


# Mobile

## Lecture 6 – FaceBook API

Semester II 2014


# FB - Sign in as FB developer

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

**facebook** developers  Q [Docs](#) [Tools](#) [Support](#) [News](#) [Apps](#)  **Nir Chen** ▼


**Apps** [+ Create New App](#)

**Welcome to the App Dashboard.**  
Create an app to start integrating with Facebook or jump into the docs.




### Websites

Using Facebook on your Website allows you to create a more personalized, social experience using Social Plugins such as the Like Button and simplifies your registration and sign-in process using Login Button and Registration Plugin.




### Apps on Facebook

Building an app on Facebook gives you the opportunity to deeply integrate into our core user experience. Use native Facebook functionality such as Requests and Bookmarks to create an ideal social space for your users.



### Mobile Apps

Facebook Platform makes iOS (iPhone & iPad), Android and Mobile Web apps social. Use Single Sign-On to access the user's social graph (without yet another username/password) and create a personalized experience.



### Samples & How-Tos

Our samples and how-to guides are a great way to get started with Facebook Platform. Adding social to your app has never been easier.

## Settings

## Basic

[Developer Roles](#)[Permissions](#)[Payments](#)[Realtime Updates](#)[Advanced](#)[App Details](#)[Review Status](#)[Open Graph](#)[Localize](#)[Alerts](#)[Insights](#)

## Related links

[Use Debug Tool](#)[Use Graph API Explorer](#)[Use Object Browser](#)[See App Timeline View](#)[Delete App](#)

## Apps ▸ LoginNir ▸ Basic

Changes saved. Note that your changes may take **several minutes** to propagate to all servers.



## LoginNir

App ID: 25

App Secret: f3b

[\(reset\)](#)

● This app is in **Sandbox Mode** (Only visible to Admins, Developers and Testers)

## Basic Info

Display Name: [?] LoginNir

Namespaces: [?] login\_nir\_ns

Contact Email: [?] n

App Domains: [?] Enter your site domains and press enter

Sandbox Mode: [?] ☒ Enabled ☐ Disabled

## Select how your app integrates with Facebook

<input checked="" type="checkbox"/>	<b>Website with Facebook Login</b>	<input type="text" value="http://localhost:1970/facebook-javascript-sdk/"/>
<input checked="" type="checkbox"/>	<b>App on Facebook</b>	Use my app inside Facebook.com.
<input checked="" type="checkbox"/>	<b>Mobile Web</b>	Bookmark my web app on Facebook mobile.
<input checked="" type="checkbox"/>	<b>Native iOS App</b>	Publish from my iOS app to Facebook.
<input checked="" type="checkbox"/>	<b>Native Android App</b>	Publish from my Android app to Facebook.
<input checked="" type="checkbox"/>	<b>Windows App</b>	Publish from my Windows app to Facebook.
<input checked="" type="checkbox"/>	<b>Page Tab</b>	Build a custom tab for Facebook Pages.

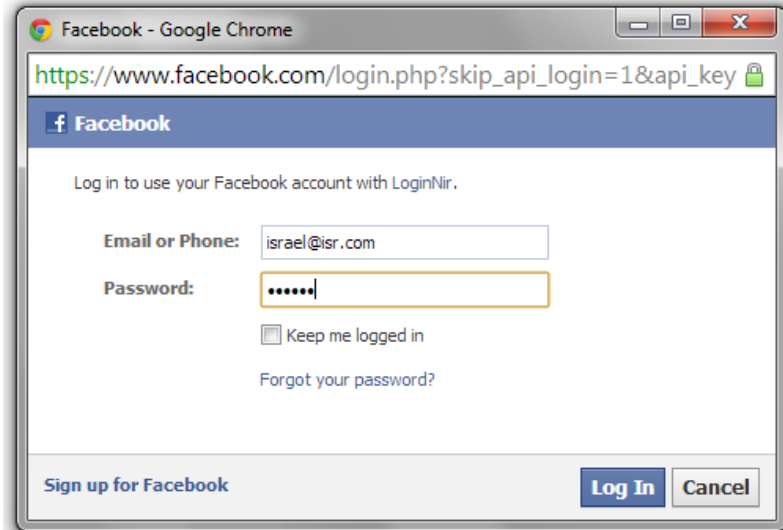
# FB for WEB

## Facebook OAuth Javascript Demo

Click on Below Image to start the demo:

