





Google+ Sign-In for iOS Developers

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Developer Programs Engineer

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Software Engineer

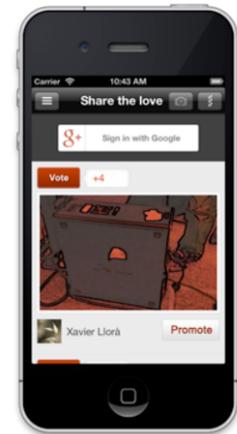


Content

- Google+ Sign-In
- Interactive Posts
- App Activities
- Sign out and Disconnect

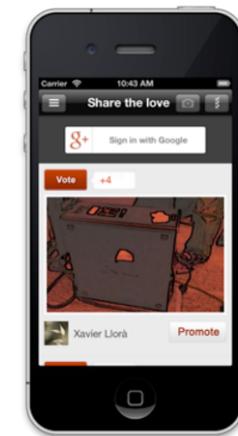
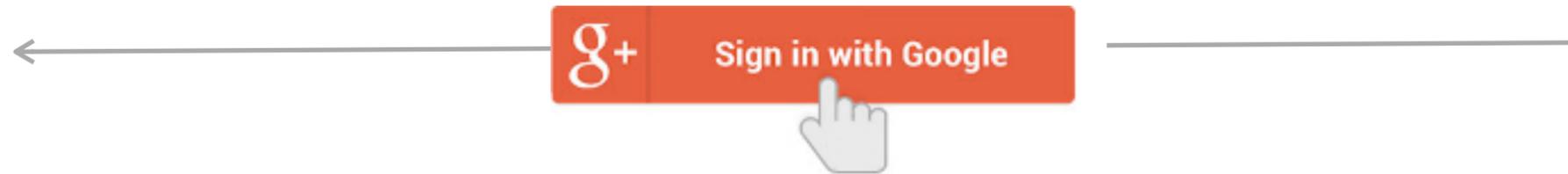


Why?



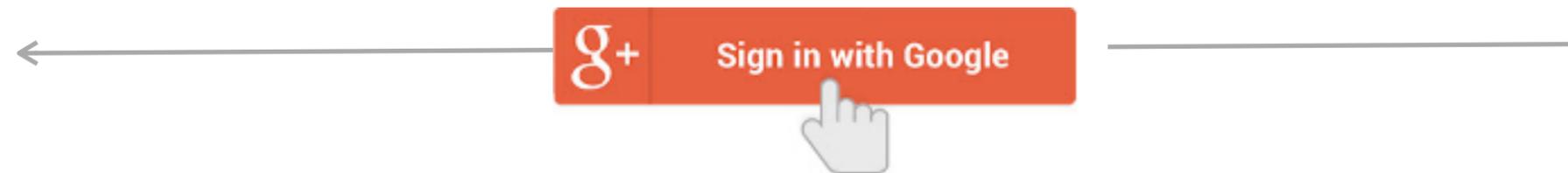
Why?

Login from a trusted provider

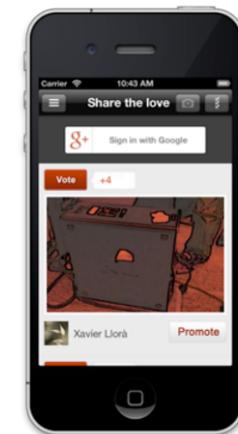


Why?

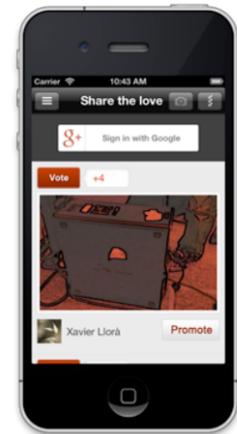
Login from a trusted provider



App customization, Google+ social graph

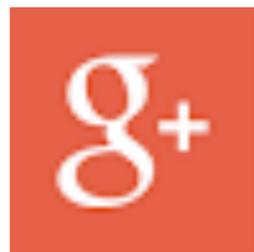


Why?



