

facebook

Make Your Own Facebook App

For CS 50 and beyond

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12/13/2008

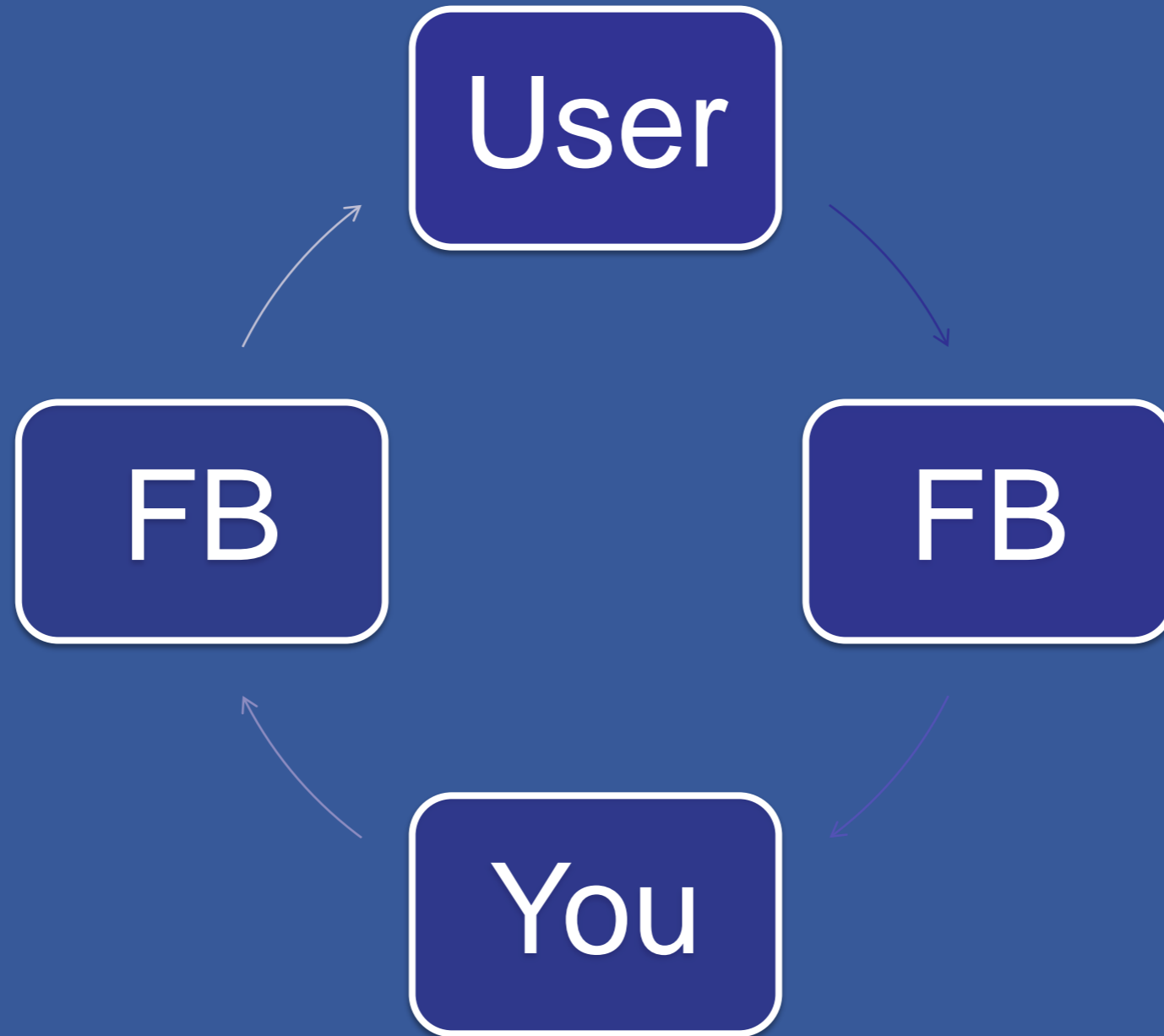
Introduction

- Why not websites?
- Complicated? No!
- What can I do with it?

- You're not alone
 - over 400,000 developers on Facebook Platform

Framework

- You
 - find a server
 - write code
- Facebook
 - allocates you a link
 - redirect requests to your server



Tools

- PHP / Ruby etc.
- MySQL
- FBML
- FB API
- FBJS
- ...

Go!

- Go to “<http://developers.facebook.com/>”
- Click “Start Now”

OK, I'm done. Thanks for coming.

Just kidding...

- I'll lead you through this.
- Create The App
- Config Server – download client library
 - ./php: required files
 - ./footprint: think it as your own app folder
 - lib.php**: some useful functions
 - config.php**: as your constant.php
 - replace \$ with define
 - index.php**: your index.php

FBML

- Facebook Markup Language
- Are you kidding me?
- Very similar to HTML
- Some special tags to make your life easier
 - fb:name
 - fb:dashboard
 - fb:error
 - fb:redirect
 - fb:multi-friend-selector
 - ...

API

- Similar to Google API for mashup
- Most cases, use `$fb->api_client->foo.bar`
- Examples
 - `friends_get()`

FQL

- Facebook Query Language
- Not surprising, huh?
- Very similar to SQL, query info from FB's database
- Use `$fb->api_client->fql_query()` to trigger
- Example:

```
SELECT uid FROM user WHERE is_app_user = 1 AND uid  
IN (SELECT uid2 FROM friend WHERE uid1 = $user);
```

FBJS

- Facebook JavaScript
- hmm, again?
- Very similar to JavaScript (we knew...)
- Just like the normal JavaScript, with some restrictions (why?)
- Slightly different methods

Feed

- Spread messages around!
- I know it could be annoying...
- 3 types
- Register a feed template using “Feed Template Console”
 - <http://developers.facebook.com/tools.php?feed>
 - Or **feed.registerTemplateBundle**
- Send using **Feed.publishUserAction**

Test Console

- Whole bunch of tools to make your life easier
- <http://developers.facebook.com/tools.php?api>
- Play with it first before adding new things into your code!

Mobile Platform

- Use it to make mobile experience better
- Or, use it to send SMS!
- 1 user only at a time
- Set your app as “using mobile” (setting page)
- APIs
 - `sms.canSend(uid uid)`
 - `sms.send(uid uid, string message)`
- Be careful! Mistakes may ruin your text plan 😞

Facebook Connect

- Facebook everywhere???
- Not necessarily a bad thing.
- Why bother? Beyond App.
- How?

Architecture

- Any tips?
 - use **common.php** well
 - include **config.php**
 - create `$facebook` and require login
 - connect to database
 - manage database
 - with separate `.php` file, just like **import** for `pset8`
 - for the sake of future migration
 - Read demos!
 - Or stay here to greet Keito

Resources

- Facebook Developer Wiki
 - <http://wiki.developers.facebook.com/>
- Facebook Developer (Application)
 - <http://www.facebook.com/developers/>
- Demos
 - <http://wiki.developers.facebook.com/index.php/Demos>
- help@cs50.net, Your TFs, CS50 BB ...

Thanks for coming!
I'm serious this time...