 Login with Facebook

Logs:



חֲדָרָה ב-localhost:3743 אומר:

Connected to Facebook

אישור

Logs:

Connected to Facebook



# FB.init

- To run the FB API we need first to load the `all.js` file and then call the `FB.init` from the `window.fbAsyncInit` function
- `Fb.init` – have to get the app id and can get some other properties too...

```
<script type="text/javascript" src="http://connect.facebook.net/en_US/all.js" ></script>
<script>
  window.fbAsyncInit = function () {
    FB.init({
      appId: '[YOUR APP ID]', // App ID
      status: true, // check login status
      cookie: true, // enable cookies to allow the server to access the session
      xfbml: true // parse XFBML
    });
    ...
  };
};
```

# FB.Event.subscribe

- We can subscribe to some events in order to act in a certain way when they appears, like for example here  
`auth.authResponseChange` – to know the status of the connection
  - `auth.authResponseChange`, `auth.login`, `auth.logout`, `auth.sessionChange`, `auth.statusChange`

```
<script type="text/javascript" src="http://connect.facebook.net/en_US/all.js" ></script>
<script>
  window.fbAsyncInit = function () {
    FB.Event.subscribe('auth.authResponseChange', function (response) {
      if (response.status === 'connected') {
        alert('Connected to Facebook');
        //SUCCESS
      }
      else if (response.status === 'not_authorized') {
        alert('Failed to Connect');
        //FAILED
      }
      else {
        alert('Logged Out');
        //UNKNOWN ERROR
      }
    });
  };
  ...
};
```

# FB.login

- In order to login we need the FB.login function. If we succeeded we get `response.authResponse = true`
- The second parameter is for extended permissions like email and photo : `{ scope: 'email,user_photos,user_videos' }`

```
<script type="text/javascript" src="http://connect.facebook.net/en_US/all.js" ></script>
<script>
function Login() {
    FB.login(function (response) {
        if (response.authResponse) {
            getUserInfo();
        }
        else {
            console.log('User cancelled login or did not fully authorize.');
        }
    },
    { scope: 'email,user_photos,user_videos' });
}
```

# FB.api

- We can get the info about the user using the `FB.api ( ' /me ' ...`
  - name, link, username, id, email, ...

```
FB.api('/me', function(response) {  
    var str="<b>Name</b> : "+response.name+"<br>";  
    str +="<b>Link: </b>"+response.link+"<br>";  
    str +="<b>Username:</b> "+response.username+"<br>";  
    str +="<b>id: </b>"+response.id+"<br>";  
    str +="<b>Email:</b> "+response.email+"<br>";  
    ...  
});
```



# FB.api cont'

- We can get the photo of the user using the  
FB.api ( '/me/picture?type=normal' ...  
– data.url

