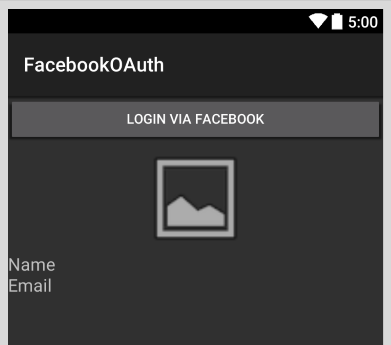
**Learning Outcomes**

1. Facebook Authentication using OAuth2

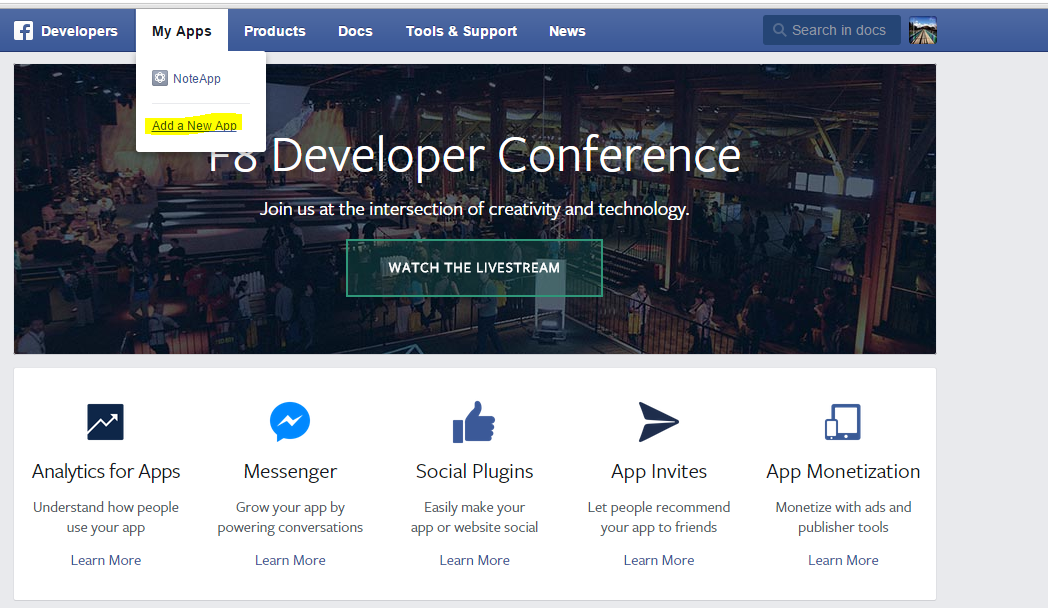
**Design a layout as shown below**

What is OAuth?

