# Facebook apps in Python

PyCon UK 2008.
Birmingham,
12-14 Sept.

Kevin Noonan, Calbane Ltd.

```
ii the anatomy of a Facebook application
iii FBML (Facebook markup language)
iv FBJS (Javascript for Facebook)
v selected Facebook API calls
vi options for hosting & scaling
vii Facebook demographics & successful apps
viii wrapping up
```

# facebook®

### The basics of Facebook apps

- a Facebook app is a web-application
- you must have hosting for your web app
- An app has several "integration points" with Facebook
- An app calls Facebook's API to use features of Facebook
- Facebook permits revenue generation through advertising or other means



### Facebook Platform Launch, sixteen months ago

Photo credit: Mark Jen (<a href="http://www.flickr.com/photos/99zeros/">http://www.flickr.com/photos/99zeros/</a>)



"Facebook Connect" is in beta

### Social network: a convergence of technology memes

- a personal home/profile page (like say, Geocities)
- a portal (like "Yahoo")
- a "universal" login (like AOL Screenname / OpenID / Windows Live ID)
- a walled garden (like old AOL/Compuserve/NTT DoCoMo)
- an API providing a platform for development

### The "Social Graph": the heart of a social network

• The Social Graph is the set of connections among users

• This feature distinguishes social networks from the web portals of the nineties

 Connections are significant because they can convey real social meaning

Connections convey trust, reputation and a willingness to share data

And users value the opinions of *their* social network

### Approaches to Facebook app development

• develop an application especially for a segment of the Facebook userbase

- customise a standalone website to give it a "social face": i.e. create a Facebook app interface to some or all of it
- Use Facebook Connect to give users Facebook logins on your site; & data-sharing with their Facebook friends.
- Do a desktop or mobile app (integrating with Facebook)

# If you're short of motivation...



Entry for the current round is closed \$25K grants will be awarded to 25 selected applications. Later an additional \$250K for the top 5 of the selected group.

Look out for the following round of funding: http://developers.facebook.com/fbFund.php

# Faceless Facebook apps & other rules of play

It's forbidden to use the word "face" in an app's name...

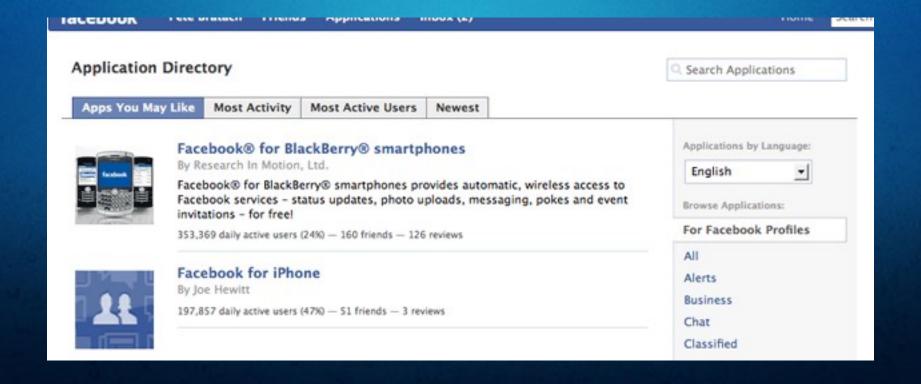
...among other rules of Facebook app development: http://developers.facebook.com/user\_terms.php

And the terms & conditions for the regular user still apply: http://www.facebook.com/terms.php

# Supported languages for Facebook apps

- ActionScript
- ASP.NET
- ASP (VBScript)
- Cocoa
- ColdFusion
- C++
- **C**#
- D
- Emacs

- Lisp
- Erlang
- Java
- JavaScript
- Perl
- PHP
- Python
- Ruby on Rails
- Windows Mobile ...



Write Review | See All

#### ▼ The Wall

Displaying all 5 wall posts

See All

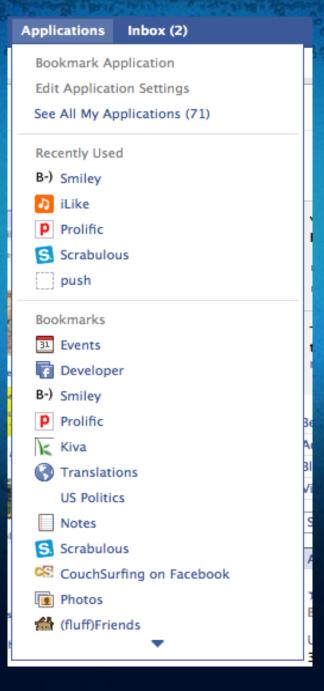
Write something...

developed by Facebook.