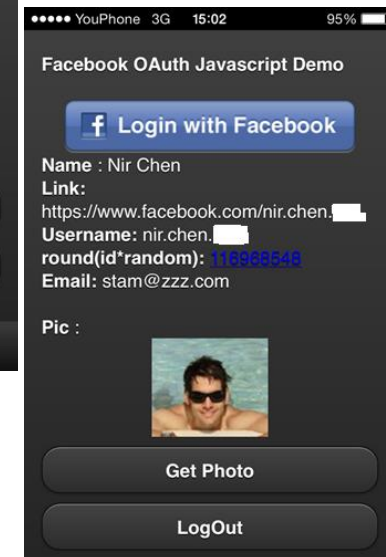
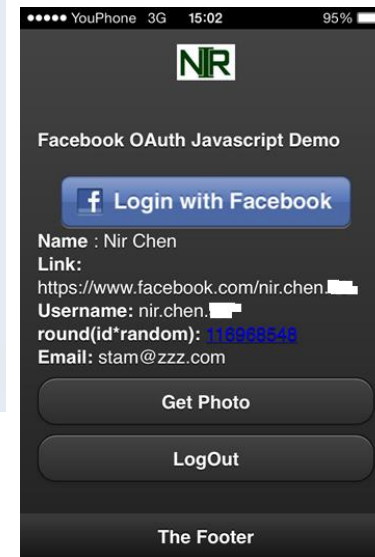
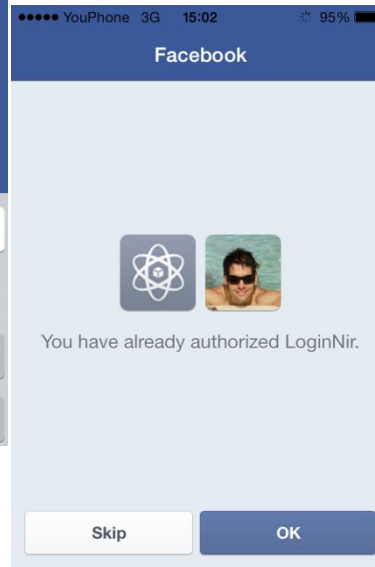
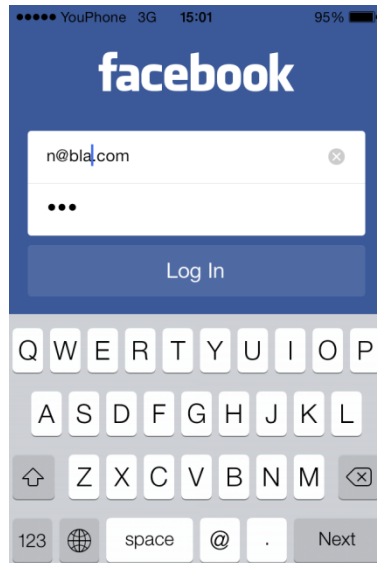
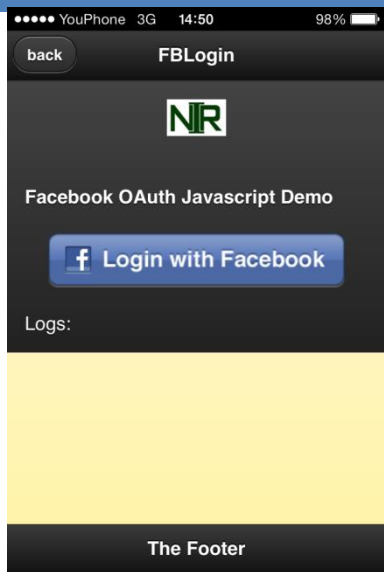
```
FB.api('/me/picture?type=normal', function(response) {  
    var str="<br/><b>Pic</b> : <img src='"+response.data.url+"' />";  
    ...  
});
```

# FB.logout

- Logging out

```
FB.logout(function() {  
    document.location.reload();  
});
```

# FB for Mobile



# Initializing

- Add into the config.xml

```
<gap:plugin name="com.phonegap.plugins.facebookconnect">
  <param name="APP_ID" value="[YOUR APP ID]" />
  <param name="APP_NAME" value="LoginNir" />
</gap:plugin>
```

- Initializing:

```
<script type="text/javascript" charset="utf-8" src="cordova.js"></script>
<!-- cordova facebook plugin -->
<script type="text/javascript" src="cdv-plugin-fb-connect.js"></script>
<!-- facebook js sdk -->
<script type="text/javascript" src="facebook-js-sdk.js"></script>

<script type="text/javascript" charset="utf-8">
  <!-- These are the notifications that are displayed to the user through pop-ups if the
  above JS files does not exist in the same directory-->
  if ((typeof cordova == 'undefined') && (typeof Cordova == 'undefined')) alert('Cordova
  variable does not exist. Check that you have included c...
  if (typeof CDV == 'undefined') alert('CDV variable does not exist. Check that you have
  included cdv-plugin-fb-connect.js correctly');
  if (typeof FB == 'undefined') alert('FB variable does not exist. Check that you have
  included the Facebook JS SDK file.');
```

# FB.init

- All we need to run the mobile FB api is the two properties for the init function

```
function onDeviceReady() {  
  try {  
    FB.init({ nativeInterface: CDV.FB, useCachedDialogs: false });  
    document.getElementById('data').innerHTML = "";  
  } catch (e) {  
    alert(e);  
  }  
  ...  
}
```

# FB. Event.subscribe/login/api/logout/

- The same as for the web development!