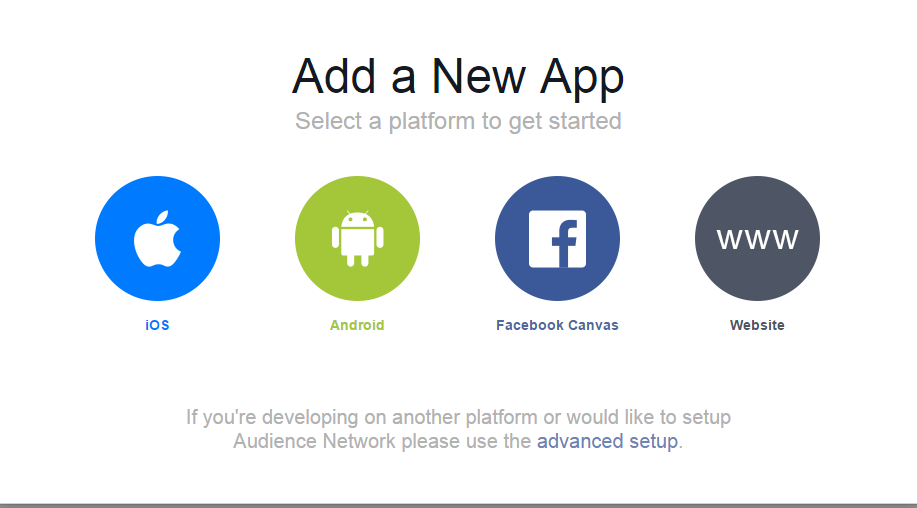
 

**To use the Facebook Graph API you need to first register your app on Facebook.**

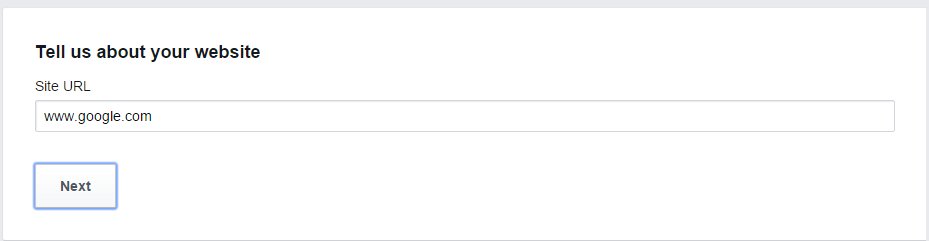
1. Go to http://developers.facebook.com
2. Login using your facebook account
3. Go to My APPs and add a new App