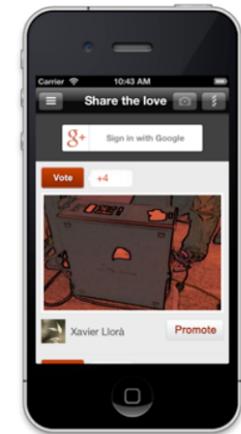
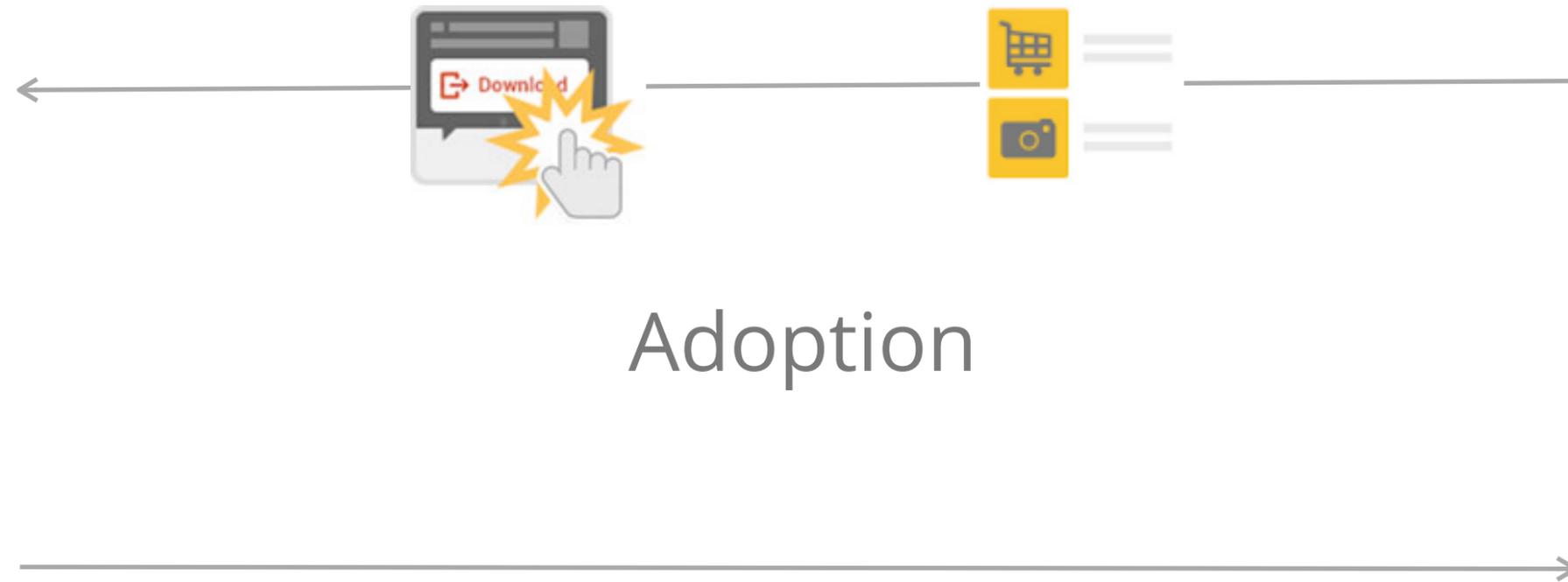
Why?

Interactive Posts, App Activities



Why?

