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Today's tutorial on integrating Android Facebook with Login and Logout. Social networking integration is one of the most popular topics we see in application programming. Like other social networks, Facebook provides a powerful API for many platforms, including mobile DEVICES in general and Android in particular. As we see in many apps that need user identifiable information (account), they allow us to create a new account from Facebook ID (Login from Facebook). In this way, the apps will use OAuth to obtain our public information through connecting and communicating with Facebook SDK. The Android facebook login example implements a social login in the Android app so that the user can log in or log in without creating a username and password. We will receive information like name, surname, email, gender, Facebook ID and date of birth from facebook. We integrate it with the latest Facebook SDK. A way out of this example is a tutorial that is developed demonuts.com sociallocker Download Facebook_login_profile_source code /sociallocker Step 1: Create a new project As always to prepare a new project in Android Studio. Choose the first action as an empty action. Step 2: Create an app in the Facebook developer's console. Watch the following video that describes the entire process of developing an app in the developer's console facebook. Now here's a quick explanation of the video above. Enter your facebook account and open the developer's console. Click on the app creation button, which is in the top right corner, and fill in the information you need. Once you've created the app, click on the settings on the left side of the menu. Save your App ID, which is required in the Android Studio project later. Click on the Add platform and select Android. Fill in the package name and class where you're going to add code to integrate Facebook Android login. Now to get key hash add the next code to your project and run it, so you get the key hash in the logcat as you showed in the above video. Code for a key hash: try PackageInfo - getPackageManager ().getPackageInfo (put the name of the package here, PackageManager.GET_SIGNATURES); for (Signature Signature : info.signatures) - MessageDigest md and MessageDigest.getInstance (SHA); md.update (signature.toByteArray()); Log.d (KeyHash:, Base64.encodeToString (md.digest(), Base64.DEFAULT)); Catch (PackageManager.NameNotFoundException e) - Catch (NoSuchAlgorithmException e) - put this key hash in the Facebook developer's console and click on the change save button. Now click on the App Review option from the left side menu. You'll see that your app is not currently publicly available. To make the app public, just to the top switch, as shown in the image. You'll see that by default, three permissions are given by email, public_profile and user_image. To have more permissions, click on the start of the view view and you have to give the proper reasons for the Facebook team why you need more permission. Now, by default, we need three permissions. Step 3: Build.gradle Update (Project: project_name) add the following to the maven hail file - URL '' - in all projects - repositories - jcenter() - structure. Thus, the final code for build.gradle (Project: project_name) will look like this: // Top-level build file where you can add configuration options common to all subprojects/modules. buildscript - repository - jcenter () - dependency - classpath 'com.android.tools.build:gradle:1.5.0' они принадлежат // в индивидуальном модуле build.gradle файлы - всепроекты - репозитории - jcenter () maven - URL '' - задача чистая (тип: Удаление) - удалить rootProject.buildDir - Шаг 4: Обновление build.gradle (Module:app) Перейти к проекту студии android и добавить следующие в build.gradle(Module:app) repositories { mavenCentral() } Now in the dependency {} section, add compile