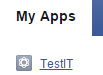
Select website



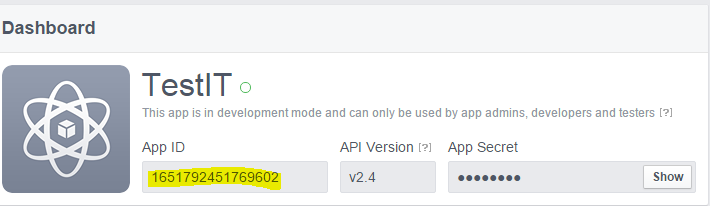
You need to provide a website

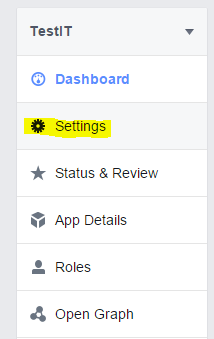


Select Your APP

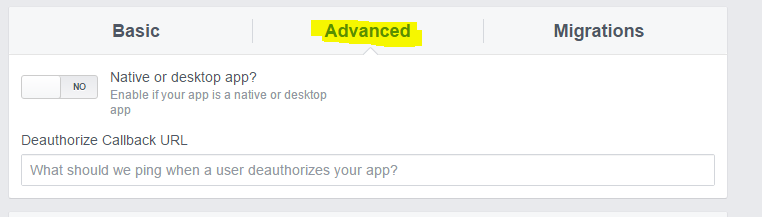


Take a note of your APP ID

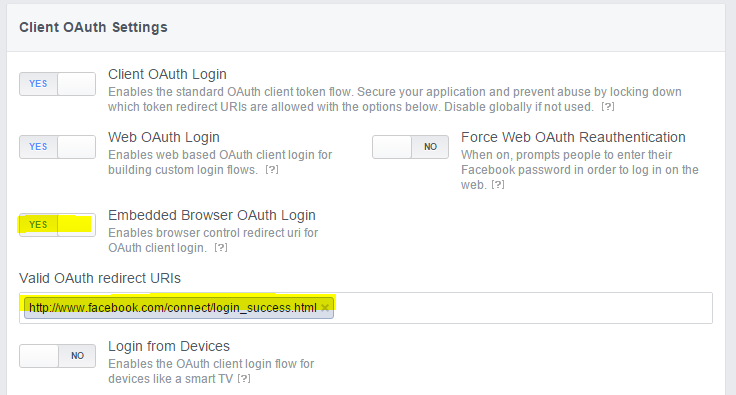




Click on Settings -> Advanced



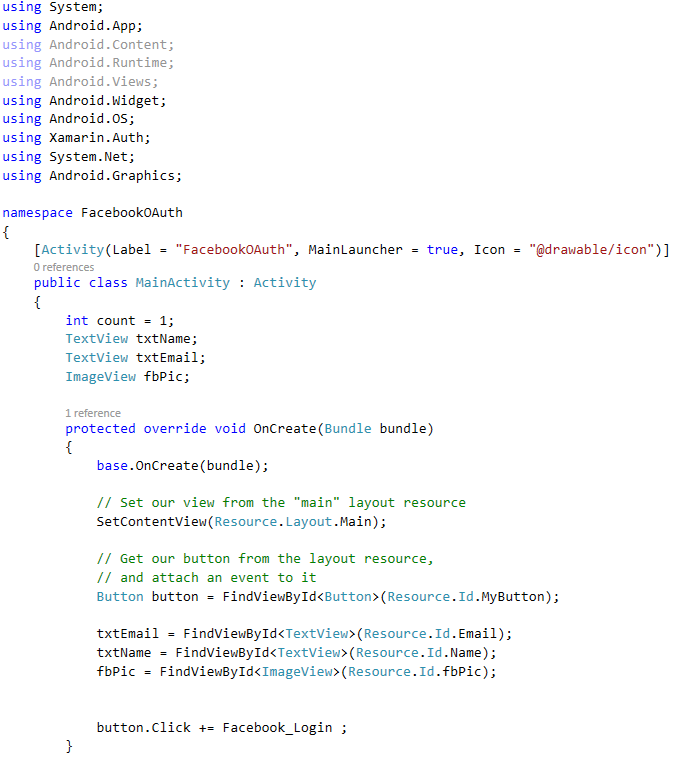