Interactive Posts, App Activities





Google+ Sign-In



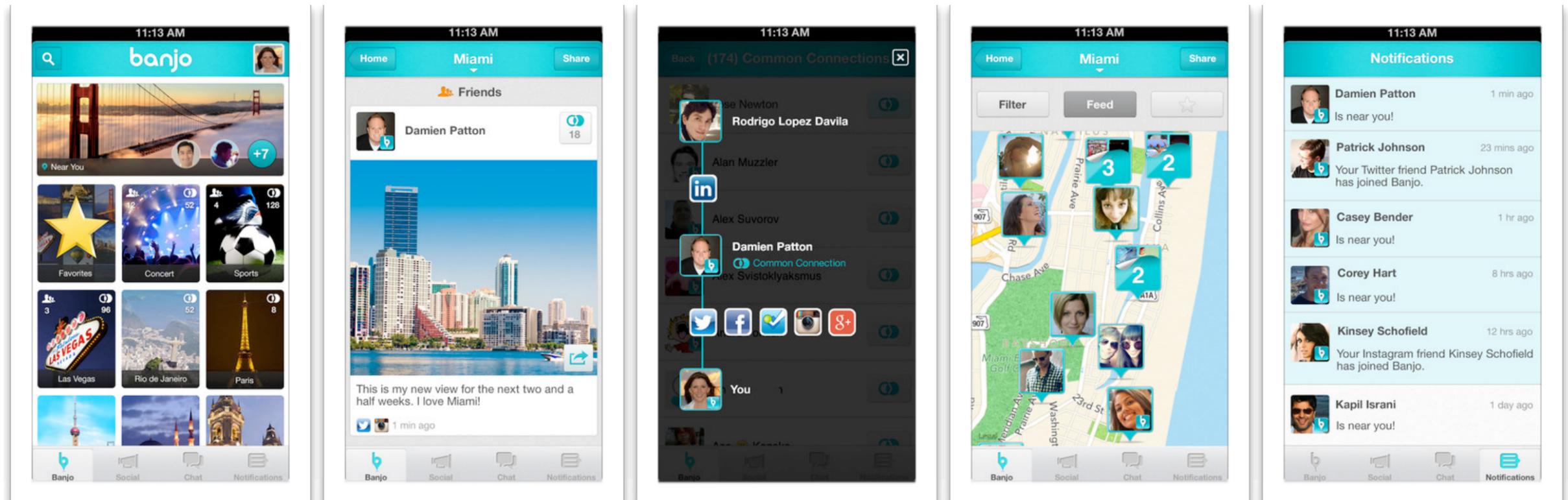
Google+ Sign-In

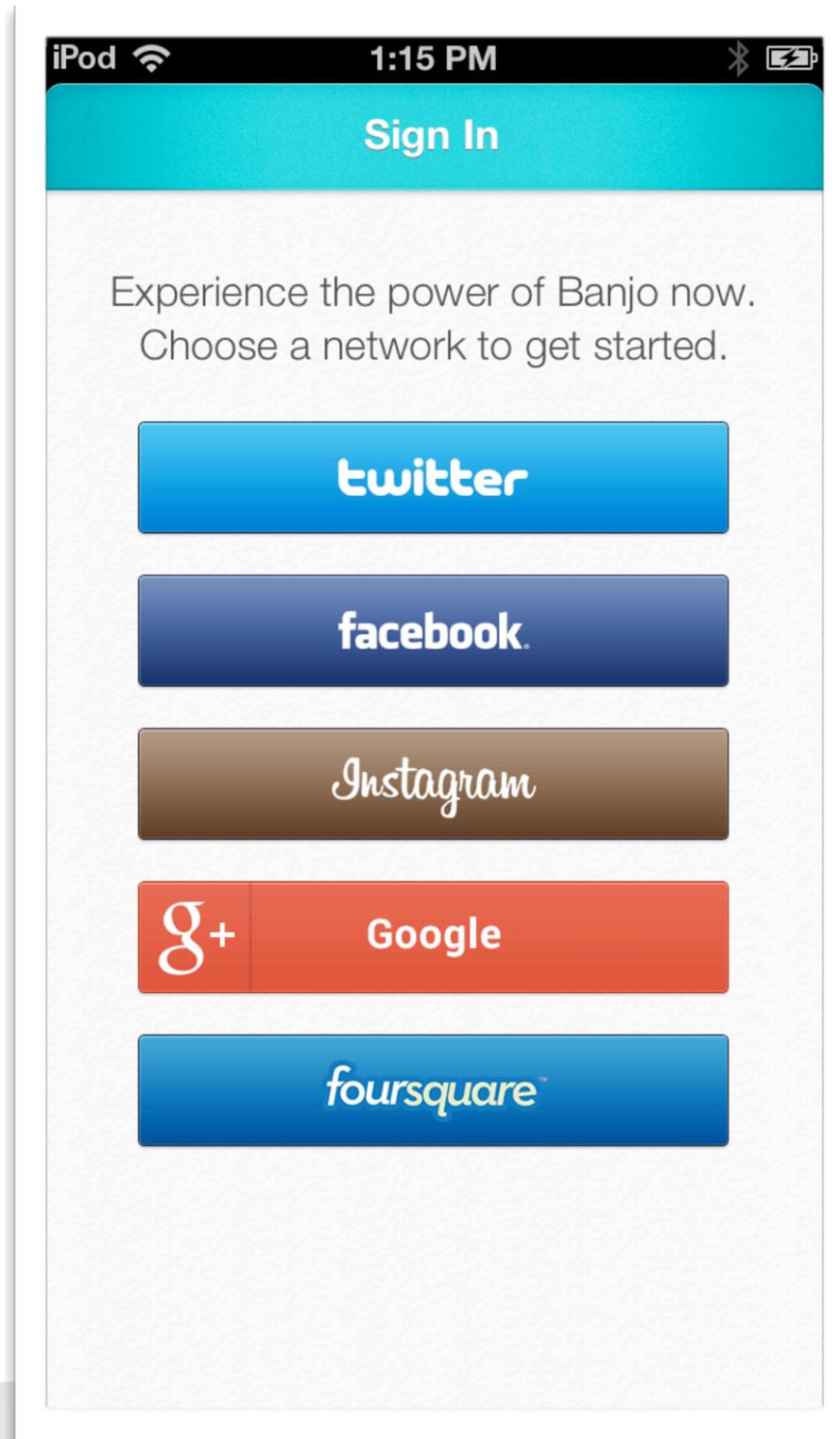
Banjo

Banjo is a social discovery app that lets you view people's social network profiles based on their location.



<http://ban.jo>







iPod 8:58 PM



Banjo ▾

This app would like to:

-  Know your name, basic info, and list of people you're connected to on Google+ [\(Edit list\)](#) 
-  View your email address 
-  Allow Google to let the people in these circles know that you have signed in to this app with Google: 
 -  Your circles 
 -  Only you

Banjo and Google will use this information in accordance with their respective terms of service and privacy policies.



Banjo ▾

This app would like to:



Know your name, basic info, and list of people you're connected to on Google+ [\(Edit list\)](#)



View your email address



Allow Google to let the people in these circles know that you have signed in to this app with Google:





iPod 1:15 PM

People this app can see

To improve your experience on this app and help you connect with friends, this app wants to see a list of people in the circles checked below (but not the circle names).

All circles
If checked, includes circles you add in the future.