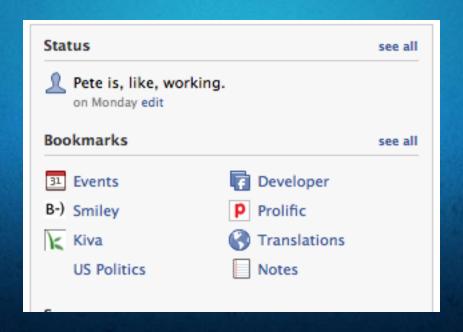
#### About the Developer



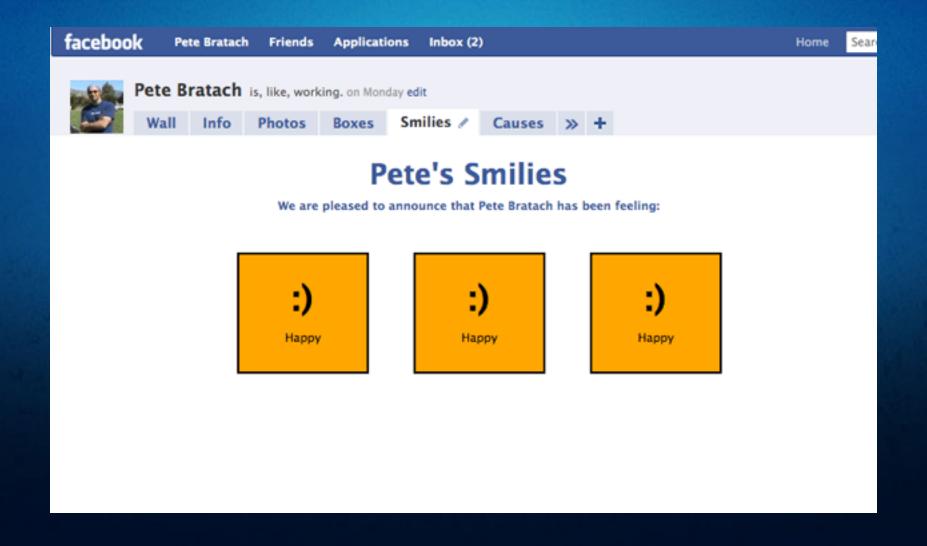
Sasha Rush



Applications menu



### Bookmarks





### Profile box

#### Personal Information

Interests: jazz, frisbee, california,

Favorite Music: John Coltrane, Joanna Newsom

Favorite Quotes: We have to take the car, because the bike's on fire - Los Campesinos

#### **Education and Work**

College: Harvard '07

Computer Science

High School: Cheltenham High School '03

Employer: Facebook

Position: ???

#### My Smilies

Good Smilies:



#### Happy

The original and still undefeated.



#### Indifferent

meh...



#### Sad

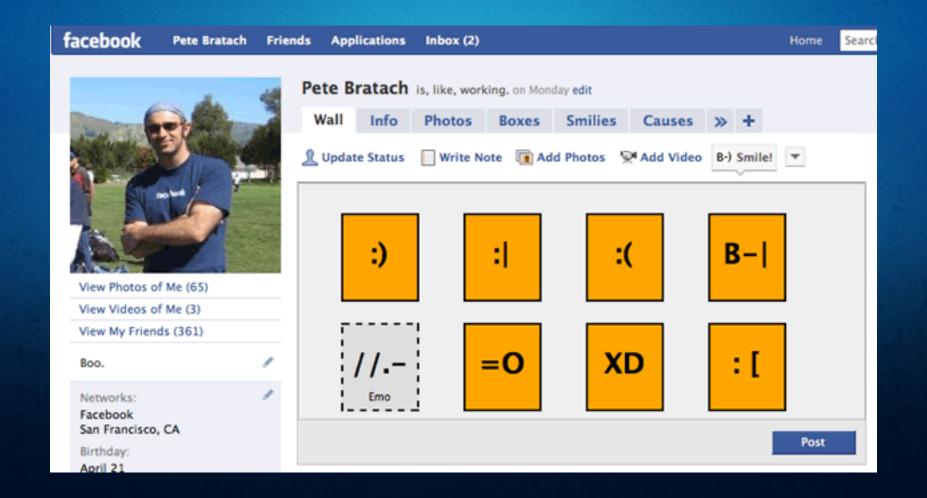
Oh my god! you killed my dog!



