

Aula 43

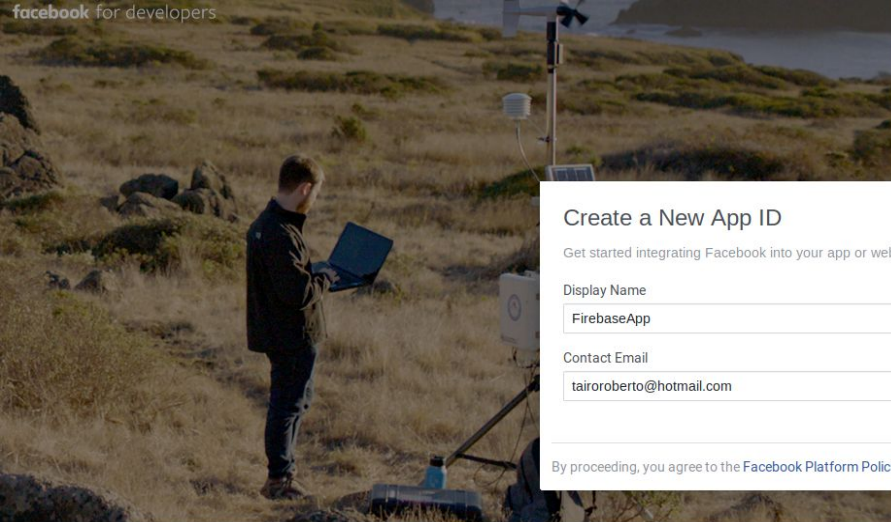
Facebook

SDK do Facebook

O SDK do Facebook para Android é a forma mais simples de integrar seu aplicativo móvel ao Facebook

<https://developers.facebook.com/>





Create a New App ID

Get started integrating Facebook into your app or website

Display Name

Contact Email

By proceeding, you agree to the [Facebook Platform Policies](#)

Cancel

Create App ID

creators, developers
to build for the



Changes to Groups API Access

[Learn More](#)

Introducing Graph API v5.0 and Marketing API v5.0

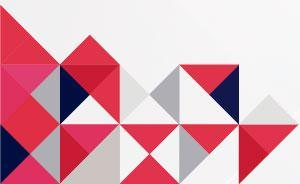
[Learn More](#)

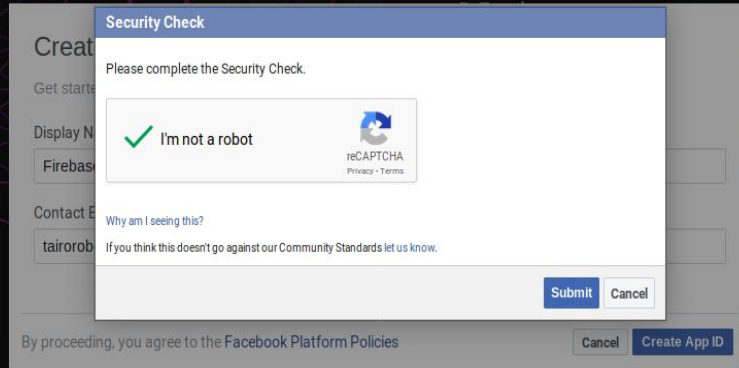
Messenger Graph API v5.0 Release

[Learn More](#)

Explore

Acesse o Painel do facebook e crie um novo aplicativo





Security Check

Please complete the Security Check.

✓ I'm not a robot

reCAPTCHA
Privacy - Terms

[Why am I seeing this?](#)

[If you think this doesn't go against our Community Standards let us know.](#)

By proceeding, you agree to the Facebook Platform Policies

the popular open
work for building,
deploying AI.

Changes to Groups API Access

[Learn More](#)

Introducing Graph API v5.0 and Marketing API v5.0

[Learn More](#)

Messenger Graph API v5.0 Release

[Learn More](#)

Dashboard

Settings

Roles

Alerts

App Review

PRODUCTS

Add a Product



Account Kit

Seamless account creation. No more passwords.

[Read Docs](#)[Set Up](#)

Facebook Login

The world's number one social login product.

[Read Docs](#)[Set Up](#)

Audience Network

Monetize your mobile app or website with native ads from 3 million Facebook advertisers.

[Read Docs](#)[Set Up](#)

Analytics

Understand how people engage with your business across apps, devices, platforms and websites.

