

# Lover Finder

App url: <https://hcde-loverfinder.appspot.com/>

Demo url: <https://vimeo.com/247172319>

## Overview

This project uses Facebook Graph API and Love Calculator API to help user find their "right" person on Facebook. It requires users to log in with Facebook on the home page. (Figure 1)

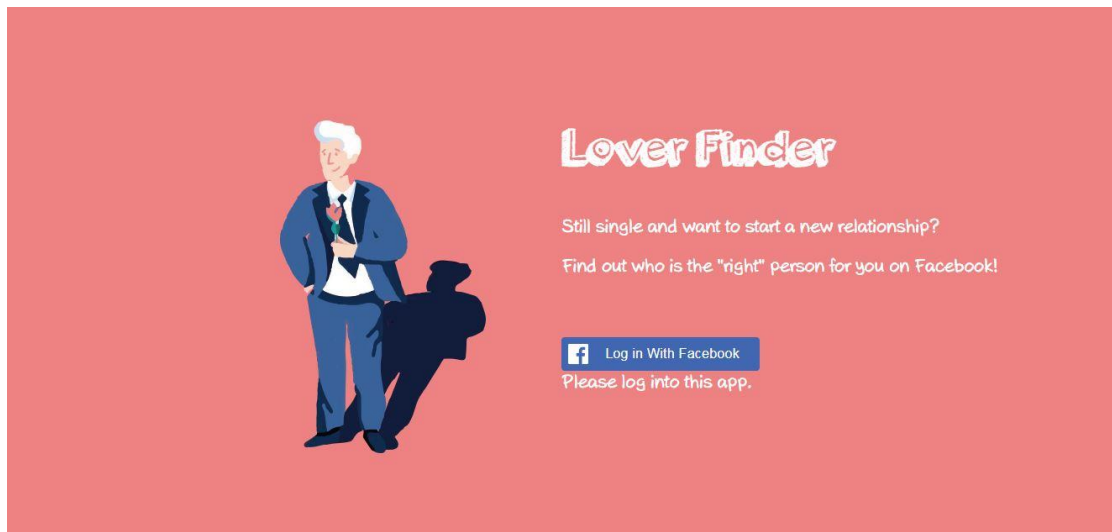


Figure 1: Home Page

After the user clicks on the "log in" button, the log in page will pop out. Users need to input their Facebook account and password to log in. (Figure 2)