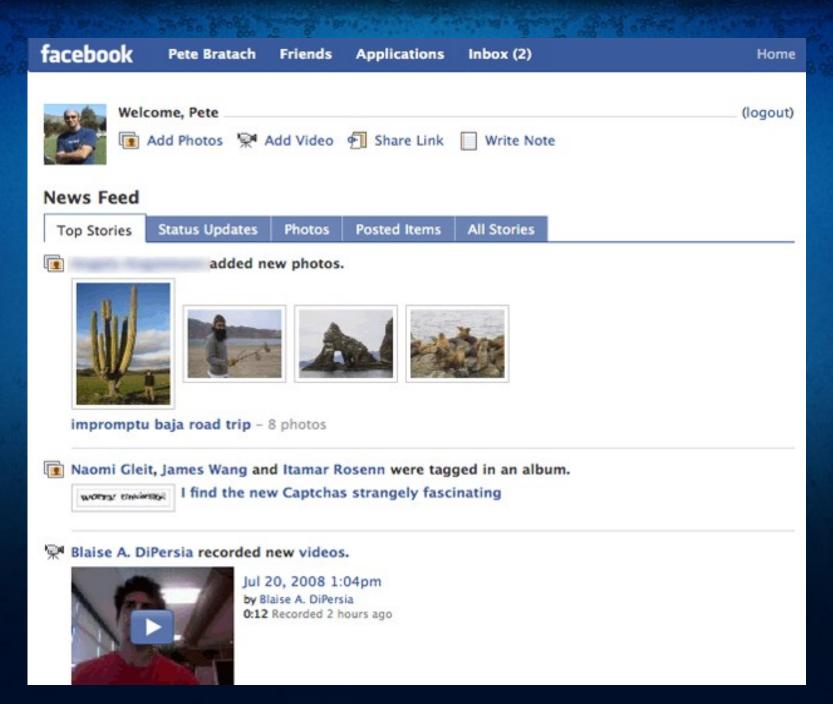
#### Cool

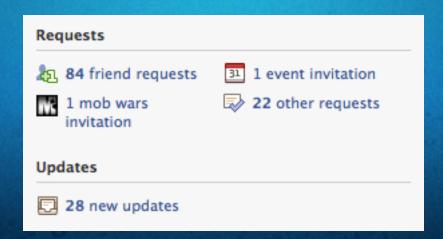
Yeah, whatever

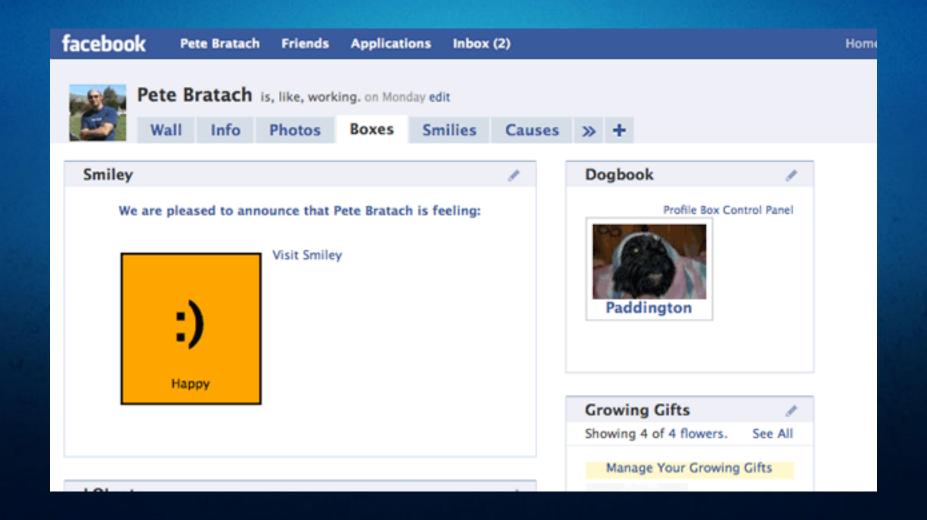
Application info section

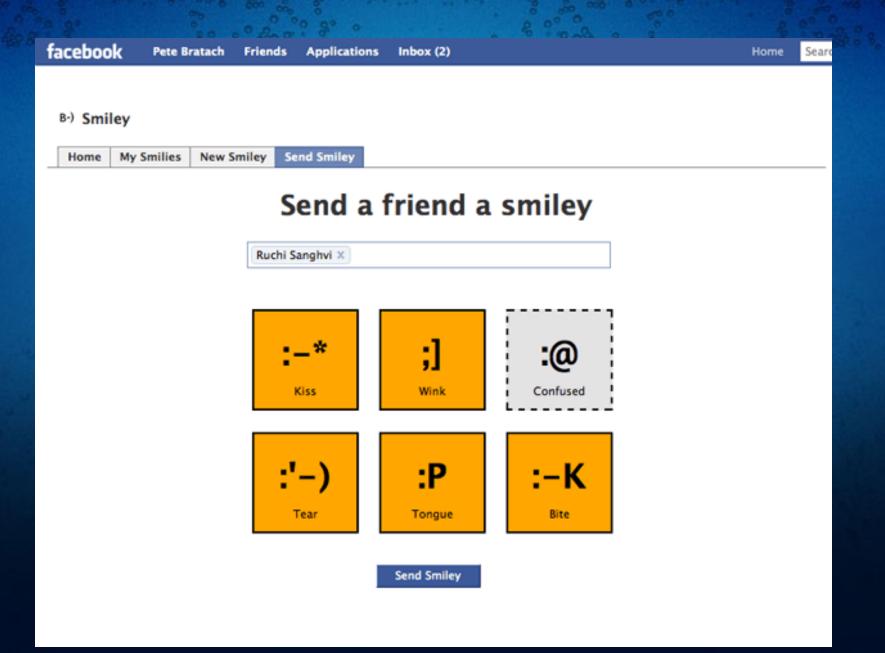


### Publisher









### Feed form

facebook Pete Bratach Friends Applications Inbox (2)

US Politics Home | Election Pulse | Debate Groups | Latest News

# Basics of FBML - Facebook Markup Language

- FBML is based on HTML (with extra tags added)
- The alternative to FBML is to use HTML in an iframe--in your app's canvas page
- The profile.setFBML API call puts content in the app's profile box

- **fb:profilepic** inserts a profile picture in the page
- **fb:name** includes the user's name in the text
- fb:if-is-friends-with-viewer shows logic is supported too

# Basics of FBJS: Facebook Javascript

- Syntax is the same as Javascript
- Facebook parses and rewrites your code
- In profile boxes, inline scripts are deferred until the first mouseclick
- DOM (Document Object Model) calls have been renamed: parentNode changed to getParentNode, nextSibling changed to getNextSibling, etc.
- obj.setStyle('width', '340px') to change CSS style
- innerHTML isn't defined
- AJAX is supported
- There's a library for animation

### Sample code with minifb module (I)

```
import minifb
FbApiKey = "xxxyyyzzz..."
FbSecret =
minifb.FacebookSecret("aaabbbccc...")
def ModPythonHandler(request):
    '''FBML Canvas page receives session info
from POST''
    arguments = minifb.validate(FbSecret,
request.read())
    if arguments ["added"] != "1":
        return ServeIndexNonmember()