[Read Docs](#)[Set Up](#)

Messenger

Customize the way you interact with people on Messenger.

[Read Docs](#)[Set Up](#)

Webhooks

Subscribe to changes and receive updates in real time without calling the API.

[Read Docs](#)[Set Up](#)

Instant Games

Create a cross platform HTML5 game hosted on Facebook



Marketing API

Integrate Facebook Marketing API with your app.



App Center

Get your game discovered by being listed as a featured game on Facebook.

Habilite o login com Facebook

Use the Quickstart to add Facebook Login to your app. To get started, select the platform for this app.



iOS



Android



Web



Other

Selecione o sistema que irá usar para a
conexão com o login

rebaseApp APP ID: 423427445217409 OFF Status: In Development View Analytics

1. Download the Facebook SDK for Android
2. Import the Facebook SDK
3. Tell Us about your app
4. Add Your Development and Release Key Hashes

Google Play Package Name

There was a problem verifying package name: **br.com.digitalhouse.firebaseapp** on Google Play. Please check the package name and try again.

If your app isn't listed publicly on Google Play yet you can ignore this message.

Package Name

Your package name is the unique identifier for your app. It's used by Google Play to help people download your app from Google Play and by your app to identify itself. It's also used in your app's build.gradle file.

br.com.digitalhouse.firebaseapp

Default Activity Class Name

This is the fully qualified class name of the activity that handles deep linking such as com.example.app.DeepLinkingActivity. We use this when we deep link into your app from the Facebook app. You can also find this in your Android Manifest.

br.com.digitalhouse.firebaseapp.MainActivity

Informe o application ID e nome completo da activity que será responsável pelo login. E confirme no modal que aparecerá.

4. Add Your Development and Release Key Hashes

To ensure the authenticity of the interactions between your app and Facebook, you need to supply us with the Android key hash for your development environment. If your app has already been published, you should add your release key hash too.

Generating a Development Key Hash

You'll have a unique development key hash for each Android development environment.

Mac OS

To generate a development key hash, open a terminal window and run the following command:

```
keytool -exportcert -alias androiddebugkey -keystore ~/.android/debug.keystore | openssl sha1 -binary | op
```

Copy Code

Copiar e colar no terminal do git bash

Windows

You will need the following:

- Key and Certificate Management Tool ([keytool](#)) from the Java Development Kit
- [openssl-for-windows](#) openssl library for Windows from the [Google Code Archive](#)

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_T
```

Copy Code

This command will generate a 28-character key hash unique to your development environment. Copy and paste it into the field below. You will need to provide a development key hash for the development environment of each person who works on your app.

This command will generate a 28-character key hash unique to your development environment. Copy and paste it into the field below. You will need to provide a development key hash for the development environment of each person who works on your app.

Generating a Release Key Hash

Android apps must be digitally signed with a release key before you can upload them to the store. To generate a hash of your release key, run the following command on Mac or Windows substituting your release key alias and the path to your keystore:

```
keytool -exportcert -alias YOUR_RELEASE_KEY_ALIAS -keystore YOUR_RELEASE_KEY_PATH | openssl sha1 -binary |
```

[Copy Code](#)

This will generate a 28-character string that you should copy and paste into the field below. Also, see the [Android documentation](#) for signing your apps.

Key Hashes

HRWUGSvAEyfbhBATipqFbuH1qTA=

Colar hash gerado pelo comando acima e salvar

[Save](#)[Back](#)[Continue](#)

5. Enable Single Sign On for Your App

6. Edit Your Resources and Manifest

7. Log App Events

4. Add Your Development and Release Key Hashes

5. Enable Single Sign On for Your App

Enable Single Sign On

If you would like your Android Notifications to have the ability to launch your app, enable single sign on.

☒

Single Sign On

Will launch from Android Notifications

Save

Habilitar login unico

Back

Next

6. Edit Your Resources and Manifest

7. Log App Events

8. Add the Facebook Login Button

9. Register a Callback

6. Edit Your Resources and Manifest

Create strings for your Facebook app ID and for those needed to enable Chrome Custom Tabs. Also, add `FacebookActivity` to your Android manifest.

1. Open your `/app/res/values/strings.xml` file.
2. Add the following:

```
<string name="facebook_app_id">423427445217409</string>
<string name="fb_login_protocol_scheme">fb423427445217409</string>
```

Copy Code

Colar no arquivo strings.xml

3. Open the `/app/manifest/AndroidManifest.xml` file.
4. Add the following `uses-permission` element after the `application` element:

```
<uses-permission android:name="android.permission.INTERNET"/>
```

Copy Code

5. Add the following `meta-data` element, an activity for Facebook, and an activity and intent filter for Chrome Custom Tabs inside your `application` element:

```
<meta-data android:name="com.facebook.sdk.ApplicationId"
  android:value="@string/facebook_app_id"/>

<activity android:name="com.facebook.FacebookActivity"
  android:configChanges=
    "keyboard|keyboardHidden|screenLayout|screenSize|orientation"
  android:label="@string/app_name" />
```

Copy Code

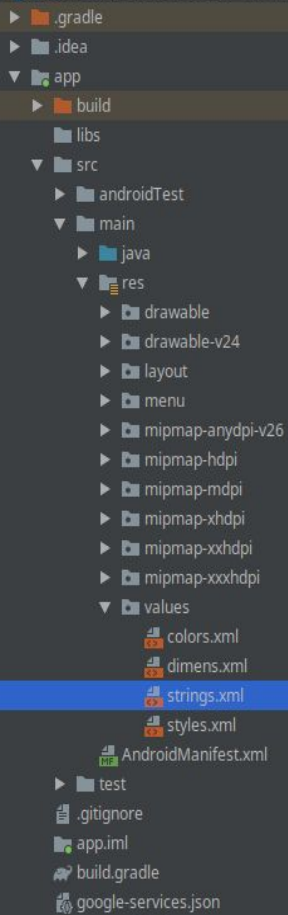
Colar no arquivo AndroidManifest.xml

Back

Next

7. Log App Events

8. Add the Facebook Login Button



```
1 <resources>
2   <string name="app_name">Firebase App</string>
3   <string name="action_settings">Settings</string>
4   <string name="facebook_app_id">423427445217409</string>
5   <string name="fb_login_protocol_scheme">fb423427445217409</string>
6
7 </resources>
8
```



Project: FirebaseApp [Firebase App] ~\workspace\DigitalHouse\workspace\DigitalHouse\FirebaseApp

Project Structure:

- .gradle
- .idea
- app
- build
- libs
- src
 - androidTest
 - main
 - java
 - res
 - drawable
 - drawable-v24
 - layout
 - menu
 - mipmap-anydpi-v26
 - mipmap-hdpi
 - mipmap-mdpi
 - mipmap-xhdpi
 - mipmap-xxhdpi
 - mipmap-xxxhdpi
 - values
 - colors.xml
 - dimens.xml
 - strings.xml
 - styles.xml

- test
- .gitignore
- app.iml
- build.gradle
- google-services.json
- proguard-rules.pro
- gradle
- .gitignore
- build.gradle
- Firebase App.iml
- gradle.properties
- gradlew

AndroidManifest.xml:

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="br.com.digitalhouse.firebaseapp">

    <uses-permission android:name="android.permission.INTERNET" />

    <application
        android:allowBackup="true"
        android:icon="@mipmap/ic_launcher"
        android:label="Firebase App"
        android:roundIcon="@mipmap/ic_launcher_round"
        android:supportRtl="true"
        android:theme="@style/AppTheme">

        <activity
            android:name=".MainActivity"
            android:label="Firebase App"
            android:theme="@style/AppTheme.NoActionBar">
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />

                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>

        <meta-data
            android:name="com.facebook.sdk.ApplicationId"
            android:value="@string/facebook_app_id" />

        <activity
            android:name="com.facebook.FacebookActivity"
            android:configChanges="keyboard|keyboardHidden|screenLayout|screenSize|orientation"
            android:label="@string/app_name" />
        <activity
            android:name="com.facebook.CustomTabActivity"
            android:exported="true">
            <intent-filter>
                <action android:name="android.intent.action.VIEW" />

                <category android:name="android.intent.category.DEFAULT" />
                <category android:name="android.intent.category.BROWSABLE" />

                <data android:scheme="@string/fb_login_protocol_scheme" />
            </intent-filter>
        </activity>

    </application>
</manifest>
```

Adicionar o meta-data e as activities do Facebook no AndroidManifest.xml

Top bar: FirebaseApp | APP ID: 423427445217409 | OFF | Status: In Development | View Analytics | Help

