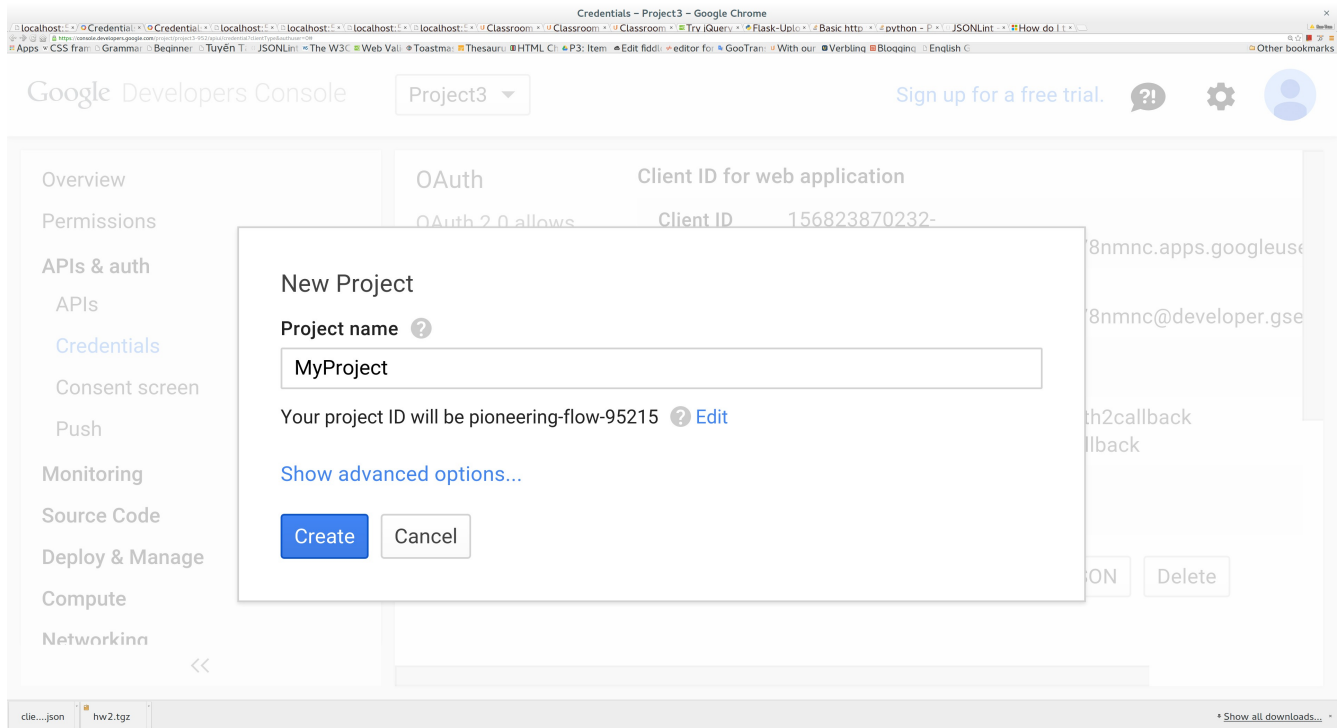
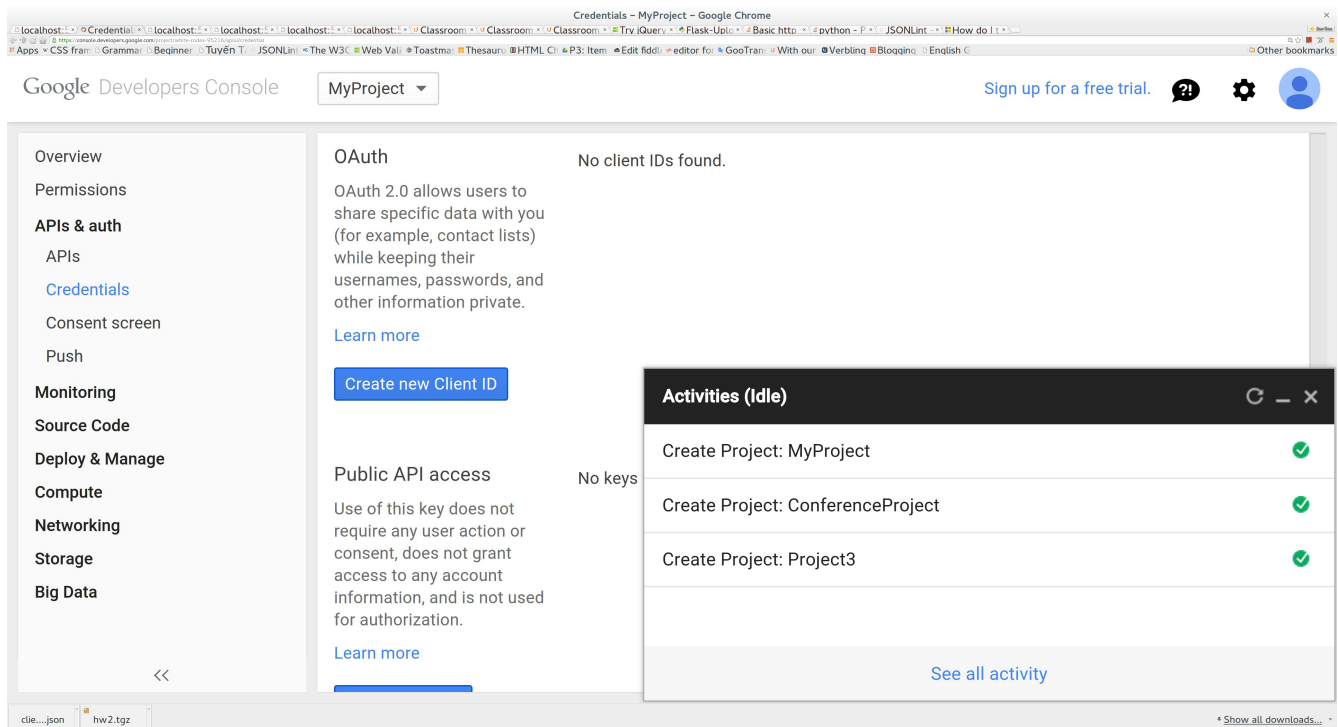