    else:
        session key = arguments["session key"]
        uid = arguments["user"]
        return ServeIndex(uid, session key)
```

```
def UserAdded(request):
    '''Facebook callback when user has added application'''
    # Parse and validate posted values
    arguments = minifb.validate( FbSecret, request.read())
    auth token = arguments["auth token"]
    # Request session key from auth token
    result = minifb.call("facebook.auth.getSession",
                 FbApiKey, FbSecret, auth token=auth token)
    uid = result["uid"]
    session key = result["session key"]
    # Lookup username and details
    usersInfo = minifb.call("facebook.users.getInfo",
                    FbApiKey, FbSecret, session key=session key,
                    call id=True, fields="name, pic square",
                    uids=uid) # uids can be comma separated list
    name = usersInfo[0]["name"]
   photo = usersInfo[0]["pic square"]
    AddUserToDatabase(uid, name, photo)
    # Set the users profile FBML
    fbml = "Welcome, new user, <b>%s</b>" % name
   minifb.call("facebook.profile.setFBML",
                FbApiKey, FbSecret, session key=session key,
                call id=True, uid=uid, markup=fbml)
```

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Prepare for the worst case scaling scenario...





Sign Up Now

We have partnered with Sum to provide scalable, on-demand infrastructure to facebook developers.

#### Free Accelerator™

for one year

Joyent has partnered with Sum microsystems to provide scalable, on-demand infrastructure to facebook developers.