Left sidebar: Dashboard | Settings (Basic selected) | Advanced | Roles | Alerts | App Review | PRODUCTS (+) | Facebook Login | Activity Log


Main content area:

App ID: 423427445217409

Display Name: FirebaseApp

App Domains:

Privacy Policy URL: Privacy policy for Login dialog and App Details

App Icon (1024 x 1024):  1024 x 1024

Business Use: This app uses Facebook tools or data to

- ☐ Support my own business
- ☐ Provide services to other businesses

App Secret: f26c3611b022aa55c763936716ab8a90 [Reset]

Namespace:

Contact Email: taioroberto@hotmail.com

Terms of Service URL: Terms of Service for Login dialog and App Details

Category: Choose a Category

[Find out more information about app categories here](#)

Verification Status

Some permissions and features may require business or individual verification to access live data. You can start this process at any time.

Business Verification: [Discard] [Save Changes]

Ir no Painel do facebook copiar App ID e App Secret habilitar o login com facebook no Painel de Authentication no Firebase.

Provedor	Status
E-mail/senha	Ativado
Smartphone	Desativado
Google	Desativado
Play Games	Desativado
Game Center <small>Beta</small>	Desativado

Facebook

Ativar

App ID

423427445217409

App secret

f26c3611b022aa55c763936716ab8a90

Para concluir a configuração, adicionar esta URL de redirecionamento de OAuth à sua configuração do aplicativo do Facebook. [Saiba mais](#)

`https://fir-app-b6059.firebaseio.com/_/auth/handler`

Cancelar

Salvar

Copie a url de redirecionamento do OAuth

FirebaseApp

APP ID: 423427445217409

OFF

Status: In Development

View Analytics

Help

Dashboard

Settings

Roles

Alerts

App Review

PRODUCTS

Facebook Login

Settings

Quickstart

Activity Log

Client OAuth Settings

Yes

Client OAuth Login

Enables the standard OAuth client token flow. Secure your application and prevent abuse by locking down which token redirect URIs are allowed with the options below. Disable globally if not used. [?]

Yes

Web OAuth Login

Enables web-based Client OAuth Login. [?]

Yes

Enforce HTTPS

Enforce the use of HTTPS for Redirect URIs and the JavaScript SDK. Strongly recommended. [?]

No

Force Web OAuth Reauthentication

When on, prompts people to enter their Facebook password in order to log in on the web. [?]

No

Embedded Browser OAuth Login

Enable webview Redirect URIs for Client OAuth Login. [?]

Yes

Use Strict Mode for Redirect URIs

Only allow redirects that use the Facebook SDK or that exactly match the Valid OAuth Redirect URIs. Strongly recommended. [?]

Valid OAuth Redirect URIs

https://fir-app-b6059.firebaseio.com/_/auth/handler %

No

Login from Devices

Enables the OAuth client login flow for devices like a smart TV [?]

Deauthorize

Deauthorize Callback URL

What should we ping when a user deauthorizes your app?

Data Deletion Requests

Data Deletion Request URL

Discard

Save Changes

Adicionar URI de redirecionamento do firebase

Voltamos ao facebook em facebook login -> settings e adicionamos a Url de redirecionamento do OAuth

DigitalHouse >
Coding School

FacebookApp

APP ID: 423427445217409

Dashboard

Settings

Basic

Advanced

Roles

Alerts

App Review

PRODUCTS

Facebook Login

Analytics

Activity Log

App ID

423427445217409

App Secret

.....

Show

Display Name

FirebaseApp

Namespace

App Domains

Contact Email

tairoroberto@hotmail.com

Privacy Policy URL

http://google.com/

Terms of Service URL

http://google.com/

App Icon (1024 x 1024)

1024 x 1024

Category

Education

Find out more information about app categories here

Business Use

This app uses Facebook tools or data to

Support my own business

Provide services to other businesses

Verification Status

Some permissions and features may require business or individual verification to access live data. You can start this process at any time.

Discard

Save Changes

Em Settings adicione uma url para termos de privacidade, uma url para termos de serviços e uma categoria de aplicativo. Assim podemos habilitar nossa aplicação para produção em vez de desenvolvimento.



