STUDY OF DOWNLOADING ITEM IN FACEBOOK FOR ANDROID APK

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Abstract

In the last few years, social networks have become enormously popular. Most of the well-known social networks provide what are known as "Application Programming Interfaces" (APIs), which provide flexible tools to enhance and customize the use of the networking platform. Using this tools we are developing facebook downloader application for photos/videos. Also we are using AdMob concept in our application which is provided by Google which is advertising platform for promoting and monetizing mobile applications.

Keywords: API, JSON, Facebook, Ad-mob, google

Introduction

Many people out there ask for a Facebook downloader to download the videos/images from Facebook. Facebook (pronounced as Fas-Book), is a very popular social networking website which allows people to register there profile, upload photos, send messages in different format, helps in touch with friends, relatives and colleagues and obviously helps in uploading some special moments through videos/images. There is a huge potential user base for third party Facebook applications. Facebook reports that they have 400 million active users, of which 50% login daily. Hence, there are number of software developers who are writing third party Facebook applications for this market. There are also several different applications performing same functions competing for market share. For these kind of applications to be winning, the user experience/feedback needs to be positive and convincing. Facebook has built in mechanisms which let users know what applications their friends are using. Additionally, there is also a Facebook application directory where end users have the ability to give specific applications ratings and to see statistics about application usage.

A third party Facebook application that is not dependable is considered to be successful. Yet it is challenging to write bug-free third party Facebook applications. Third party Facebook applications use the Facebook API to access the friendships relationships between users. An incorrect call to a Facebook method can cause a fatal error for any third party application. Hence, a key factor in writing dependable third party Facebook applications is the correct usage of the

Facebook API. However, the behavior of Facebook API methods are mainly described in English language in the comments provided in the Facebook API. Such informal specifications can be misunderstood and can lead to errors. In addition, these errors can be tough to find and debug since there is no automated way of tracking such violations.

By using this API provided by facebook, we are trying to develop third party application for facebook. Our application is downloader for facebook photos and videos. With this we are using AdMob service by google. AdMob is advertising platform by Google for promoting as well as monetizing mobile applications. As same as MoPub, it also give permission to application developers to promote their applications through in-app ads, monetize their applications by enabling in-app promotion, and provides intelligent insights through Google Analytics. It allows developers to promote their applications through in-app ads like Mo-Pub, monetize their applications by enabling in-app advertising, and provides intelligent insights through Google Analytics.

Ad-Mob is offered for Android and iOS platforms, with support for Unity and Cocos gaming engines. Your Ad-Mob account connects with your AdWords account to allocate your ads for your Android, iOS, or gaming applications. By connecting AdMob to AdWords, you can create mobile app install campaigns. These campaigns are specific to getting more people to download your app, with AdWords applying tradition targeting, keywords, and ads based on your app ID and miscellaneous information. One unique feature of such mobile advertising platform is AdMob Mediation, which allows you to create house ad campaigns (campaigns that provide ads to your app using your own inventory, free of charge). One can easily evaluate there campaign performance with the help of tracking installs as conversions. Ad-Mob fully integrates with Google Analytics, allowing you to access all the metrics and dimensions that matter to your application achievement, engagement, profits, screen views, sessions, app version, screen size and more. You can also fragment your audiences to gain perspective on how people use your application.

Advertising in mobile services and in-app ads present an rising growth area, in which targeting (or behavioural) advertising is becoming an progressively more important supply of revenue for both advertisers and advertising companies. Targeted advertising is based on big data analytics, where user's personal information is composed and processed for the purposes of profiling and targeting. In spite of the industry growth, there is still restricted research on characterizing in-app ads. Prior explore work has established the large extent to which apps are collecting user's personal information , the potential implications of receiving ads to user's privacy and the increased utilization of mobile device resources. To combat these issues, a number of privacy preserving and resource capable mobile advertising systems have been proposed. Works on the characterization of mobile ads have mainly concentrated on whether the targeted advertising based on the users behavior leads to improvement in the click-through rates. However, so far there have been limited insights about the coverage to which targeting is effected in cell phone/

mobile advertising, that will ultimately determine the magnitude of various issues including the loss of privacy.