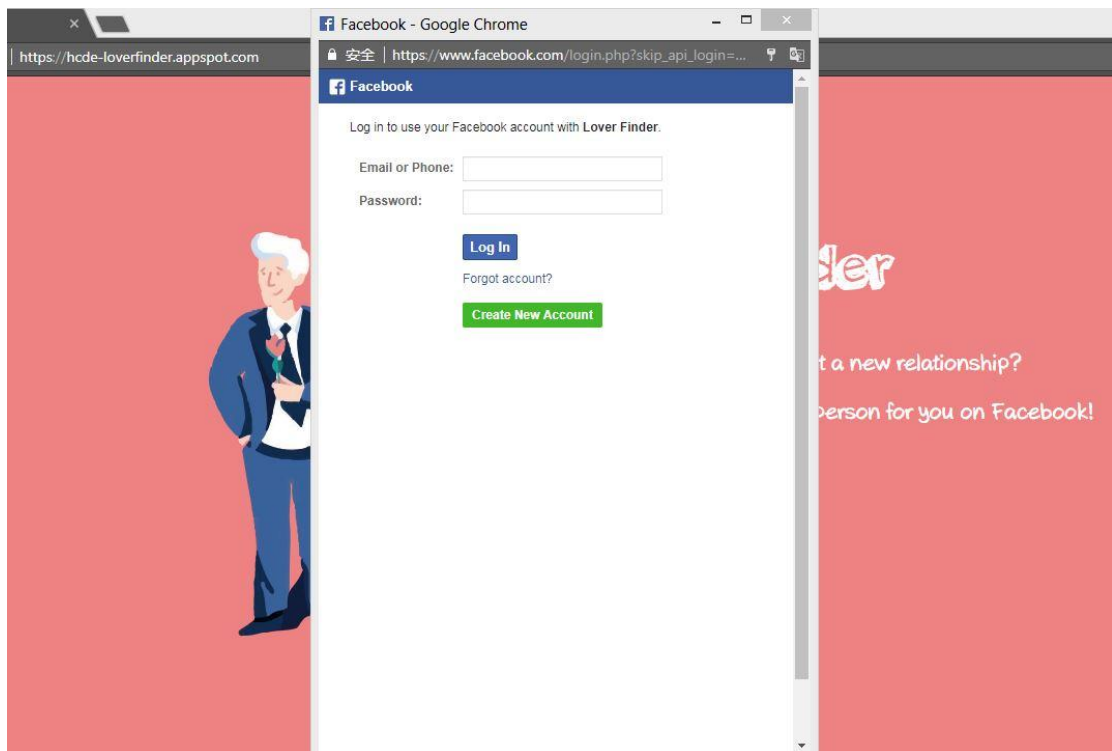


Figure 2: Log in Page

After the user successfully logged in, the main application page will be shown. The left hand side shows the user's profile picture and name, and on the right hand side, there is an input area for user to enter a name for calculating whether they are a good match. (Figure 3)

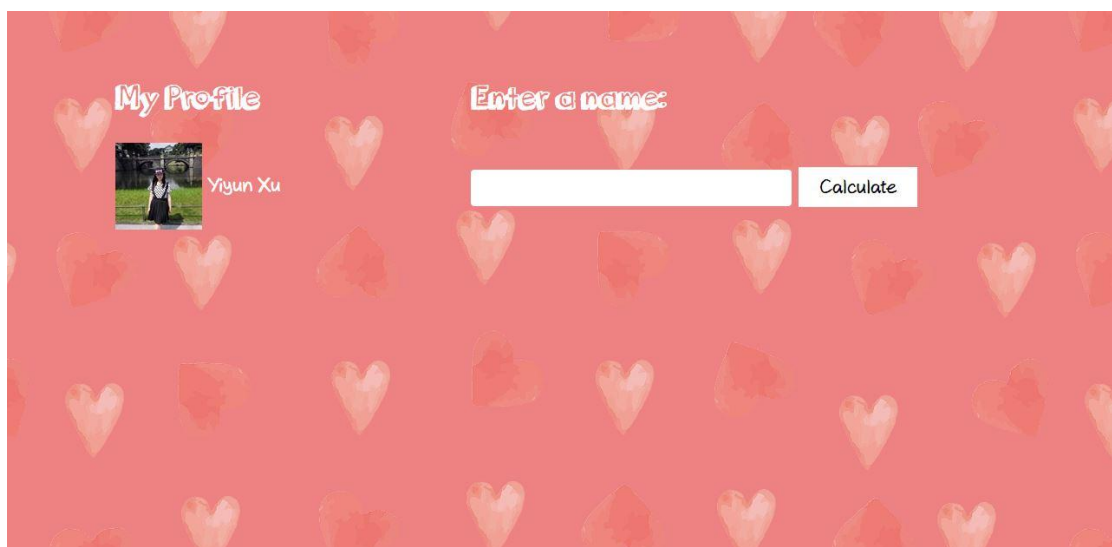


Figure 3: App Page

There are some example outputs after the user clicked "calculate" button. (Figure 4, 5, 6) The result will first show the percentage. Higher percentage means the user

and the person with the name being entered are a better match. There will be a description of the calculation result below the percentage. If the percentage is greater than 40%, the application will show the user some suggested Facebook users who own that name. The user can then click on the profile pictures or the names of the suggested lovers to see their Facebook home page. (Figure 7)

