

## IO Lab Exercise: Get Oauth 2.0 Working

### Tasks

- I. Install MAMP or WAMP
- II. Setup a Facebook Developers Account or Google Account

#### I. Install MAMP or WAMP

Download it here:

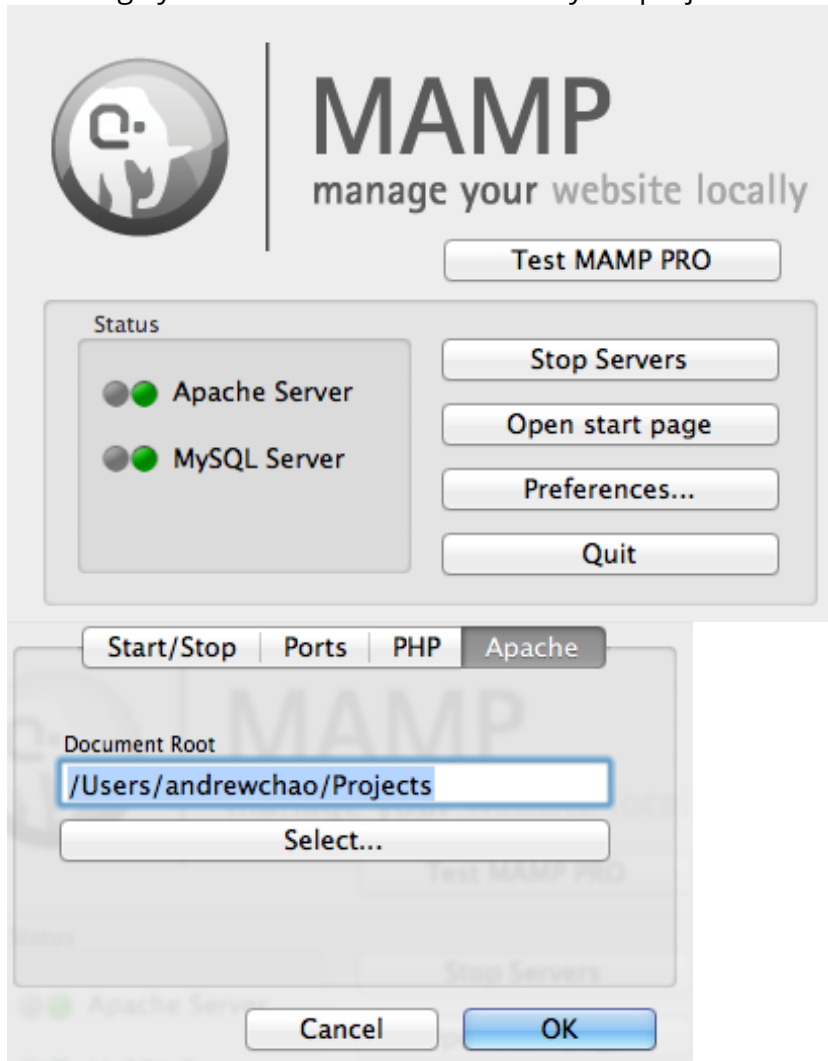
MAMP - <http://www.mamp.info/en/index.html>

WAMP - <http://www.wampserver.com/en/>

Instead of just installing apache, this will at the very least help set up a database if you wanted to use one in the future.

#### II. Setup your MAMP/WAMP

1. Change your document root to where your project will reside.



for WAMP users:

<http://tuxninja18.wordpress.com/2012/05/24/how-to-change-default-wamp-document-root-directory/>

### III. Setup a Facebook Developer's account or Google Account

As some of you may be nervous about sharing information such as a phone number or credit card to validate your identity for Facebook, Google's API access doesn't require such validation.

Skip to step V to do the Google Tutorial

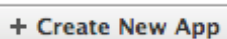
### IV. Setting up Your Facebook Project

This tutorial is based off the mobile web app tutorial from facebook:

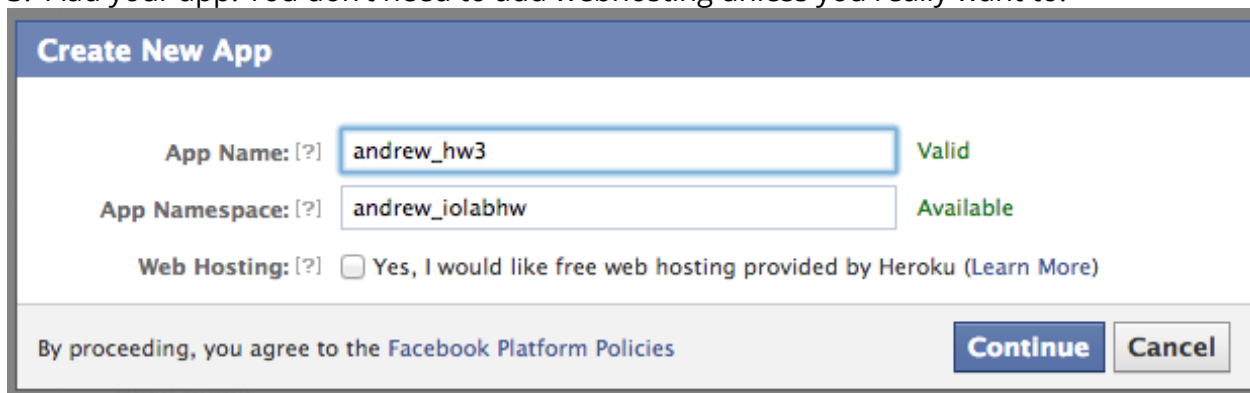
<https://developers.facebook.com/docs/mobile/web/build/#login>