Related Work

In recent years, there has been an volatile growth in the popularity of online social networks such as Facebook. In a new twist, third party developers are now able to create their own applications which plug into Facebook and work with Facebook's "social" data, enabling the entire Facebook user base of more than 400 million active users to use such applications. This type of client applications can include subtle errors that can be hard to debug if they misuse the Facebook API. In our work we are trying to develop facebook image/vedio downloader for android phones through which user is effortlessly able to download images which appears on his facebook wall.

In default facebook image downloader the procedure for downloading is lengthy and it takes time to do the steps. In this what we have to do is, when we are on our facebook wall we have to click the image then the image get enlarged appears in full size. This procedure takes long time as the image get loaded again while appearing in full size view. After that we have to long click on that image is explore the other option like view album, save photo, share and other option. And this task also takes the time and makes the procedure long. So we are trying to reduce the time span by limiting the procedure to download images

This is achievable to develop because facebook provide their API publically. Data exchange between server and web application in Facebook is through JSON (JavaScript Object Notation) is a minimakl, readable format for structuring data. Short for JavaScript Object Notation, JSON is a lightweight data-interchange format that is simple for humans to read and write, and for machines to parse and create. JSON depends on the object notation of the JavaScript language. However, it does not require JavaScript to read or write because it is a text format that is language independent. JSON notation includes these basic elements:

Objects: Objects begin and end with curly braces ({}).

Object Members: Members consist of strings and values, separated by colon (:).

Members are separated with the help of commas.

Arrays: They begin and end with braces and contain values and values are separated by commas.

Values: A value can be a string, a number, an object, an array, or the literals true, false or null.

Strings: They are surrounded by double quotes and contain Unicode characters or common backslash escapes.

Proposed system:

In Proposed System Time problem in Existing work has been overcome. In work what they are doing is the time of loading Full sized image /video is skip through their application on our Facebook wall when user click on the images and videos the pop-up appears asking user about to save the image and video or cancle. Do to this short procedure time for image and video loading to full size is save and option is only for save the images/video.

➢ This Application is used for to develop user friendly Application.

➢ To reduce the time required for downloading images and videos.

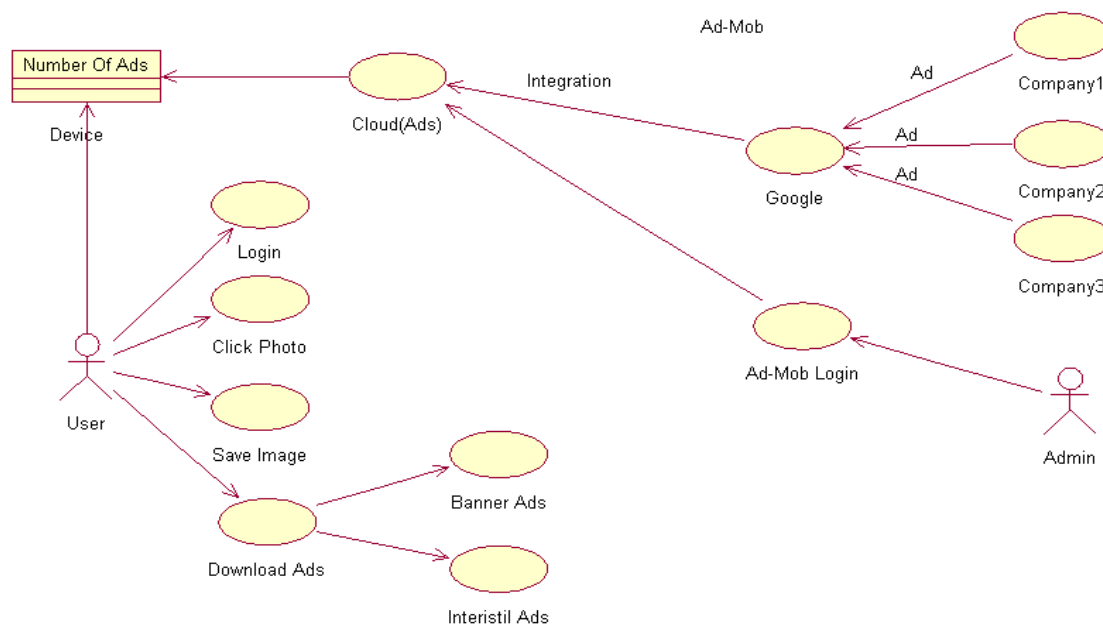Following Figure Shows the Proposed System of Facebook Downloader:

Fig: Proposed System for Facebook Downloader.

