SocialLib

Social Library is an easy way to setup social authentication/authorization mechanism for Android projects.

Crafted using base code from socialauth-android-3.2.jar and socialauth-4.4.jar, it implements a common interface to define new authentication providers from third parties.

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Features

This application provides user login using social site credentials. Some features are:

- Registration and login with social sites using the following providers at the moment:
    - Google OpenID
    - Google OAuth
    - LinkedIn
    - Twitter OAuth
    - Facebook OAuth
- Basic user data population and signaling to allows custom fields values from providers' responses

Documentation

Application Setup

Add sociallib to AS library project and installed applications:

- File->New->Other
- Select Android Project
- Select "Create Project from existing source"
- Click "Browse..." button and navigate to socialLibproject\Sociallib
- Finish (Now action bar project in your workspace)
- Right-click on your project -> Properties
- In Android->Library section click Add
- select recently added project -> Ok

Keys and Secrets

Setup needed OAuth keys in android Assets folder-> oauth_consumer.properties (see OAuth section for details):

#twitter

- twitter.com.consumer_key =
- twitter.com.consumer_secret =
-

#facebook

- graph.facebook.com.consumer_key =
- graph.facebook.com.consumer_secret =
-

#LinkedIn

- api.linkedin.com.consumer_key =
- api.linkedin.com.consumer_secret =

- #Google Plus

- www.google.com.consumer_key =
- www.google.com.consumer_secret =

Adding Permissions in Manifest File

```
 <uses-permission android:name="android.permission.INTERNET"></uses-permission>
<uses-permission android:name="android.permission.ACCESS_NETWORK_STATE">
</uses-permission>
```

API ACCESS

Facebook Access

```
Slogin.getfacebooklogin();
```

Twitter Login method

```
Slogin.gettwitterlogin();
```

LinkedIn Login method

```
Slogin.getlnkedinlogin();
```

GooglePlus Login method

```
Slogin.GetloginGooleplus();
```

Get User details Data:

```
Slogin.getUserFacebookdetails(new ProfileDataListener());
```

Get User friends list

```
Slogin.getFBContactDetails(new ContactDataListener());
```

Get User Feeds

```
Slogin.getFBFeeds(new FeedDataListener());
```

Get User Album

```
Slogin.getFBAlbums(new AlbumDataListener());
```

Get User career Details Linkedin

```
Slogin.GetCareer(new CareerListener());
```

Test Application

Here is example how to use SocialLib Test App with QuickAction view :

```
 ActionItem nextItem  = new ActionItem(ID_FACEBOOK, "FACEBOOK", null);
 ActionItem prevItem  = new ActionItem(ID_LINKEDIN, "LINKEDIN", null);
 ActionItem searchItem          = new ActionItem(ID_TWITTER, "TWITTER", null);
s ActionItem infoItem           = new ActionItem(ID_GOOGLE, "GOOGLE PLUS", null);

                 quickAction = new QuickAction(this, QuickAction.VERTICAL);

                //add action items into QuickAction
                quickAction.addActionItem(nextItem);
                quickAction.addActionItem(prevItem);
                quickAction.addActionItem(searchItem);
                quickAction.addActionItem(infoItem);
```

On Clicking List item :

```
public void onItemClick(QuickAction source, int pos, int actionId) {

                          if (actionId == ID_FACEBOOK) {
                                  Slogin.getfacebooklogin();
                                  return;
                                   }
                                  else if (actionId == ID_LINKEDIN) {
                                  Slogin.getlnkedinlogin();
                                  return;
                          } else if (actionId == ID_TWITTER) {
                                  Slogin.gettwitterlogin();
                                  return;
                          } else if (actionId == ID_GOOGLE) {
                                  Slogin.GetloginGooleplus();
                                  return;
}
```

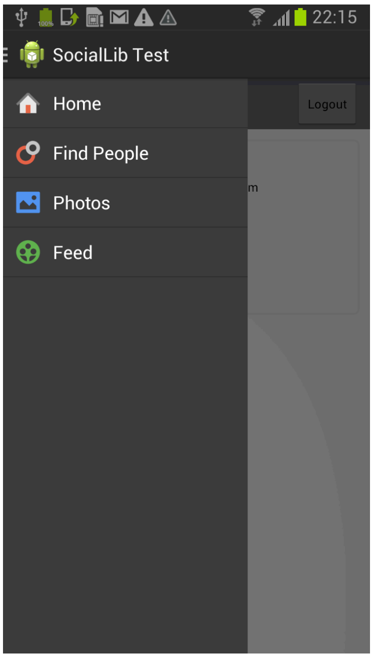
Login Dialog Listener:

