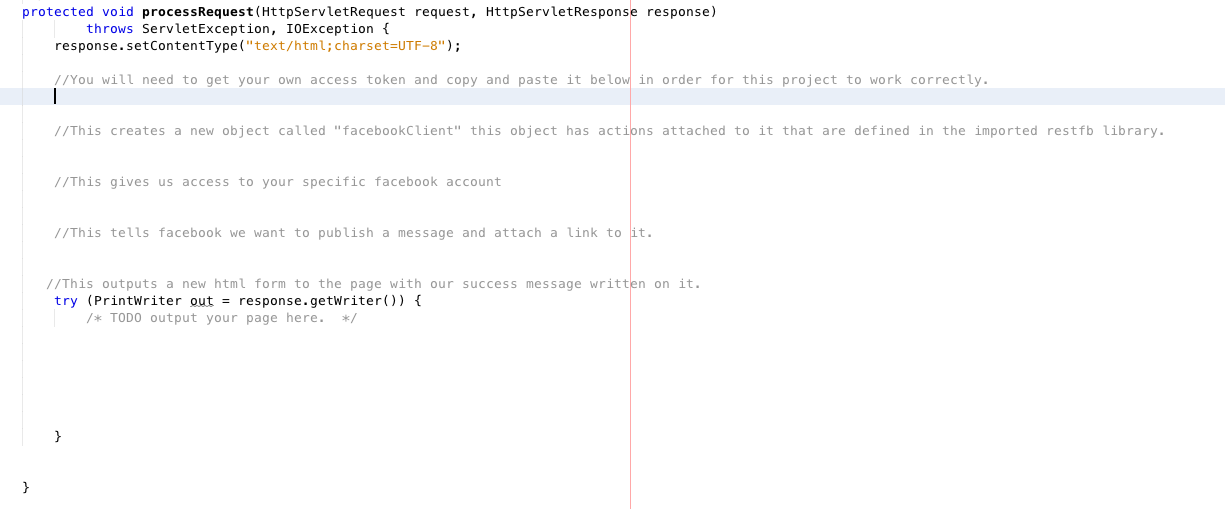
# SPRINT TWO - Connecting to Facebook via API Calls

Two things to always remember: Save Often, Compile Often – this will save you a lot of heartache

*Note: Type in all the code when you are instructed to. You will learn much more by typing it in yourself! Also type it in EXACTLY as you see it, capitalization included. Code is case sensitive so every space and lower case/upper case letter matter. If you get stuck and are having errors please copy and paste the code directly. Also there are a few spots where I recommend copy and pasting instead of typing so look for those!*

We our now going to begin our connection to the Facebook API.

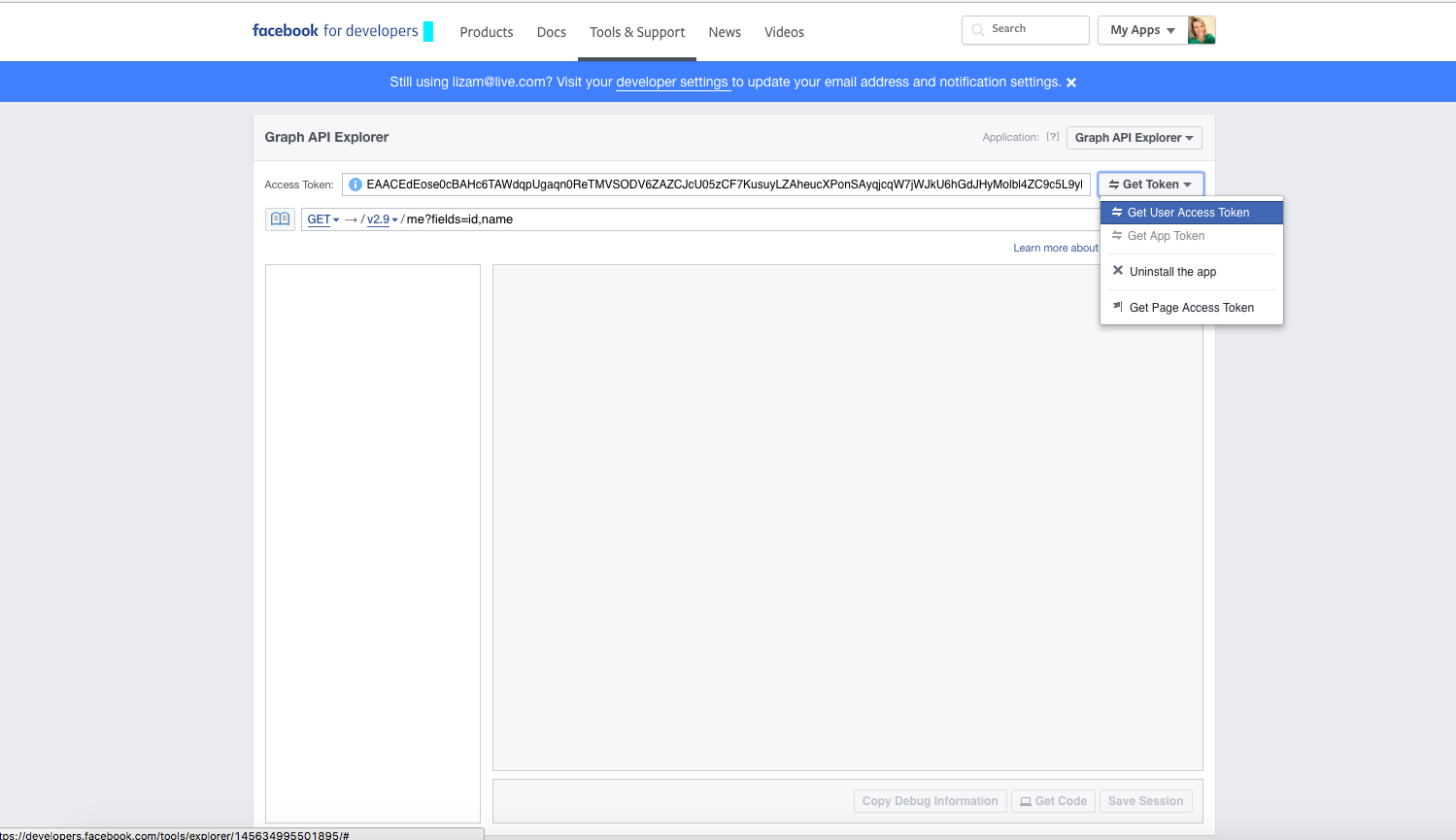
1. Double click the “MyServlet.java” file.
   1. Located in the Source Packages/FacebookSource folder.
2. The first thing we are going to is create a string variable to hold the access token we need in order to get permission from Facebook to post to your timeline.