A. Application register on Google

1. Sign up in this page and create a new project: <https://console.developers.google.com>



2. Go to “**Credentials**” in the left column and click “**Create new Client ID**”:



3. Enter the localhost URL (<http://localhost:5000/>) and click “Create Client ID”:

Google Developers Console

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Application type

☒ Web application
Accessed by web browsers over a network.

☐ Service account
Calls Google APIs on behalf of your application instead of an end-user. [Learn more](#)

☐ Installed application
Runs on a desktop computer or handheld device (like Android or iPhone).

Authorized JavaScript origins
Cannot contain a wildcard (http://*.example.com) or a path (http://example.com/subdir).

`https://www.example.com`
`http://localhost:5000/`

Authorized redirect URIs
One URI per line. Needs to have a protocol, no URL fragments, and no relative paths. Can't be a public IP Address.

`https://www.example.com/oauth2callback`
`http://localhost:5000/oauth2callback`

[Create Client ID](#) [Cancel](#)

activities (Idle)

Google Developers Console

ConferenceProject

[Sign up for a free trial.](#)

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OAuth

OAuth 2.0 allows users to share specific data with you (for example, contact lists) while keeping their usernames, passwords, and other information private.

[Learn more](#)

[Create new Client ID](#)

Client ID for web application

Client ID	252653750610-7gh1p80b0gpl24vo0p64tslt141m2a46.apps.googleusercontent.com
Email address	252653750610-7gh1p80b0gpl24vo0p64tslt141m2a46@developer.gserviceaccount.com
Client secret	XCJII7k4UGah46ZEqbzxRdKr
Redirect URIs	<code>https://www.example.com/oauth2callback</code> <code>http://localhost:5000/oauth2callback</code>
JavaScript origins	<code>https://www.example.com</code> <code>http://localhost:5000/</code>

[Edit settings](#) [Reset secret](#) [Download JSON](#) [Delete](#)

Public API access

Use of this key does not require any user action or consent, does not grant access to any account information, and is not used for authentication.

No keys found.

activities (Idle)

4. Copy the **Client ID** in this screen to “**data-clientid**” in the file **login.html**:

Login.html:

```
<!-- GOOGLE PLUS SIGN IN-->
<div id="signinButton">
  <span class = "g-signin"
    data-scope = "openid email"
    data-clientid = "<Copy the Client ID here>"
    data-redirecturi = "postmessage"
    data-accesstype = "offline"
    data-cookiepolicy = "single_host_origin"
    data-callback = "signInCallback"
    data-approvalprompt = "force">
  </span>
</div>
```

