

SDK

Canvas

canvas

- HTTP POST
- public URL
-

(https)

가 https 가 https 가 http URL
 가 가 Settings Canvas
 가 .

Authentication

index <head> 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 . me id
 가 . Graph API가 . , FB.api()

- [Graph API](#)
- [FB.api\(\)](#)

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

```

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

```

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

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- [Canvas Tutorial \(\)](#)
- [Canvas Payments Tutoria \(\)](#)
- [Facebook Platform Samples](#)

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