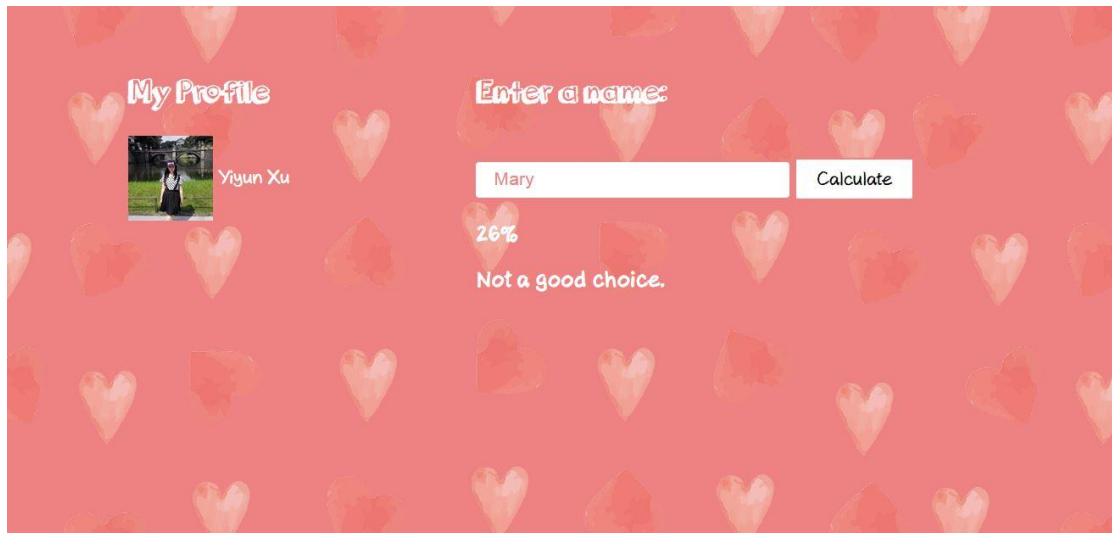


Figure 4: Not a good choice

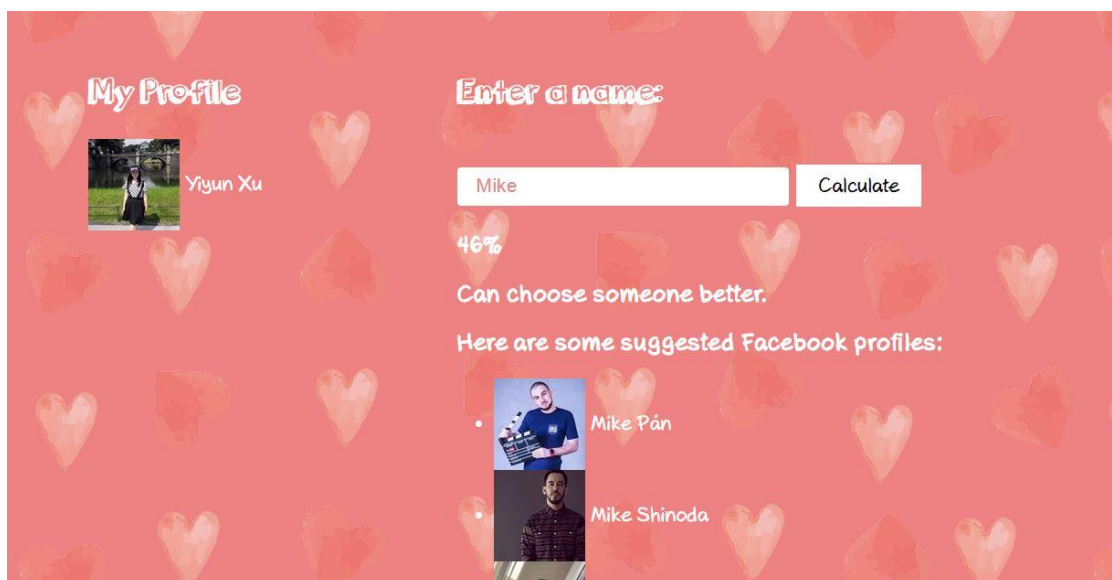


Figure 5: Can choose someone better

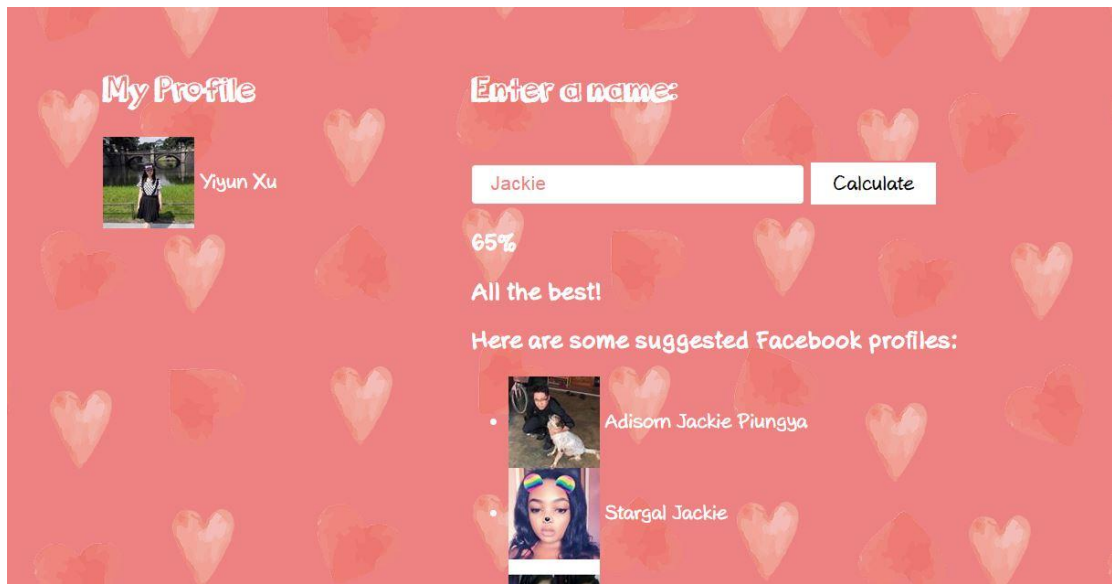


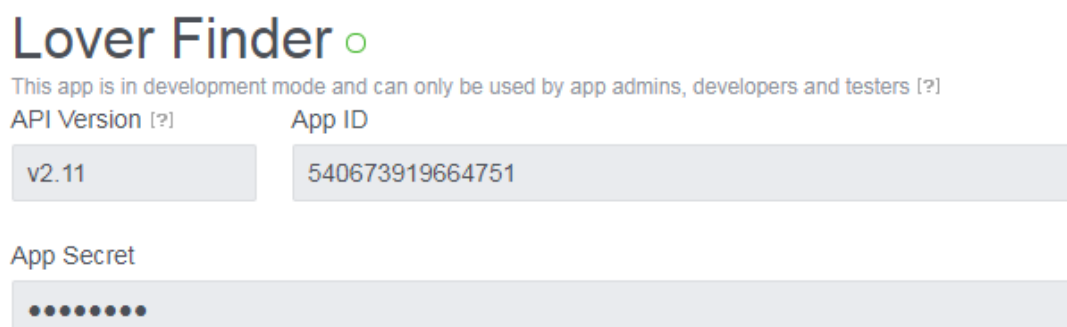
Figure 6: All the best



Figure 7: Suggested lover's Facebook home page

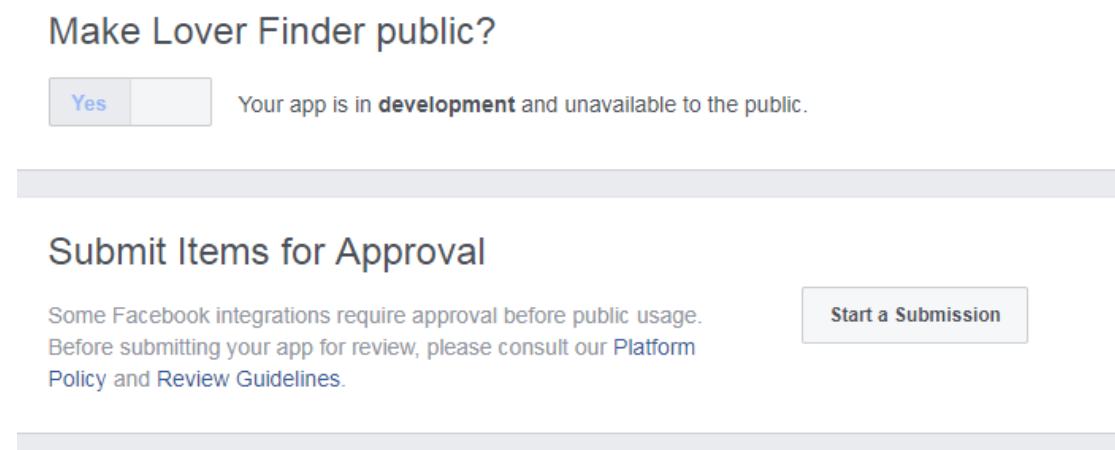
## Limitations

First, since Facebook does not allow developers to publish their applications without submitting them for approval, only the administrators, developers and test users can log in and use this application. That means, if you want to test the application, you need to contact Selena(Yiyun Xu) and give me your Facebook username. Then, I can add you to the developers or the test users. After you accept my request to be the developers or test users, you can log in and use the application. (Figure 8, 9, 10)



The screenshot shows the Facebook Developer console for an application named "Lover Finder". At the top, it states "This app is in development mode and can only be used by app admins, developers and testers [?]". Below this, there are two input fields: "API Version [?]" with the value "v2.11" and "App ID" with the value "540673919664751". Underneath these is the "App Secret" field, which is masked with dots.

