FRONT COVER:

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Foreword

Integration of apps into Facebook can be very beneficial for developers. You will be able to integrate your app into the News Feed and also the notifications. The core technologies on Facebook are platforms such as Social Plugins, Graph API and Platform Dialogs.

Coding Facebook
Ultimate Guide Of Creating Killer Facebook Applications

Chapter 1:

Introduction To Facebook Apps

Synopsis

There are three concepts behind building an app. If you have a good understanding of them then they will be easy to execute. They are:

Basics On Facebook

Canvas Page – this can be loaded into Facebook as an app. The language or tool to build an app must support web programming. Some of the tools used are Java, C#, PHP or Python. A Canvas URL which contains the HTML, Javascript and CSS is used to display the Canvas Page within the Facebook web page.

Bookmarks are used to enable users to easily navigate back to your app from within Facebook. Users can add the bookmarks to favorites which prioritizes your app. Bookmarks also show a counter that represents the number of requests for your app.

Notifications are meant to provide up to date interesting changes to content relevant to users. You can trigger a notification to users who may find it useful. There are two types of requests that can be sent.

• User generated requests – these are requests confirmed by the user's actions and updates.

• App generated requests – these are requests that can be sent only to users who have authorized your app.

News Feeds are shown to users upon logging into their Facebook account. These stories can be an experience, a new app or a new game that they are playing. New experiences can be posted onto Facebook with photos or a video detailing the events of that experience. Your friends can share in that experience by looking at the pictures or videos and can also make some comments.

Chapter 2:

Exploring Facebook API

Synopsis

To begin with an API, you have to have an API key. To get this key, you have to create an application, select an application name and agree to the terms of use on the developer's application page. Once you have done this you will be assigned an API key and a secret key.

All About API

To start coding, use FQL also known as Facebook Query Language to allow you to extract data from Facebook. The data extracted can only be obtained from users who share their information with everyone.

To improve on Graph API and to make it easier to write apps, use the Graph API Explorer. This app will make it easy to get started with the Graph API and test the API as you build your app. The Explorer can help you to do the following:

•   Make requests and see formatted results in-line from the Graph API

•   Explore connections of objects and field descriptions to help you understand what the response means

•   Easily obtain permission necessary to access the data you need to optimize your app for users.

•   It is easy to switch between HTTP, GET, POST and DELETE to get, update, create or delete objects.

•   Easy to move between objects in the graph by clicking their id in the formatted result.

The Explorer is simply an application built on Facebook platform that uses the Graph API with the permissions you grant it to help you explore connections and objects in the graph.

Chapter 3:

Discovering Facebook Markup Language

Synopsis

FBML also known as Facebook Markup Language is Facebook's version of the HTML language used on the internet. There are some exceptions of the tags used in FBML and they are HTML, HEAD, BODY and Javascript.

Try New Things

It has been reported that FBML will no longer function as of June 1, 2012. Developers are encouraged to develop new applications using HTML, Javascript and CSS.

HTML – is the abbreviation for Hyper Text Markup Language. HTML is the main markup language for web pages. HTML is written using HTML elements consisting of tags enclosed in angle brackets within the web page content. The tags usually come in pairs <h1> and </h1> with some exceptions like <img>. The opening tag in the pair is called the start tag and the closing tag is the end tag. In between these tags, developers can add text, comments, tags and other text-based content.

Javascript – is a prototype-based scripting language. It is dynamic with first class functions. It is a language that supports object-oriented, imperative and functional programming styles. It is implemented as part of a web browser to provide enhanced user interfaces and dynamic websites. It is also used outside of web pages in PDF documents, site-specific browsers and desktop widgets. Javascript uses syntax influenced by C and copies many naming conventions from Java but the two languages are unrelated. Javascript's key design principles are taken from Self and Scheme programming languages.

CSS – it stands for Cascading Style Sheets. CSS was created by the World Wide Web Consortium (W3C) to solve the problem of

developers using HTML when they needed to add fonts and color to large web sites. In the latest HTML 4.0, all formatting could be removed from the HTML document and stored in a separate CSS file. All browsers support CSS today.

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