

monokaijs / **removeNoInteractFriends.js**

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<script src="https://gist."



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removeNoInteractFriends.js

```
1  (() => {
2    /*
3    ** Author: @MonokaiJsp (MonokaiJs | omfg.vn)
4    ** Home:   https://monokai.dev
5    ** Please credit me if you're interested in my work :D
6    ** DO NOT remove these credit line when sharing!
7    */
8
9    const exceptions = ['100030089564311', '100011158877849', '100001467593814'];
10
11    const LIMIT_POSTS = 100;
12    const ACCESS_TOKEN = ''; // GET TOKEN HERE: https://gist.github.com/monokaijs/ce3abbc37d6bd435f70e39fd59eb3f67
13
14    var getFriendList = (e, o) => {var a = new XMLHttpRequest;a.onreadystatechange = (() => {4 == a.readyState && 200 == a.status && o(
15    var getPosts = (e, o) => {var a = new XMLHttpRequest;a.onreadystatechange = (() => {4 == a.readyState && 200 == a.status && o(JSON.
16    var getShares=(e,n,o=!1)=>{o|(|o="https://graph.facebook.com/"+n+"/comments?limit=5000&fields=from.id&access_token="+e);var t=new X
17    var friendsList = {}, completedPosts = [];
18    console.log('Loading friends list...');
19    getFriendList(ACCESS_TOKEN, graph_friendlist => {
20      console.log('Successfully loaded ' + graph_friendlist.length + ' friends...');
21      for (fid in graph_friendlist) {
22        friendsList[graph_friendlist[fid].id] = {};
23        friendsList[graph_friendlist[fid].id].name = graph_friendlist[fid].name;
24        friendsList[graph_friendlist[fid].id].point = 0;
25      }
26      console.log('Loading posts...');
27      getPosts(ACCESS_TOKEN, posts => {
28        console.log('Loaded ' + posts.length + ' posts.');
```

```

30 posts.forEach(post => {
31     getReactions(ACCESS_TOKEN, post.id, false);
32 });
33 var interval = setInterval(() => {
34     if (completedPosts.length == posts.length) {
35         console.log('> Done scanning progress!');
36         var removeList = [];
37         for (friend_id in friendsList) if (friendsList[friend_id].point == 0 && !exceptions.includes(friend
38             id: friend_id,
39             name: friendsList[friend_id].name
40         });
41         console.log('> Done filtered friends to be removed!');
42         console.log('⚠ ' + removeList.length + ' friends will be removed due to have no interaction!');
43         var timer = 0;
44         removeList.forEach(rem => {
45             timer += 1;
46             setTimeout(() => {
47                 removeFriend(rem, (removed) => {
48                     console.log('✓ [' + removed.id + '] ' + removed.name + ' has just been rem
49                 });
50             }, timer * 800);
51         });
52         clearInterval(interval);
53     }
54 }, 500);
55 });
56 });
57 })();

```