INTEGRATING FLEX AND FACEBOOK

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OVERVIEW

- Facebook anatomy and where Flex fits in

- API and Facebook markup/script

- tools and reference

- authenticating, authorizing & testing

- Maté extension

FACEBOOK ANATOMY

- profiles & pages

- applications

  - canvas

  - tab

  - boxes, wall, feed, etc.

FACEBOOK API

- Facebook

  - RESTful

  - Javascript

  - FQL

- third-party

  - ActionScript (RESTful wrapper)

API - SIGNING CALLS

- sessionless (use application secret)

- session optional (use session secret)

- session required (use session secret)

API LIMITATIONS

- No CRUD. Just Create and Read on most native data.

- Can't delete photos or albums, etc.

- Can't edit photo captions or album descriptions, etc.

- Exceptions: notes, custom data (via data store API)

FACEBOOK MARKUP & SCRIPT

- FBML

- XFBML (for iFrame apps)

- FBJS

TOOLS

- Flex/Flash Builder 3/4, Flex SDK 3.0 – 4.0

- ActionScript 3.0 Client Library for Facebook Platform API

- Optional

  - Sourcemate (Flash Builder only)

  - Flex Formatter

  - Fluid

  - Firefox + Firebug + Web Developer / Charles

REFERENCE

- wiki.developers.facebook.com

- facebook-actionscript-api.googlecode.com

- http://help.adobe.com/en_US/FlashPlatform//reference/actionscript/3/index.html

CONFIGURE FACEBOOK

- add & bookmark Developer application

- create application & note API Key and Application Secret

- specify canvas and tab URLs

- specify render method, sizes, etc.

- set application type and sandbox mode

AUTHENTICATION & TESTING

- Desktop versus Web applications

- debugging web apps locally

- Facebook Connect

EXTENDED PERMISSIONS

- publish_stream, read_stream

- email, read_mailbox

- offline_access

- sms

- create_event, rsvp_event

- etc. (some deprecated)

FACEBOOK SERVICE INVOKER

- simplifies facebook calls via Maté

- utilizes Actionscript 3.0 Library