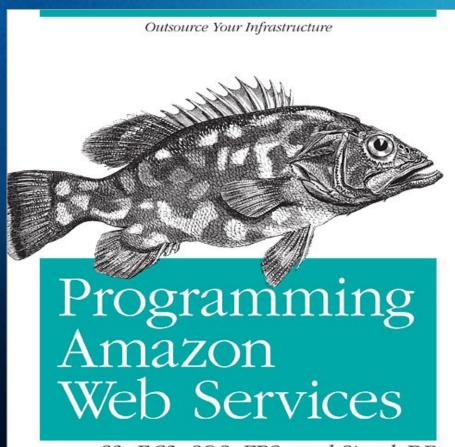


# AWS for abstracted processing & storage etc.

- S3 Simple Storage Service
- EC2 Elastic Compute Cloud
- SimpleDB
- SQS Simple Queue Service
- FPS Flexible Payment Service
- DevPay
- Mechanical Turk
- "Amazon Associates"

•

#### A recommended book on AWS

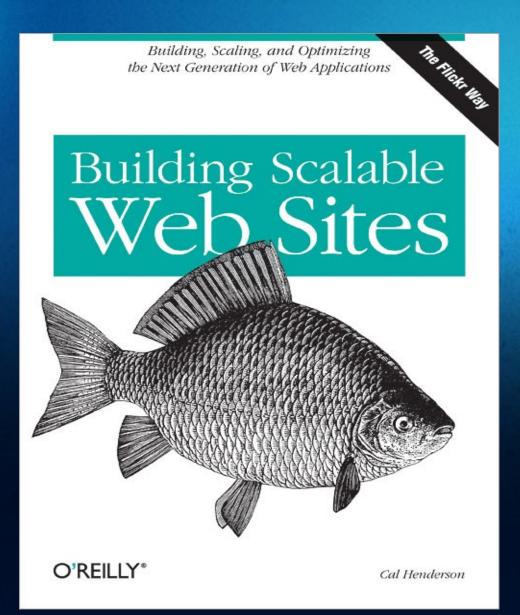


S3, EC2, SQS, FPS, and SimpleDB

Programming Amazon Web Services S3, EC2, SQS, FPS, and SimpleDB

by James Murty

## A recommended book on scaling



**Building Scalable Web Sites** 

Building, scaling, and optimizing the next generation of web applications

By Cal Henderson

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## Facebook demographics

75 million users (May 2008)

61% of users are in three countries:

- USA 35%
- UK 14%
- Canada 12%

Over 80% of the global userbase is under 35 year-of-age

50% of the userbase is between 18 and 25

#### Tips for a successful Facebook app

stand out from the crowd (of over 30K apps)

keeping Facebook's demographics in mind, target a segment of the audience—e.g. teenage girl gamers

register a domain-name identical to the name of your app

if you don't plan for scale, you're planning to fail

create a marketing plan (get help from a marketing pro)

play by Facebook's rules: on its platform, Facebook is god

build in virality (without spamming users)

pick a catchy name & communicate clearly the app's benefits

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For an additional potential audience of 80m...

"Porting your facebook apps to Bebo"
(by Blake Commagere)
http://dev.aol.com/article/2008/porting-your-facebook-app-to-bebo



Google's open standard for social network apps, based on Google Gadgets.

Google has marshalled an alliance of social networks, against Facebook:

Hi5, Friendster, Ning, Salesforce.com, Plaxo, Orkut, Bebo, LinkedIn...

And many of the most successful Facebook developers have ported their apps:

RockYou, Slide, Flixter, iLike...

#### Bookmarks

Facebook developer documentation <a href="http://wiki.developers.facebook.com/index.php/Main Page">http://wiki.developers.facebook.com/index.php/Main Page</a>

MiniFb project site <a href="http://code.google.com/p/minifb/">http://code.google.com/p/minifb/</a>

Tutorial for MiniFB <a href="http://keepnix.com/articles/hellominifb.html">http://keepnix.com/articles/hellominifb.html</a>

PyFacebook project site <a href="http://code.google.com/p/pyfacebook/">http://code.google.com/p/pyfacebook/</a>

Tutorial for PyFacebook

http://wiki.developers.facebook.com/index.php/PythonPyFacebookTutorial

## Facebook faces the free press

"Inside Facebook" <a href="http://www.insidefacebook.com/">http://www.insidefacebook.com/</a>

"All Facebook" <a href="http://www.allfacebook.com">http://www.allfacebook.com</a>

"Face Reviews" <a href="http://www.facereviews.com/">http://www.facereviews.com/</a>

### Recommended Books I

Facebook Markup Language Fundamentals



Essentials

**FBML Essentials** 

By Jesse Stay

#### Recommended Books II



#### Developing Facebook Platform Applications with Rails



Michael J Mangino

Foreword by Chad Fowler
CTO of Infeether and creator of Facebooker

Developing Facebook Platform Applications with Rails

by Michael J. Mangino

http://www.pragprog.com

#### Recommended Books III

Build Your Facebook Empire Facebook Cookbook Facebook Cookbook
Build Your Facebook Empire

By Jay Goldman

Not yet published. Due: Oct 2008 (est.)

## Any questions?

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