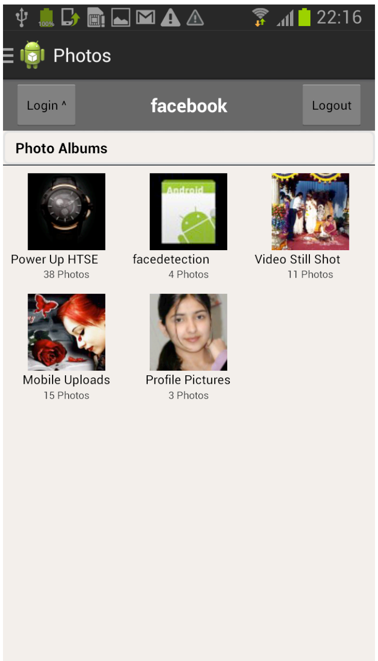
```
private final class ResponseListener implements DialogListener
{
   public void onComplete(Bundle values)
   {
            adapter.updateStatus(edit.getText().toString(), new MessageListener(),false);
   }

   public void onError(DialogError error)
   {
          Log.d("Custom-UI" , "Error");
   }

   public void onCancel()
   {
          Log.d("Custom-UI" , "Cancelled");
   }
}
```

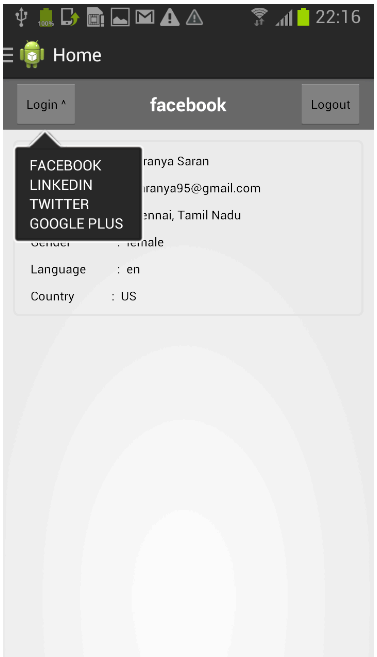
ProfileDataListener

```
// To receive the profile response after authentication
private final class ProfileDataListener implements SocialAuthListener<Profile> {

          @Override
          public void onExecute(String provider, Profile t)
          {
                         LoaderDialog.dismiss();
                         Userprofile = t;
                         provider_name = provider;

          }

          @Override
          public void onError(SocialAuthError e)
          {

          }
}
```

Screen Shot:







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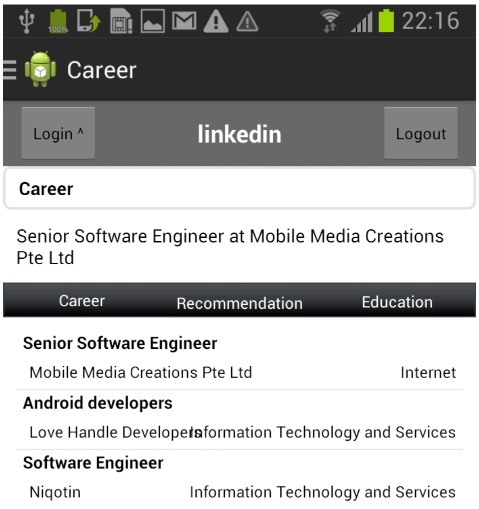
Country : US



Career

Senior Software Engineer at Mobile Media Creations Pte Ltd

Senior Software Engineer

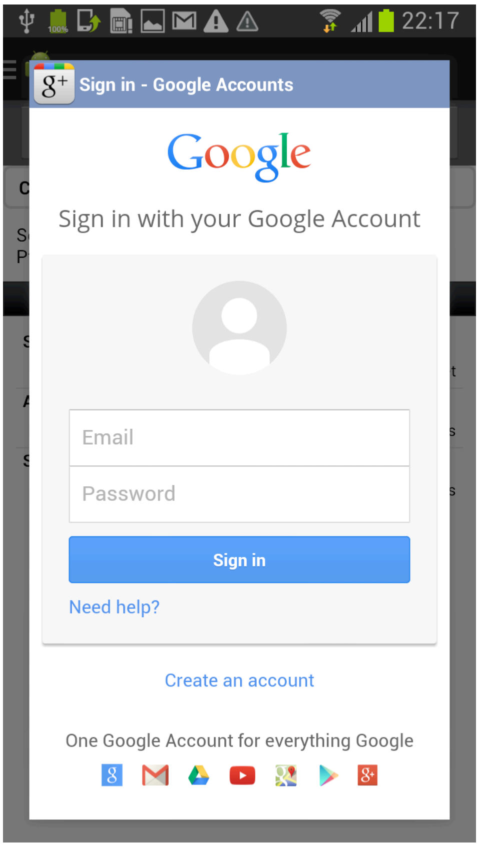
Mobile Media Creations Pte Ltd Internet

Android developers

Love Handle DevelopersInformation Technology and Services

Software Engineer

Niqotin Information Technology and Services



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