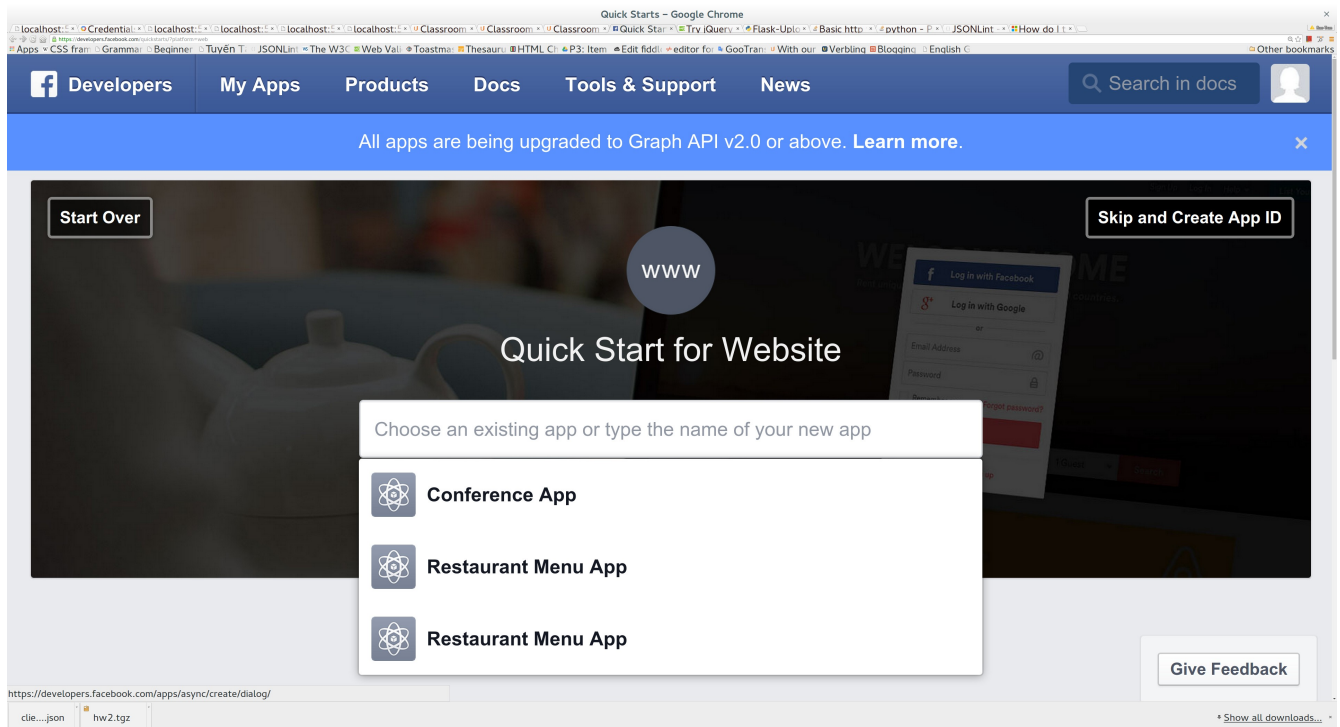
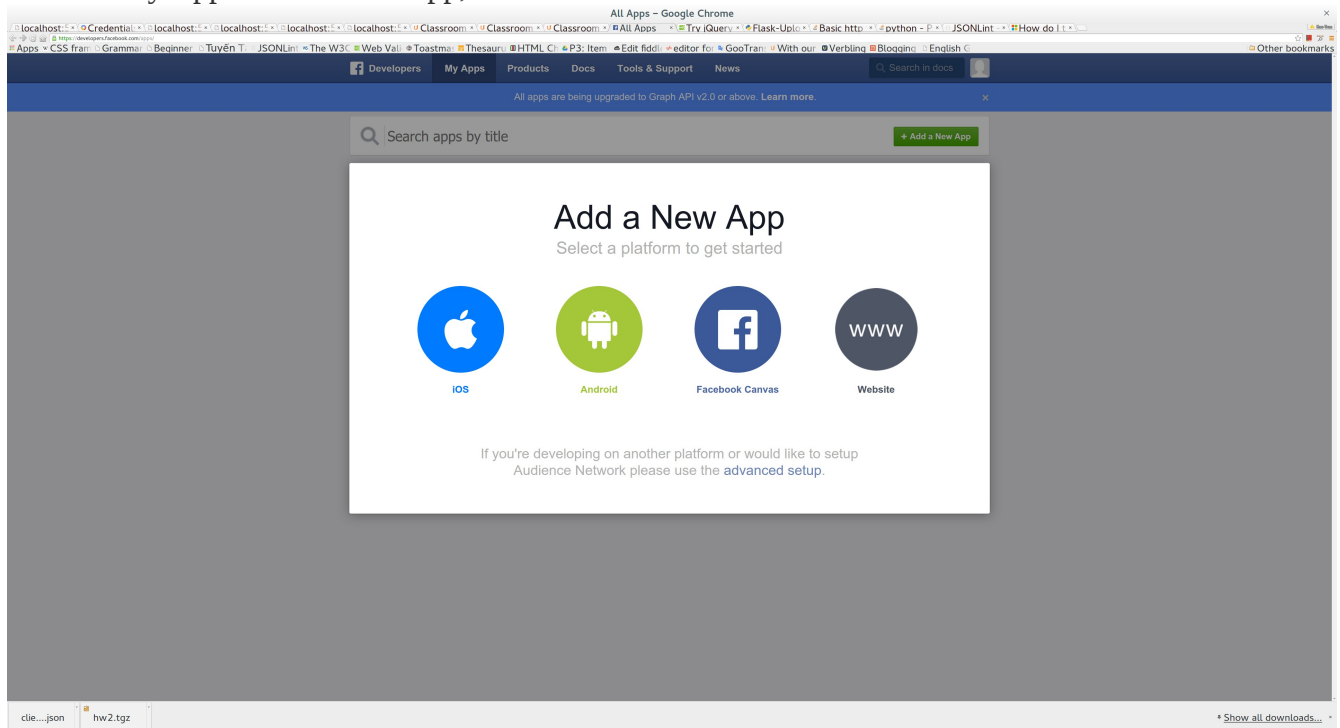
5. Click the **Download JSON** button and save this file with the name “**client_secrets.json**” in the working folder (*conference*)

