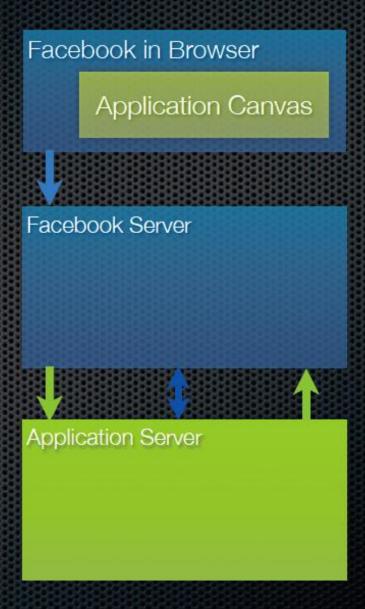
Today's Plan

Project 2 presentations

- **➤** Introduction to FaceBook development
 - > Facebook Platform
 - > FBML
 - >PHP SDK (if time)

Canvas

- 1 Browser makes request
- 2 FB server calls web server
- 3 App Calls FB API (optional)
- 4 App returns FBML
- 5 Facebook renders FBML to HTML



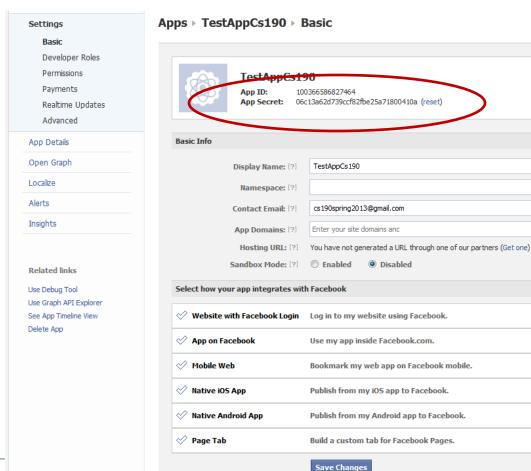
Lets Start!

https://developers.facebook.com/

https://developers.facebook.com/docs/guides/canvas/

Create an application

- https://developers.facebook.com/apps
- + CreateApp



[Canvas Tutorial]

https://developers.facebook.com/docs/appsonfacebook/tutorial/

HTML for FB

https://developers.facebook.com/docs/howtos/fluid-canvas/

HTML with extra widgets

FBJS

- A subset of Regular Javascript ©
- Works fine, but it can also be a big pain, sometime really!
- works via setter and getter methods
- Supports DOM manipulation
- Provides some cool components ©
- Excellent support for Ajax

FBJS - Example

```
<input type='button' onclick='popup();'
       value='Dont Click'/>
<script>
function popup()
  new Dialog().showMessage("Info","I said 'Dont Click!' ");
</script>
```

Lets Use the PHP Client Library!

➤ In MathCS, easier to copy files to your lab9 directory:
cp –R /home/cs190000/facebook-platform .

Or: download FB-PHP Client Library from https://github.com/facebook/facebook-php-sdk

Start from my example

Canvas callback url: http://cs190.mathcs.emory.edu/~eugene/facebook/

File location: /home/eugene/public_html/facebook/canvas.php

3/28/2013