Social Media and Mash ups

In this assignment we initially created a static webpage and included the features for dynamic environment in the same webpage. We have chose the PHP to implement our assignment. We created our own page in Facebook to integrate features of Facebook (like link, share etc) related to our website.

Use case:

A webpage is provided which has features like commenting, liking, sharing, authenticating the user and uploading photos in Facebook. To like a page user should be authenticated.

The architecture of the page is organised in a way that the page has basic features like like, share in the home page. Every other important feature is included in a separate tab.

1.Basic Integration:

We created static webpage and implemented the expected client side functionalities (which are listed below) with Javascript.

a) Like Button:

The like button in our webpage allows the user to like the Facebook webpage(Network App Framework assignment). In order to be meaningful, if the user is logged into Facebook he can directly like he page or if the user is not logged in, the like button will initially prompt the user to login via Facebook and then like the page. It also displays how many other people have liked the same page.

b) A Feature of our choice (share and like box):

We decided to implement two other buttons from the Facebook plugin. As every user who visit the webpage and like the page would also like to share it to his friends. Also to know the quality of the plugin we implemented we included a like box. This is implemented using Facebook API.

Other services:

The same implementation which we did using Facebook , we tried to link it with Twitter.

Google Maps:

The contact information is linked with the google maps and specific location of the design owner is displayed. This is done using Javascript maps API.

2. Deeper Integration:

We integrated our webpage with the Facebook application.

Authentication:

Individual user need not register themselves giving every information as its confidential, instead people can just login through their Facebook account and our webpage will authenticate the user with the Facebook details. Here Facebook is used as the identity provider. This authentication is incorporated with “like button” in our webpage. So only authenticated people can like our webpage.

Pulling information:

Once the user is authenticated, we fetched some details of the user from his Facebook profile and displayed that.

Pushing information:

Individual user can upload any photo of their interest using this feature. This will be uploaded in the profile of the users Facebook profile. It will be displayed as if the user has uploaded through his Facebook profile.

FB canvas and Google Maps:

Created a demo app in facebook where the application uses google maps api to fetch the directions from one place to another. In the demo we have showcased the app to give directions from Helsinki to Espoo.

3. Additional exercises:

We implemented two exercises provided.
FQL: We provided a query that fetches the user id of the friends list of the user.
Google API's: We integrated You tube API with our website. User can recoed a video and upload in it.

Workload per person:

Kiran- 40 hrs
Ilavarasi -40 hrs