LIKE, SHARE , LIKE PAGE (thêm vào đâu trong index cũng được)

<div id="fb-root"></div>

<script>(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/vi\_VN/sdk.js#xfbml=1&version=v2.8";

fjs.parentNode.insertBefore(js, fjs);

}(document, 'script', 'facebook-jssdk'));</script>

<div style='padding:10px 8px; position: fixed; top: 50%; margin-top: -150px; border-radius: 0;border: 0px solid #d9d9d9;'>

<!-- like button -->

<div class="fb-like" data-href="http://bookstore.themelau.com/" data-layout="box\_count" data-action="like" data-show-faces="true" data-share="true"></div><br>

<!-- page plugin -->

<div class="fb-page" data-href=<https://www.facebook.com/TKLTweb-1672674682761947/> data-tabs="timeline" data-small-header="true" data-adapt-container-width="true" data-hide-cover="false" data-show-facepile="false"><blockquote cite="https://www.facebook.com/TKLTweb-1672674682761947/" class="fb-xfbml-parse-ignore"><a href="https://www.facebook.com/TKLTweb-1672674682761947/">TK&amp;LTweb</a></blockquote></div></div>

LOGIN FB

<!DOCTYPE html>

<html>

<head>

<title>Facebook Login JavaScript Example</title>

<meta charset="UTF-8">

</head>

<body>

<script>

// This is called with the results from from FB.getLoginStatus().

function statusChangeCallback(response) {

console.log('statusChangeCallback');

console.log(response);

// The response object is returned with a status field that lets the

// app know the current login status of the person.

// Full docs on the response object can be found in the documentation

// for FB.getLoginStatus().

if (response.status === 'connected') {

// Logged into your app and Facebook.

testAPI();

} else {

// The person is not logged into your app or we are unable to tell.

document.getElementById('status').innerHTML = 'Please log ' +

'into this app.';

}

}

// This function is called when someone finishes with the Login

// Button. See the onlogin handler attached to it in the sample

// code below.

function checkLoginState() {

FB.getLoginStatus(function(response) {

statusChangeCallback(response);

});

}

window.fbAsyncInit = function() {

FB.init({

appId : '1366704526733080',

cookie : true,

xfbml : true,

version : 'v2.8'

});

// These three cases are handled in the callback function.

FB.getLoginStatus(function(response) {

statusChangeCallback(response);

});

};

// Load the SDK asynchronously

(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'));

// Here we run a very simple test of the Graph API after login is

// successful. See statusChangeCallback() for when this call is made.

function testAPI() {

console.log('Welcome! Fetching your information.... ');

FB.api('/me', function(response) {

var name = response.name;

var usernam = response.usernam;

var id = response.id;

console.log('Successful login for: ' + response.name);

document.getElementById('status').innerHTML =

'Thanks for logging in, ' + response.name + '!';

});

}

</script>

<!--

Below we include the Login Button social plugin. This button uses

the JavaScript SDK to present a graphical Login button that triggers

the FB.login() function when clicked.

-->

<fb:login-button scope="public\_profile,email" onlogin="checkLoginState();">

</fb:login-button>

<div id="status">

</div>

</body>

</html>