Scroll Down to Client OAuth Settings



Save your changes

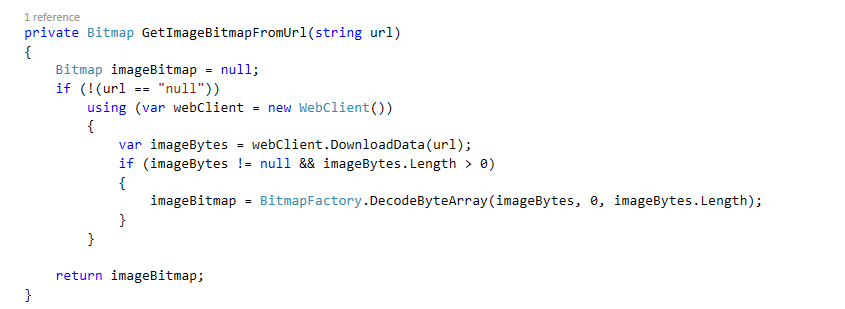
Include Xamarin.Auth and JSON.Net

MainActivity.cs





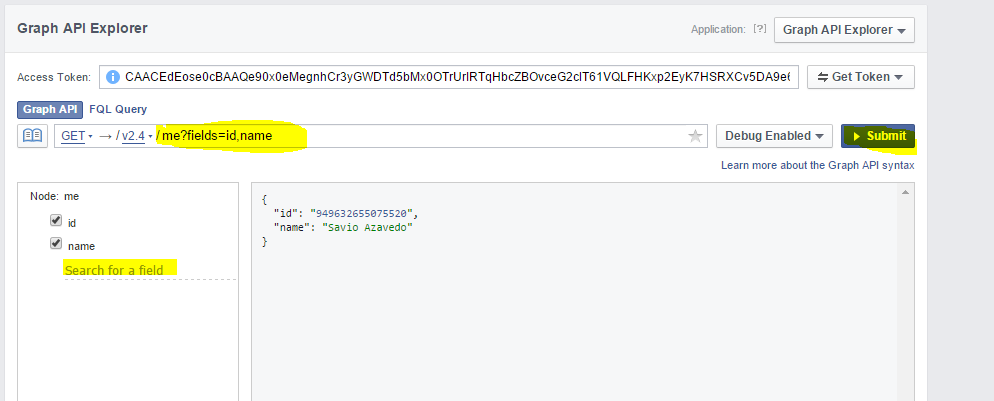




To understand the Facebook graph API

Go to

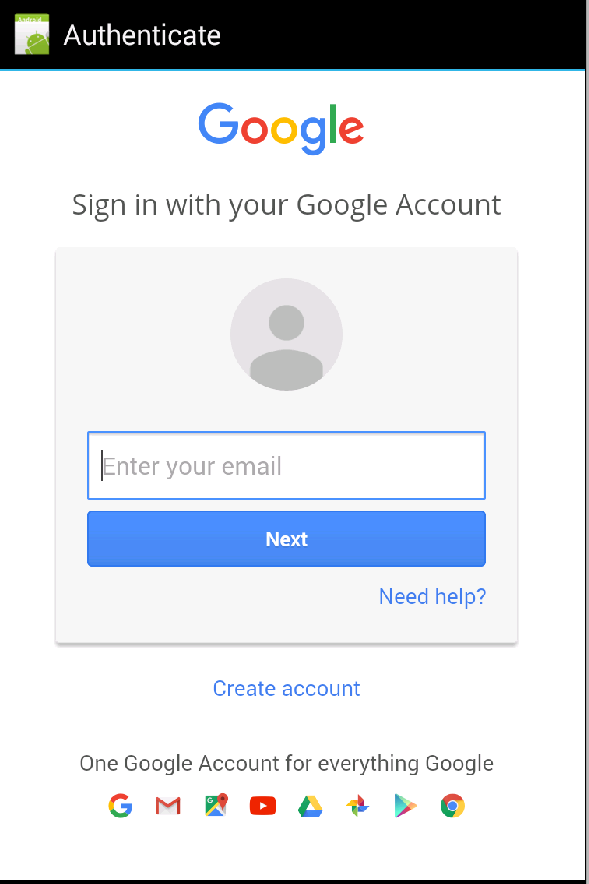
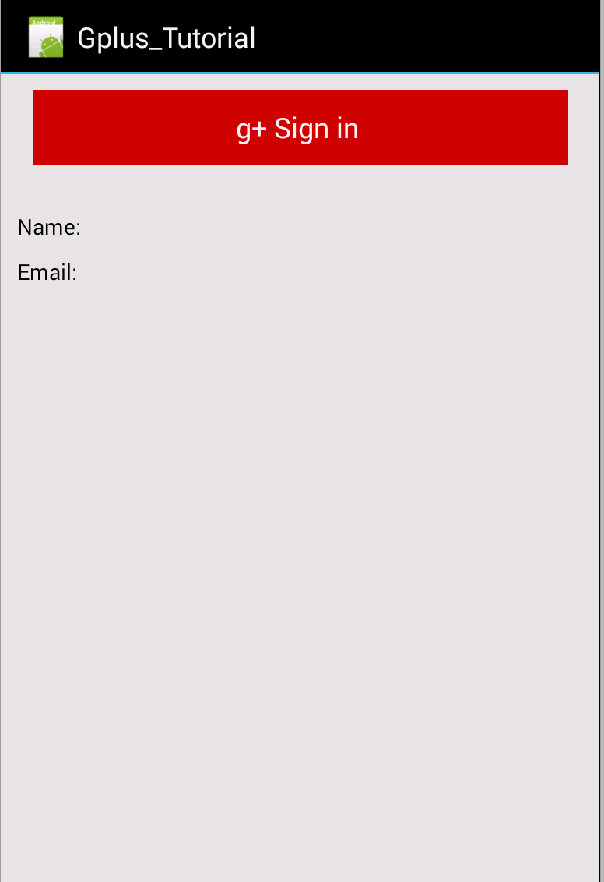
<https://developers.facebook.com/tools/explorer>.