1. Go to <https://developers.facebook.com/apps>

2. Click

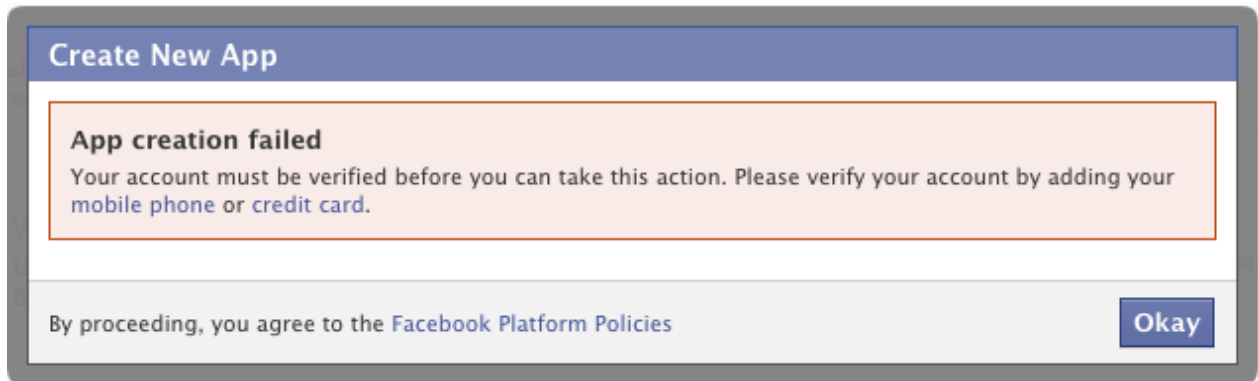
 + Create New App

3. Add your app. You don't need to add webhosting unless you really want to.



The screenshot shows the 'Create New App' form on the Facebook Developer portal. The form has a blue header with the text 'Create New App'. Below the header, there are three input fields. The first is 'App Name: [?]' with the value 'andrew\_hw3' and a green 'Valid' status. The second is 'App Namespace: [?]' with the value 'andrew\_iolabhw' and a green 'Available' status. The third is 'Web Hosting: [?]' with a radio button selected for 'Yes, I would like free web hosting provided by Heroku (Learn More)'. At the bottom of the form, there is a line of text: 'By proceeding, you agree to the Facebook Platform Policies'. To the right of this text are two buttons: 'Continue' (in blue) and 'Cancel' (in grey).

If you run into the error message below when you try to create an app, follow the directions to verify your Facebook account. If you don't feel comfortable doing that, please skip ahead to the Google API section of the tutorial.



4. Edit your basic settings to allow localhost.

**Basic Info**

Display Name: [?]	<input type="text" value="andrew_hw3"/>
Namespace: [?]	<input type="text" value="andrew_iolabhw"/>
Contact Email: [?]	<input type="text" value="andrew.c.chao@gmail.com"/>
App Domains: [?]	<input type="text" value="localhost x"/>
Category: [?]	<input type="text" value="Other"/> Choose a sub-category
Hosting URL: [?]	You have not generated a URL through one of our partners ( <a href="#">Get one</a> )
Sandbox Mode: [?]	<input type="radio"/> Enabled <input checked="" type="radio"/> Disabled

**Select how your app integrates with Facebook**

**Website with Facebook Login** ✕

Site URL: [?]	<input type="text" value="http://localhost"/>
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5. Download the sample code and save it to where your apache document root points to -

<https://github.com/fbsamples/web-helloworld>

6. Read the readme and change your appid in the code accordingly

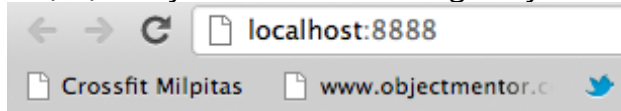
“- Change '226909127331855' to your app id on line 23.”

**Apps ▶ andrew\_hw3**

<b>Settings</b>	
Summary	App ID/API K 3662630901

7. Save your changes to index.html

8. (Re)start your webserver and go to your localhost. In my case, <http://localhost:8888>



## Index of /

- [README Chao Andrew A2.pdf](#)
- [fbsamples-web-helloworld-ca7419b/](#)

Open the index.html (it should default launch the website, once you enter the folder).

9. Login

Login

[Get friends](#)

[Publish feed story](#)

[Send request](#)

Like

Be the first of your friends to like this.

10. Authenticate



11. You are done!



Andrew Chao


Logout

[Get friends](#)

[Publish feed story](#)

[Send request](#)



 Be the first of your friends to like this.

## V. Setting up your Google API Key

For the google tutorial, We'll simply be following the Google Maps tutorial found here:

[https://developers.google.com/maps/documentation/javascript/tutorial#api\\_key](https://developers.google.com/maps/documentation/javascript/tutorial#api_key)

## What to Take Away

The main point of these exercises is to demonstrate basic use cases of OAuth and to provide some familiarity so that it isn't as daunting in the future.