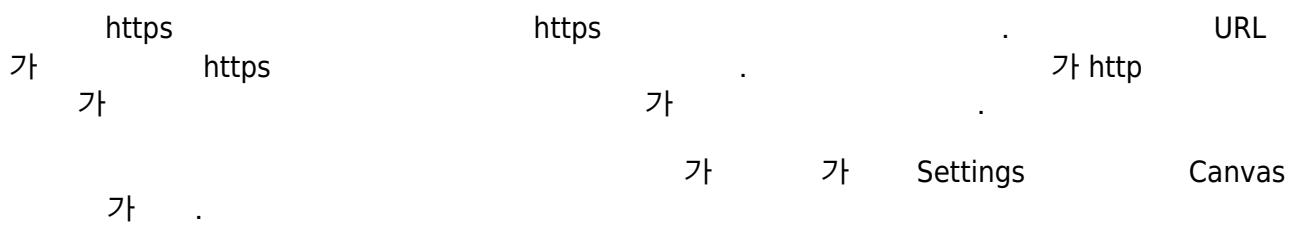


SDK

## Canvas

canvas

- HTTP POST (https://)
- public URL
- 



## Authentication

index.html &lt;head&gt; SDK

```
<script src="//connect.facebook.net/en_US/sdk.js"></script>
```

html 가 SDK

```

$( document ).ready(function() {
  FB.init({
    appId: YOUR_APP_ID,
    frictionlessRequests: true,
    status: true,
    version: 'v2.0'
  });

  FB.Event.subscribe('auth.authResponseChange', onAuthResponseChange);
  FB.Event.subscribe('auth.statusChange', onStatusChange);
});
  
```

- FB.init()
- FB.Event.subscribe()

```
FB.Event.subscribe()
FB.Event.subscribe('auth.authResponseChange', onAuthResponseChange);
auth.authResponseChange 가 onAuthResponseChange()
```

```
function login(callback) {
  FB.login(callback);
}
function loginCallback(response) {
  console.log('loginCallback', response);
  if(response.status != 'connected') {
    top.location.href =
'https://www.facebook.com/appcenter/YOUR_APP_NAMESPACE';
  }
}
function onStatusChange(response) {
  if( response.status != 'connected' ) {
    login(loginCallback);
  } else {
    showHome();
  }
}
function onAuthResponseChange(response) {
  console.log('onAuthResponseChange', response);
}
```

- [FB.login\(\)](#)

1. Canvas가 (onStatusChange)
2. 가 connected, not\_connected
3. not\_connected login
4. login 가
5. 가 auth.statusChange
6. showHome()

## Graph API

Graph API API . FB.api()  
Graph API

```
var friendCache = {};
function getMe(callback) {
  FB.api('/me', {fields:
'id,name,first_name,picture.width(120).height(120)'}, function(response){
    if( !response.error ) {
      friendCache.me = response;
      callback();
    } else {
```

```
        console.error('/me', response);
    });
}
}
```

/me 가 . Graph API 가 . Graph API 가 . me . id . , FB.api()

- Graph API
  - FB.api()

: Graph API  
/me/permission  
response가 data  
permission 가  
가

```
"data": [
  {
    "permission": "installed",
    "status": "granted"
  },
  {
    "permission": "public_profile",
    "status": "granted"
  },
  {
    "permission": "user_friends",
    "status": "granted"
  }
]
```

permissions 가 . Graph API  
. web-friend-smash-v2 FB.api()  
2.0 Graph Explorer !

## Permission

FB.login() permission

```
function login(callback) {
  FB.login(callback, {scope: 'user_friends'});
}
```

user\_friends . Permission 가 Graph API  
. Graph API - Tools - Graph Explorer

- Permissions with Facebook Login

```
function hasPermission(permission) {  
    for( var i in friendCache.permissions ) {  
        if( friendCache.permissions[i].permission == permission  
            && friendCache.permissions[i].status == 'granted' )  
            return true;  
    }  
    return false;  
}
```

permissions FB.api() 가 .

,

- Canvas Tutorial (  )
- Canvas Payments Tutoria (  )
- Facebook Platform Samples

From:  
<http://obg.co.kr/doku/> - **OBG WiKi**

Permanent link:  
[http://obg.co.kr/doku/doku.php?id=programming:facebook\\_dev](http://obg.co.kr/doku/doku.php?id=programming:facebook_dev)



Last update: **2020/11/29 14:09**