Figure 8: Development mode



The screenshot shows a dialog box titled "Make Lover Finder public?". It has a "Yes" button and a "No" button. Below the buttons, it says "Your app is in **development** and unavailable to the public." Below this dialog is a section titled "Submit Items for Approval" with a "Start a Submission" button. The text below the button reads: "Some Facebook integrations require approval before public usage. Before submitting your app for review, please consult our [Platform Policy](#) and [Review Guidelines](#)."

Figure 9: Unavailable to the public



Figure 10: Error if not the administrator/developer/test user

Second, after the user log in Facebook, the user needs to refresh the page to update the log in status. We are not sure why this happens and how to handle the problem.

Finally, we changed a little bit from our original proposal. Since Facebook no longer allows developers to retrieve any user's full friend list, we are not able to get the names of the users' friends. (Figure 11) So, instead, we let the users to input a name themselves, and do the calculation. The suggested lovers are in the range of all Facebook users, not only the users' friends any more. (Figure 12)

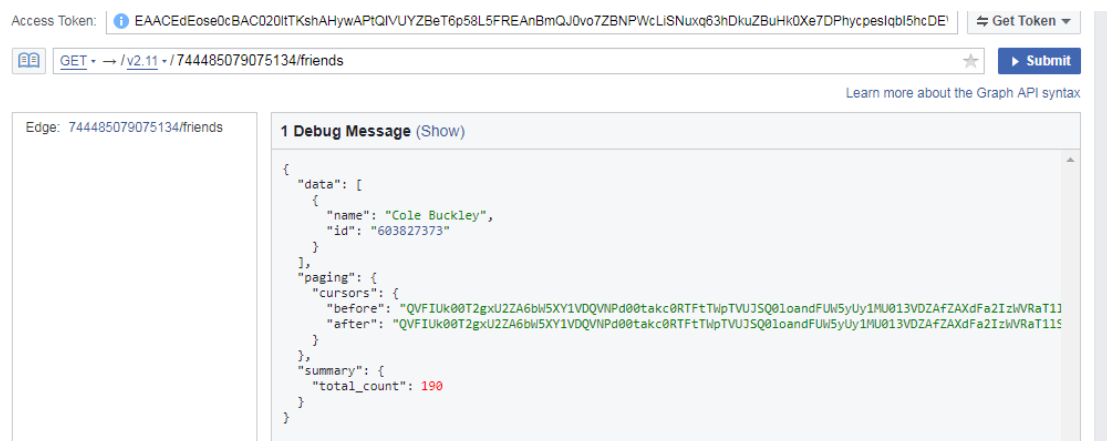


Figure 11: output

- ▲ In v2.0 of the Graph API, calling `/me/friends` returns the person's friends who also use the app.
- 600 In addition, in v2.0, you must request the `user_friends` permission from each user. `user_friends` is no longer included by default in every login. Each user must grant the `user_friends` permission in order to appear in the response to `/me/friends`. See [the Facebook upgrade guide](#) for more detailed information, or review the summary below.
- ▼
- ✓ If you want to access a list of non-app-using friends, there are two options:
1. **If you want to let your people tag their friends** in stories that they publish to Facebook using your App, you can use the `/me/taggable_friends` API. [Use of this endpoint requires review by Facebook](#) and should only be used for the case where you're rendering a list of friends in order to let the user tag them in a post.
  2. **If your App is a Game AND your Game supports Facebook Canvas**, you can use the `/me/invitable_friends` endpoint in order to render a custom invite dialog, then pass the tokens returned by this API to [the standard Requests Dialog](#).
- In other cases, apps are no longer able to retrieve the full list of a user's friends (only those friends who have specifically authorized your app using the `user_friends` permission). [This has been confirmed by Facebook as 'by design'](#).
- For apps wanting allow people to invite friends to use an app, you can still use the [Send Dialog on Web](#) or the new [Message Dialog on iOS and Android](#).
- UPDATE: Facebook have published an FAQ on these changes here:  
<https://developers.facebook.com/docs/apps/faq> which explain all the options available to

Figure 12: Stack Overflow

## Some Final CSS Edits

This is not included in the walkthrough or demo, it's my final edits of CSS, only some small edits.