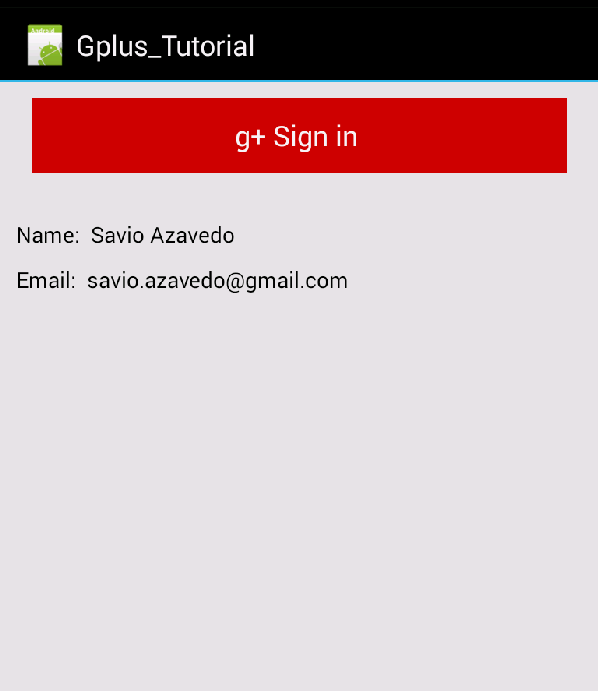


**Learning Outcomes**

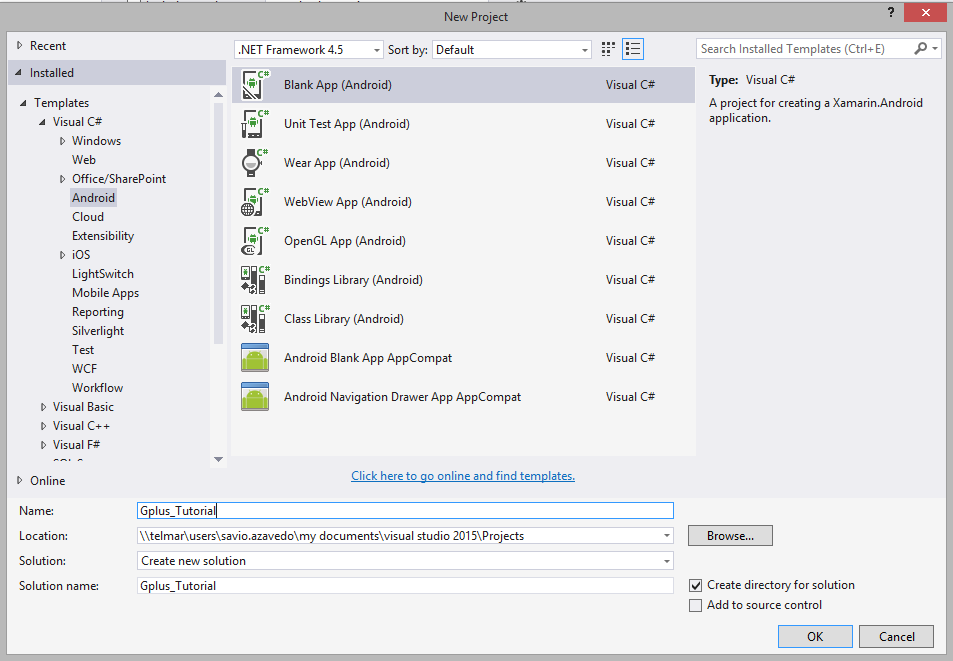
1. Google plus sign using OAuth

**Screenshots**





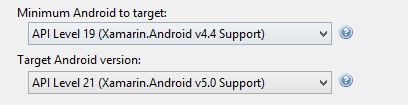
1. Start a new project



1. Add Google play services from the Component Store in Xamarin Studio

Or through Nuget package manager if using Visual Studio.

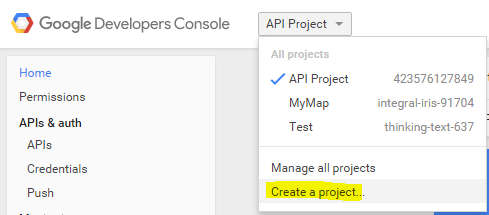
1. Set proper minimum and target android levels



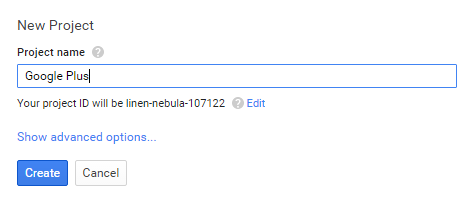
Go to

<https://console.developers.google.com>

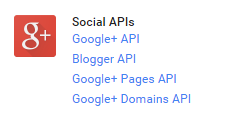
Login with your Gmail account



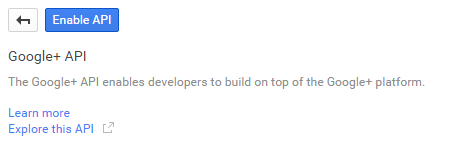
Name it



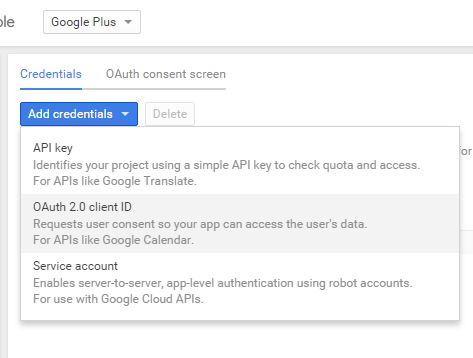
Click on API on the left hand side and then select Google+ API



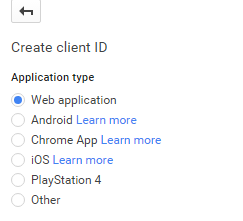
Click on Enable API



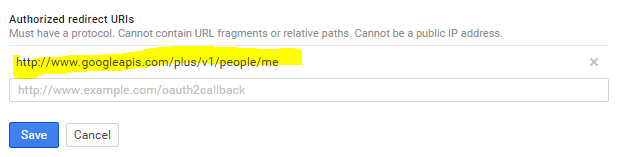
Click on Add credentials and click on Oauth2.0 client ID