6. Set the APPLICATION_NAME in **project.py** with your project name.

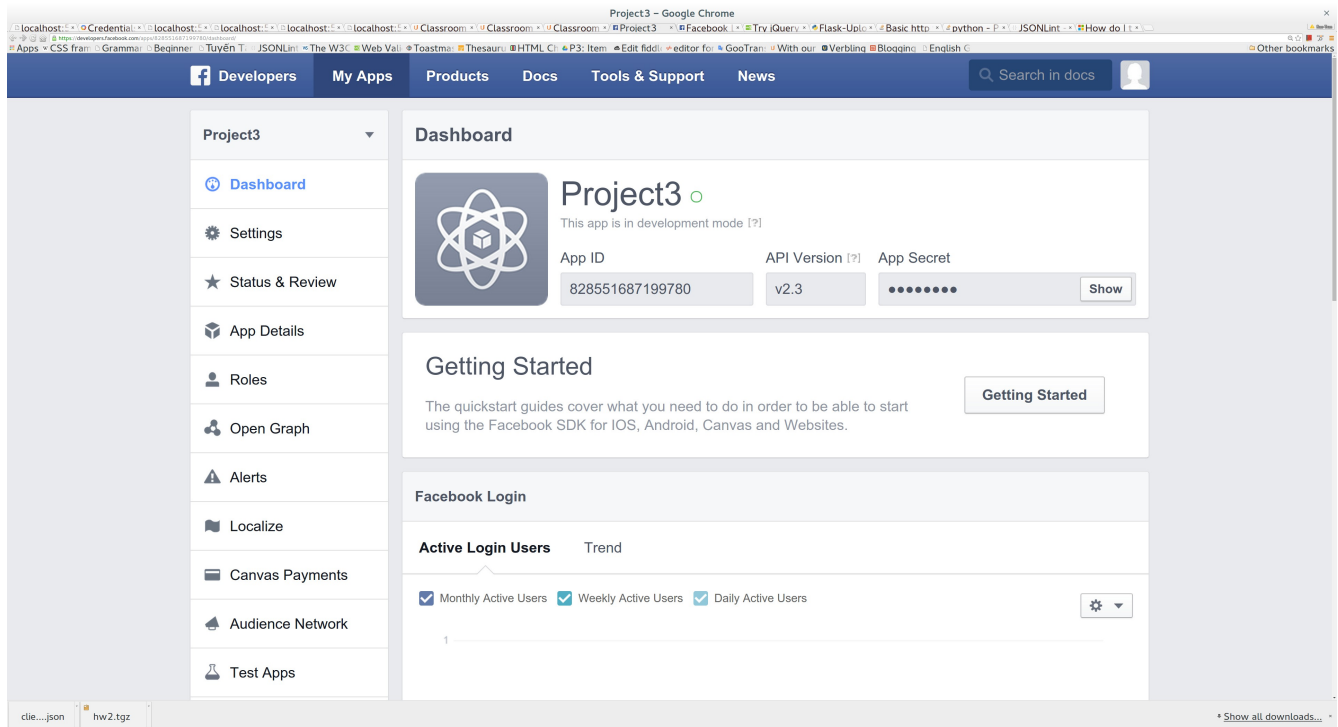
Now congratulate, you are ready to launch the app and login with Google.

B. Application register on FaceBook

1. Go to <https://developers.facebook.com/>
2. Go to My Apps/ Add a New App, choose Website:



3. Choose Skip and Create App ID:



4. Copy your App ID to login.html:

```
<!--FACEBOOK SIGN IN -->
<script>
window.fbAsyncInit = function() {
  FB.init({
    appId      : '<your App ID here>',
    cookie     : true, // enable cookies to allow the server to access the session
    xfbml      : true, // parse social plugins on this page
    version    : 'v2.3' // use version 2.3 <You have to change the version according with yours>
  });
};
```

5. In the file **fb_client_secrets.json**, update the following values with yours:

app_id
app_secret

Now congratulate, you are ready to launch the app and login with FaceBook.