In your code start typing where the arrow is pointed above.

|  |  |
| --- | --- |
| STEP ONE – TYPE IN CODE | STEP TWO – YOUR SCREEN SHOULD NOW LOOK LIKE THIS |
| String accessToken = ""; |  |

1. Now let’s go to Facebook and grab your unique access token.
   1. Go to: <http://developer.facebook.com>
   2. Click “Tools & Support” at the top
   3. Click “Graph API Explorer”
   4. On the right you should see a button “Get Token”, click “Get Token”
   5. Click “Get User Access Token”
   6. Click the box next to “publish\_actions”, “user\_about\_me”, and “user\_posts”
   7. Then click “Get Access Token”
   8. Facebook will walk you through granting access, follow the Facebook instructions and grant access to your account.
   9. Now an extremely long string of numbers and letters should appear in the access token textbox.
   10. Select the entire string of text and right click and select “Copy”



1. Go back to your MyServlet code file and paste the access token between the double quotes from step 2.

Your code should look like this:

|  |  |
| --- | --- |
| STEP ONE – COPY AND PASTE ACCESS TOKEN | STEP TWO – YOUR SCREEN SHOULD NOW LOOK LIKE THIS |
| String accessToken = "EAACEdEose0cBAJJZAmDBkAjLEmQpmUhWlWE4h8zwai8CeSQzBd1wqMbaZA3PuOXlICaZBZBXHEikmtTB0HgEkhHVEXw5kOOoPVUcMkwm4pJIFPZAuV1kNSqDVZBdbGDKf3cWym6iqNHELfky0TXD0ZAmQLZC3WKEj78SJhkVwvfOdZCLcWcg85ejG"; |  |

Note: Your access token will be different from the one above.

*Now save and click the green arrow and make sure you are able to compile.*

1. Now let’s create an object for Facebook to use to publish our posts.

|  |  |
| --- | --- |
| STEP ONE – TYPE IN CODE | STEP TWO – YOUR SCREEN SHOULD NOW LOOK LIKE THIS |
| FacebookClient facebookClient = new DefaultFacebookClient (accessToken); |  |

*Now save and click the green arrow and make sure you are able to compile.*

1. Next we are going to test our connection to Facebook so we can begin posting our status updates.

|  |  |
| --- | --- |
| STEP ONE – TYPE IN CODE | STEP TWO – YOUR SCREEN SHOULD LOOK LIKE THIS |
| User user = facebookClient.fetchObject("me", User.class); |  |

*Now save and click the green arrow and make sure you are able to compile.*

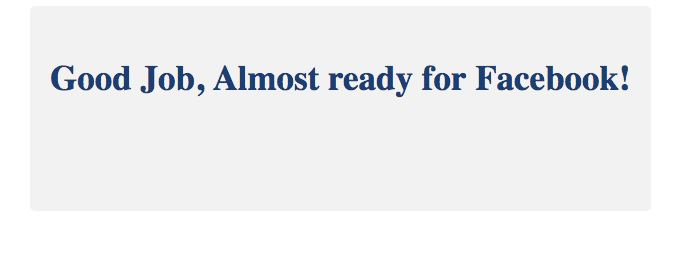
1. Let’s add some display text to see if our connection to Facebook is working. Copy and Paste code here:



|  |  |
| --- | --- |
| STEP ONE – COPY & PASTE THE FOLLOWING CODE | STEP TWO – YOUR SCREEN SHOULD NOW LOOK LIKE THIS |
| out.println("<!DOCTYPE html>");  out.println("<html>");  out.println("<head>");  out.println("<link rel=\"stylesheet\" href=\"newcss.css\" type=\"text/css\">");  out.println("<title>Status Update</title>");  out.println("</head>");  out.println("<body>");  out.println("<div class=\"pageContaniner\">");  out.println("<h1>Good Job, Almost ready for Facebook!</h1>");  out.println("</div>");  out.println("</body>");  out.println("</html>"); |  |

*Now save and click the green arrow and make sure you are able to compile.*

*When your project runs you should now be able to click the button. Once you click the button you should see a page load like this:*

**

Meet me back on FB Live and we will recap, giveaway prizes and have some more fun before our last SPRINT!