Select Web Application



Put in the redirect URI as shown below



Click Create or save

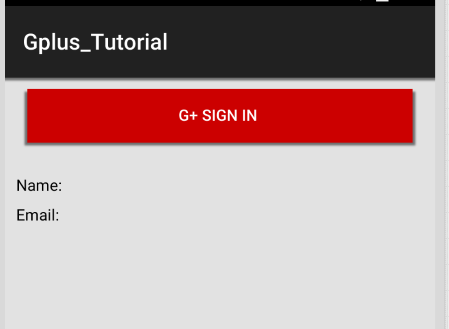
In your project solution add the component Xamarin.Auth (or via Nuget packages)



Add JSON.net via the component store or Nuget



MainActivity.xaml



<?xml version="1.0" encoding="utf-8"?>

<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"

android:orientation="vertical"

android:layout\_width="fill\_parent"

android:layout\_height="fill\_parent"

android:background="#E2E2E2">

<Button

android:id="@+id/sign\_in\_button"

android:layout\_width="match\_parent"

android:layout\_height="wrap\_content"

android:text="g+ Sign in "

android:layout\_marginTop="10dp"

android:layout\_marginLeft="20dp"

android:layout\_marginRight="20dp"

android:layout\_marginBottom="30dp"

android:background="@android:color/holo\_red\_dark" />

<TextView

android:id="@+id/txtName"

android:layout\_height="wrap\_content"

android:layout\_width="match\_parent"

android:textColor="#000"

android:text="Name: "

android:layout\_marginLeft="10dp"

android:layout\_marginRight="10dp"

android:layout\_marginBottom="10dp" />

<TextView

android:id="@+id/txtEmail"

android:layout\_height="wrap\_content"

android:layout\_width="match\_parent"

android:textColor="#000"

android:text="Email: "

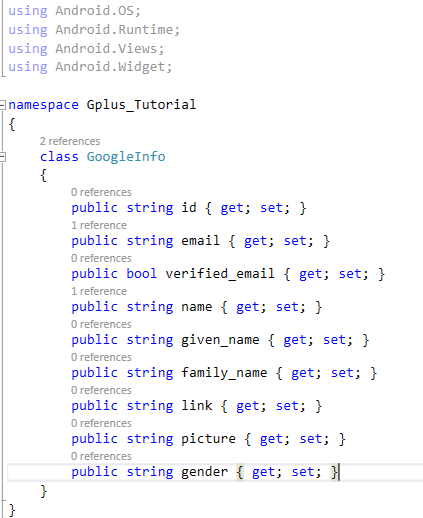
android:layout\_marginBottom="10dp"

android:layout\_marginLeft="10dp"

android:layout\_marginRight="10dp" />

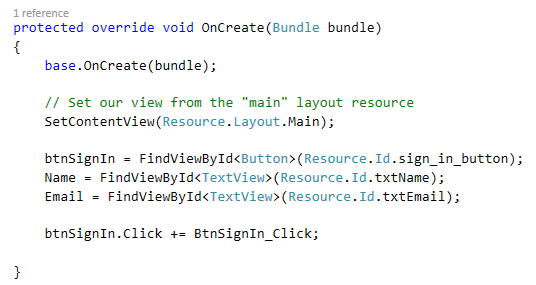
</LinearLayout>

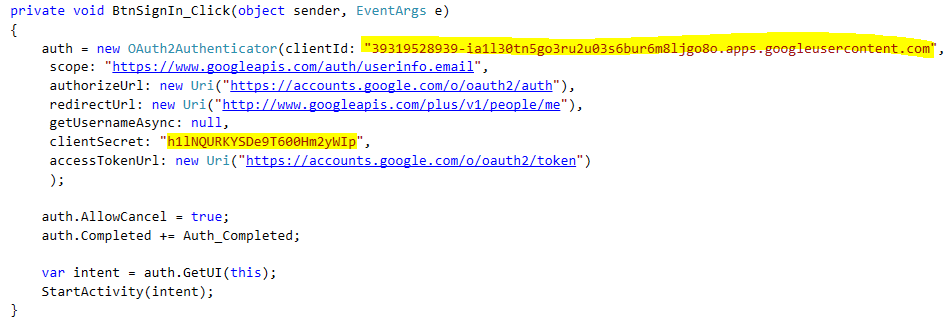
Add a new class GoogleInfo.cs



Mainactivity.cs







Need to put in your client ID and Secret