OFF

Status: In Development

View Analytics



Mudar para produção

App ID

423427445217409

App Secret

••••••••

Show

Display Name

FirebaseApp

Namespace

App Domains

Contact Email

taioroberto@hotmail.com

Privacy Policy URL

http://google.com/

Terms of Service URL

http://google.com/

App Icon (1024 x 1024)



Business Use

This app uses Facebook tools or data to

- ☐ Support my own business
- ☐ Provide services to other businesses

Category

Education

Find out more information about app categories [here](#)

Verification Status

Some permissions and features may require business or individual verification to access live data. You can start this process at any time.

Business Verification

Discard

Save Changes

App ID

423427445217409

App Secret

.....

Show

Display Name


FirebaseApp

App Domains

Privacy Policy URL

http://google.com/

App Icon (1024 x 1024)



1024 x 1024

Business Use

This app uses Facebook tools or data to

☐ Support my own business

☐ Provide services to other businesses

Verification Status

Namespace

Terms of Service URL

http://google.com/

Category

Education

Find out more information about app categories [here](#)

Switch to Live Mode?

Your app won't be able to access unapproved permissions or features that require App Review. [Learn more](#)

Cancel

Switch Mode



FirebaseApp

APP ID: 423427445217409

ON

Status: Live

View Analytics

Help

Dashboard

Settings

Basic

Advanced

Roles

Alerts

App Review

PRODUCTS

Facebook Login

Activity Log

App ID

423427445217409

App Secret

Show

Display Name

FirebaseApp

Namespace

App Domains

Contact Email

taioroberto@hotmail.com

Privacy Policy URL

http://google.com/

Terms of Service URL

http://google.com/

App Icon (1024 x 1024)



Category

Education

[Find out more information about app categories here](#)

Business Use

This app uses Facebook tools or data to

☐ Support my own business☐ Provide services to other businesses

Verification Status

Some permissions and features may require business or individual verification to access live data. You can start this process at any time.

Business Verification

Discard

Save Changes

Agora usuário diferente do desenvolvedor
poderão logar-se no app via Facebook

```
class MainActivity : AppCompatActivity() {
```

```
    private val button: Button by lazy { findViewById<Button>(R.id.login_button) }  
    private lateinit var callbackManager: CallbackManager
```

```
    override fun onCreate(savedInstanceState: Bundle?) {  
        super.onCreate(savedInstanceState)  
        setContentView(R.layout.activity_main)  
  
        callbackManager = CallbackManager.Factory.create()  
  
        button.setOnClickListener { loginFacebook() }  
    }
```

Inicializamos o CallbackManager

```
    private fun irParaHome(uid: String) {  
        AppUtil.salvarIdUsuario(application.applicationContext, uid)  
        startActivity(Intent(applicationContext, HomeActivity::class.java))  
        finish()  
    }
```

Solicitamos permissão para o perfil público

```
    private fun loginFacebook() {  
        val instanceFirebase = LoginManager.getInstance()
```

```
        instanceFirebase.logInWithReadPermissions( activity, this, listOf("email", "public_profile"))  
        instanceFirebase.registerCallback(callbackManager, object : FacebookCallback<LoginResult> {
```

Registramos o callbackManager com um listener para sucesso ou erro


```
            override fun onSuccess(loginResult: LoginResult) {  
                val credential: AuthCredential = FacebookAuthProvider.getCredential(loginResult.accessToken.token)  
                FirebaseAuth.getInstance().signInWithCredential(credential).addOnCompleteListener { irParaHome(loginResult.accessToken.userId) }  
            }
```

```
            override fun onCancel() {  
                Toast.makeText( context: this@MainActivity, text: "Cancelado!", Toast.LENGTH_SHORT).show()  
            }
```

```
            override fun onError(error: FacebookException) {  
                Toast.makeText( context: this@MainActivity, error.message, Toast.LENGTH_SHORT).show()  
            }  
        })  
    }
```

```
    override fun onActivityResult(requestCode: Int, resultCode: Int, data: Intent?) {  
        super.onActivityResult(requestCode, resultCode, data)  
        callbackManager.onActivityResult(requestCode, resultCode, data)  
    }
```

Verificamos a resposta do facebook no onActivityResult



```
object AppUtil {  
    fun salvarIdUsuario(context: Context, uiid: String?) {  
        val preferences: SharedPreferences =  
            context.getSharedPreferences( name: "APP", Context.MODE_PRIVATE)  
        preferences.edit().putString("UID", uiid).apply()  
    }  
}
```