'com.facebook.android:facebook-android-sdk:4.10.0' compile 'com.github.androidquery:androidquery:0.26.9' So final code for build.gradle(Module:app) will look like this: apply plugin: 'com.android.application' android { compileSdkVersion 23 buildToolsVersion 23.0.3 defaultConfig { applicationId com.demonuts.fblogin minSdkVersion 16 targetSdkVersion 22 versionCode 1 versionName 1.0 } buildTypes { release { minifyEnabled false proguardFiles getDefaultProguardFile('proguard-android.txt'), 'proguard-rules.pro' } } repositories { mavenCentral() } dependencies { compile fileTree(dir: 'libs', include: ['*.jar']) testCompile 'junit:junit:4.12' compile 'com.android.support:appcompat-v7:23.4.0' compile 'com.facebook.android:facebook-android-sdk:4.10.0' compile 'com.github.androidquery:androidquery:0.26.9' } check in your downloaded source code for exact results. Step 5: Changing the line of the resource File Now in the catalog: res-ggt; values - ggt; strings.xml create a single string resource and put the app ID (we've saved it before, and if you don't, go to the developer's console to get out of there. app_id) Tags. meta-data android:name='com.facebook.sdk.applicationId android:value=@string/app_id/meta-data twitter android:name='com.facebook.FacebookActivity android:configchanges='keyboardhidden|screenLayout|screenSize android:theme=@android:style/Theme.Translucent.NoTitleBar android:label=@string/app_name/gt;lt;activitygt; Add Internet permission between the zlt. </manifest> <uses-permission Note: If you are targeting the SDK version above 22 (above the lollipop), you need to ask the user to provide Разрешения. Проверьте разрешение на запуск зефира для получения дополнительной информации. Полный AndroidManifest.xml: <?xml version=1.0 encoding=utf-8?>Шар 7: Обновление activity_main Положите следующий код в activity_main.xml: <manifest xmlns:android= package=com.demonuts.fblogin> <uses-permission android:name=android.permission.INTERNET><uses-permission> <application android:allowbackup=true android:icon=@mipmap/ic_launcher android:label=@string/app_name android:supportsrtl=true android:theme=@style/AppTheme> <activity android:name= MainActivity> <intent-filter> <action android:name=android.intent.action.MAIN></action> <category android:name=android.intent.category.LAUNCHER></category> </intent-filter> </activity> <meta-data android:name=com.facebook.sdk.ApplicationId android:value=@string/app_id></meta-data> <activity android:name=com.facebook.FacebookActivity android:configchanges=keyboard|keyboardHidden|screenLayout|screenSize|orientation android:theme=@android:style/Theme.Translucent.NoTitleBar android:label=@string/app_name></activity> </application> </manifest><?xml version=1.0 encoding=utf-8?>Шар 8: Изменение класса MainActivity Копия следующего кода в MainActivity.java импортировать android.content.Intent; импорт android.support.v7.app.CompatActivity; импорт android.os.Bundle; импорт android.util.Log; импорт android.widget.ImageView; импорт android.widget.TextView; импорт com.androidquery.A.A.; импорт com.facebook.AccessToken; импорт com.facebook.AccessTokenTracker; импорт com.facebook.CallbackManager; импорт com.facebook. импорт com.facebook.FacebookSdk; импорт com.facebook.GraphRequest; импорт com.facebook.GraphResponse; импорт com.facebook.Profile; импорт com.facebook.ProfileTracker; импорт com.facebook.login.LoginResult; импорт com.facebook.login.widget.LoginButton; импорт org.json.JSONException; импорт org.jsonException; импорт. <LinearLayout xmlns:android= xmlns:tools= android:layout_width=match_parent android:layout_height=match_parent android:orientation=vertical tools:context=com.demonuts.fblogin.MainActivity> <TextView android:layout_width=wrap_content android:layout_height=wrap_content android:textcolor=#000 android:layout_marginleft=10dp android:textappearance=? android:attr/textAppearanceMedium android:id=@+id/text></TextView> <ImageView android:layout_width=300dp android:layout_height=300dp android:layout_margintop=10dp android:layout_marginleft=10dp android:id=@+id/ivpic android:src=@mipmap/ic_launcher></ImageView> <com.facebook.login.widget.LoginButton android:id=@+id/btnfb android:layout_gravity=center_horizontal android:layout_margintop=10dp android:layout_height=wrap_content></com.facebook.login.widget.LoginButton> </LinearLayout> MainActivity class expands AppCompatActivity - private AQuery aquery; Private ImageView ivpic; Private TextView tvdetails; Private CallbackManager callbackManager; Private access to AccessTokenTrackerTokenTracker; ProfileTracker's private profile private LoginButton