Modules:

- **User:**

  ➢ Firstly User have to Login the account.

> ➤ If the User want to save image/videos then He/She can be Save it by Simply Click on it.

- **Admin:**

  > ➤ Admin gives the Permission to the user for accessing the data.

- **API**

APIs provide flexible tools to enhance and customize the use of the networking platform The Facebook API is a platform for building applications that are available to the members of the social network of facebook. It describes what functionality is available.

In recent years, the term API is used to describe both the specification and service itself eg. Facebook Graph API. Most of the well known social network provide what are known as "Application Programming Interface"(APIs),which provide flexible tools to enhance and customize the use of the networking platform. Using this tools developing Facebook downloader Application for Photos/videos.

APIs and Web Services use JSON format to provide public data.

Facebook API Overview

The way that a developer interacts with a Facebook system is through the Facebook API. This API contains methods that allow developers to interact with the application user's social data. Examples of method is API are:

Example:

1) User. Get friends():This returns the list of the application user facebook friends. Application might make use of this data to give the user a list of his or her friends to choose with whom to interact in the context of third party Application. In the context of facebook this function is usefull to allow the user to tag other friends that were on the run.

2) Data. GetObject(Long object ID):This method allows objects store in the facebook data store to be retrived. To create a Facebook Application, several different language options are available.

- **Web Service:**

The W3C defines a web service *as a software system designed to support interoperable machine-to-machine interactions over a network*. It has an interface described in a machine-processable format called the web service description language (in short: WSDL).

A **Web service** is a service offered by an electronic device to another electronic device, communicating with each other via the World Wide Web
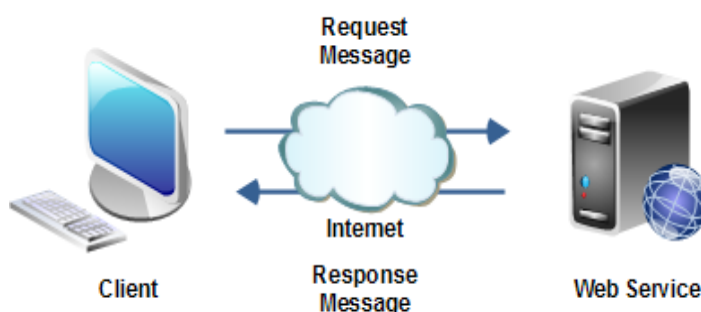
Figure: Following Figure shows the Diaram of Web Service:

Figure: Diagram Of Web Service

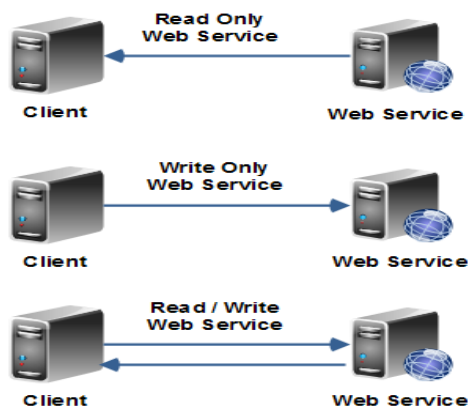The following Diagram shows the Three Communication Pattern Diagram:

Figure: Three Communication Pattern Diagram

Advantages:

- User can download and save the videos/images just by clicking on them.

- Time saving application.

Disadvantages:
- Changes will be happen with New Facebook API

Features:
- Providing faster speed to download the images/vedios.
- 11 sec to 1.5 min time to download the 3 min vedio song.

Conclusion: In this paper we take a review about past work in facebook API and 3rd party users of API. It's a try to develop an new android application for facebook image/video downloading. We are also about to use a concept of Ad-mob by Google as well as try to overcome time span for image/videos downloading in our app.

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