loginButton; FacebookCallback's private callback - the new FacebookCallback - @Override public void. LoginResult (LoginResult loginResult) - GraphRequest Inquiry - GraphRequest.newMeRequest (loginResult.getAccessTo), new GraphRequest.GraphJSONObjectCallback () - @Override public void on completed (JSONOb response.toString()/ Application Code Attempt - Log.d (tttt,object.getString)); String birthday; If (object.has) - birthday - object.getString (birthday); 01/31/1980 - String fnm - object.getString (first_name); String lnm - object.getString (last_name); Mail line - object.getString Floor line and object.getString Line fid and object.getString (id); tvdetails.setText (Name: Fnm lnm Email: Gender Mail: Gender ID: fid Birthday: Birthday); ay.id (ivpic).image (- fid /picture?type=large); Log.d (aswww, - Catch (JSONException e) - e.printStackTrace ()); The kit options are a new set Fields, id, first_name, last_name, email, gender, birthday, location); request.setParameters request.executeAsync(); - @Override public void on Cancel - @Override public void on The @Override protected void onCreate (Bundle savedInstanceState) - super.onCreate (savedInstanceState); FacebookSdk.sdkInitialize setContentView (R.layout.activity_main); tvdetails (TextView) findViewById (R.id.text); ivpic (ImageView) findViewById (R.id.ivpic); loginButton (LoginButton) findViewById (R.id.btnfb); A queri and the new AKey (this); callbackManager - CallbackManager.Factory.create(); accessTokenTracker's new AccessTokenTracker -- @Override protected void onCurrentAccessTokenChanged (AccessToken oldToken, AccessToken newToken) profileTracker - new ProfileTracker () - @Override protected void onCurrentProfileChanged (Profile oldProfile, Profile newProfile) accessTokenTracker profileTracker.startTracking(); loginButton.setReadPermissions (arrays.asList (public_profile, email, user_birthday, user_friends)); loginButton.registerCallback (callbackManager, callback); @Override void onActivityResult (int requestCode, int resultCode, Intent Data) - super.onActivityResult (requestCode, resultCode, data); (requestCode, resultCode, data); callbackManager.onActivityResult (requestCode, resultCode, data); - From here, as you can see, the callback manager will come in the picture and the stream of code will go in: private FacebookCallback callback @Override (new FacebookCallback(LoginResult)gt; () quest.newMeRequest (loginResult.getAccessToken(), new GraphRequest.GraphJSONObjectCallback () - @Override public void on the completed (JSONObject object, GraphResponse response) - Log.v (LoginActivity, response.) // App code try String Birthday; if (object.has (birthday)) - birthday - object.getString (birthday); // format 01/31/1980 - String fnm - object.getString (first_name); String lnm - object.getString (last_name); Mail line - object.getString (email); Floor line and object.getString (gender); Line fid and object.getString (id); tvdetails.setText (Name: Fnm lnm Email: Gender Mail: Gender ID: fid Birthday: Birthday); ay .id (ivpic).image (- fid/picture?type=large); Log.d (aswww, - catch (JSONException e) - e.printStackTrace ()); The kit options are a new set Fields, id, first_name, last_name, email, gender, birthday, location); request.setParameters request.executeAsync(); - @Override public void on Cancel (- @Override public void on Error (FacebookException error) Finally, you get Facebook detailed information about the user in a line like fnm, lnm, mail, etc. and use it according to your requirement. Logout from Facebook from the custom button click If you want to the user's logo by clicking on any user button in any activity or snippet, put the following in the onclicklistener of this button (). LoginManager.getInstance ().logOut (); You must also remove the name, surname, email address, etc. details from SharedPreferences if you have stored it. After Facebook you will need to integrate Google to log in soon. You can learn Google Plus Log integration easily and smoothly: Google Plus Login login intagration So all Android Facebook интеграции Логин учебник, держать</LoginResult> </LoginResult> </LoginResult> for other examples. Examples. facebook logout button missing android

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