-  demo-page
-  Family
-  Demo accounts
-  Friends
-  Following

Cancel Accept



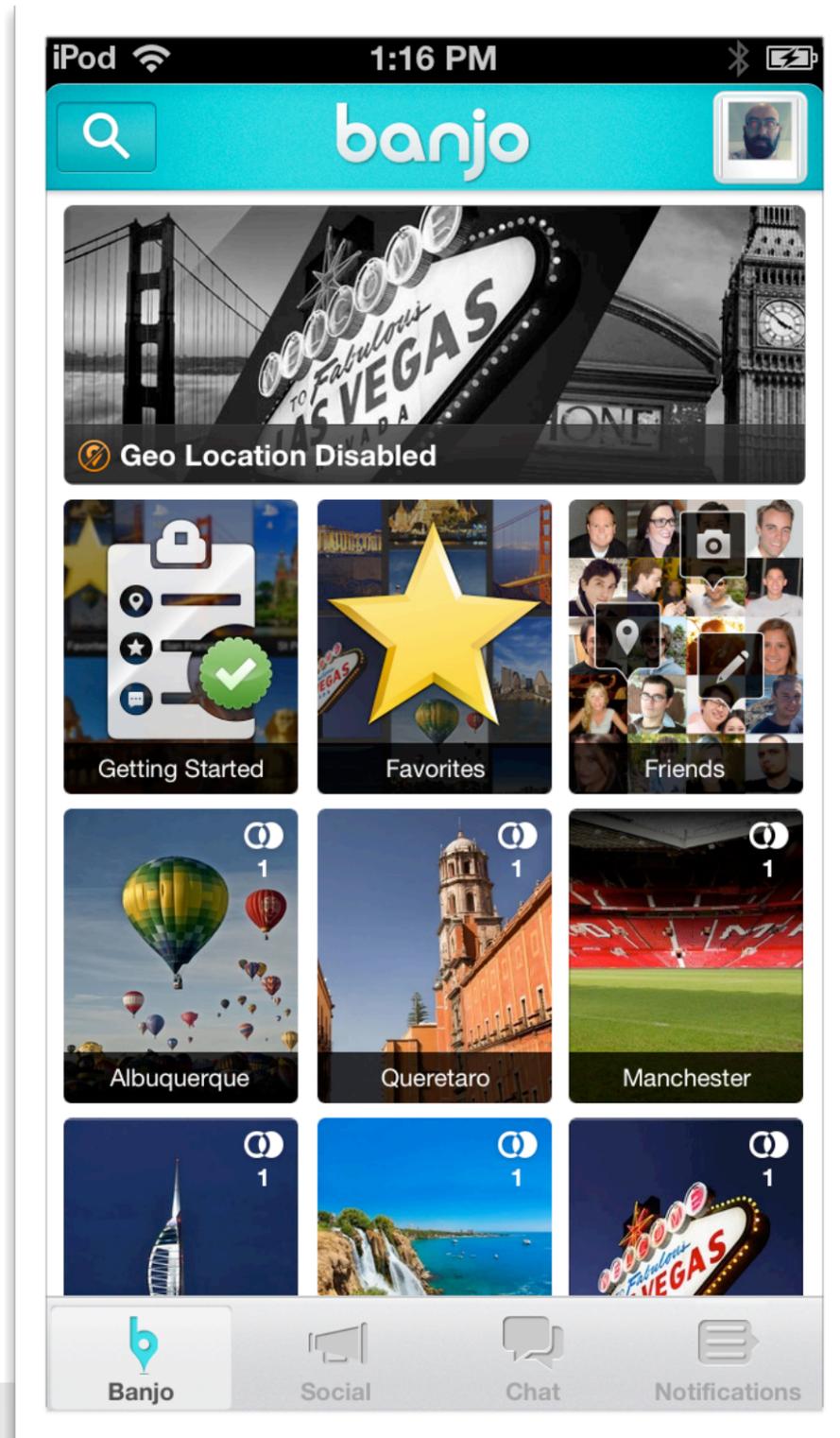
iPod 8:58 PM

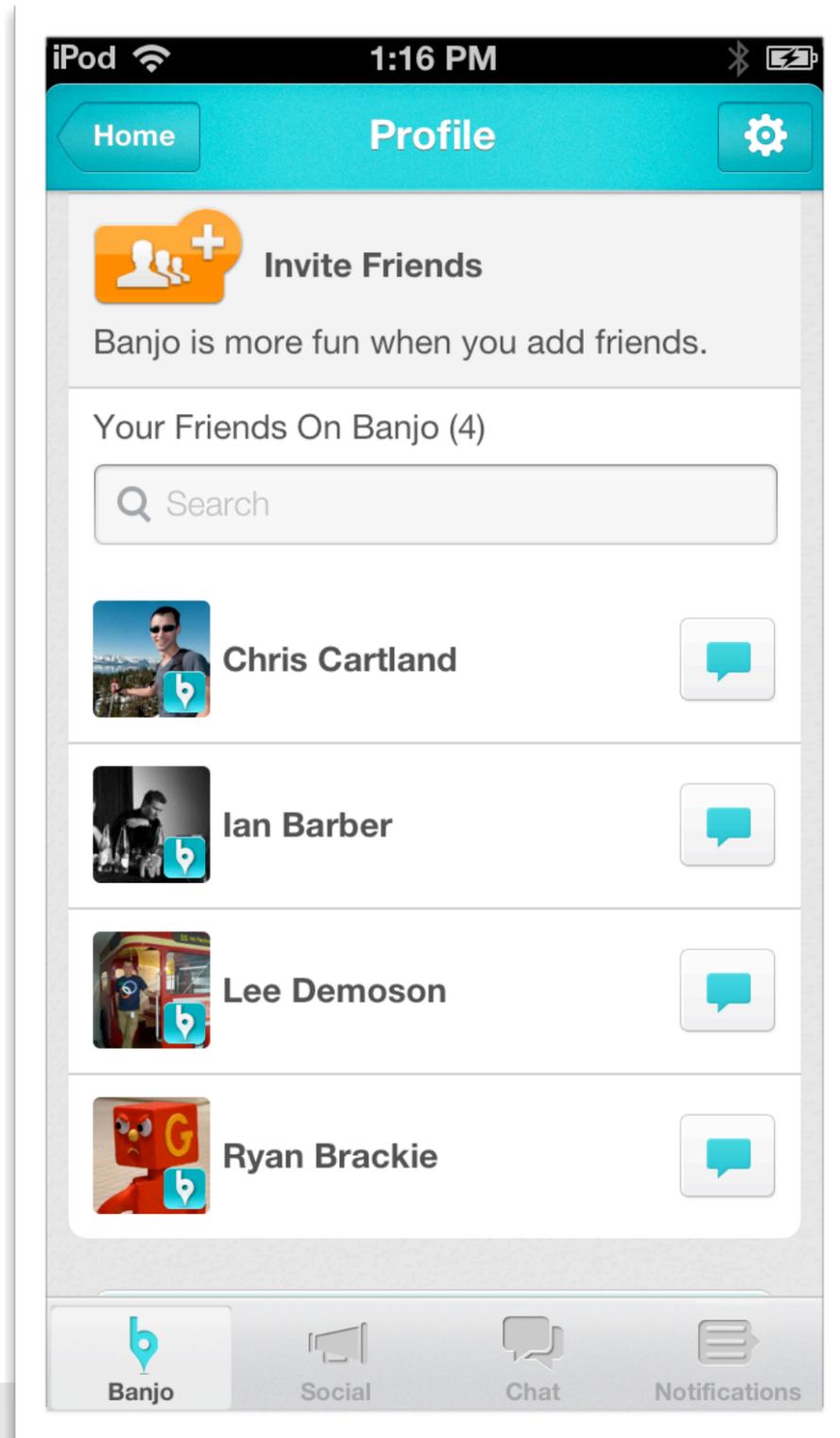
 **Banjo** ▾

This app would like to:

-  Know your name, basic info, and list of people you're connected to on Google+ [\(Edit list\)](#) 
-  View your email address 
-  Allow Google to let the people in these circles know that you have signed in to this app with Google: 
 -  Your circles 
 -  Only you

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Google APIs Console

<http://developers.google.com/console>

- Create a project
- Create an OAuth 2.0 ClientID for installed application, type iOS

Installed application
Runs on a desktop computer or handheld device (like Android or iPhone).

Installed application type

Android [Learn more](#)

Chrome Application [Learn more](#)

iOS [Learn more](#)

Bundle ID:

App Store ID:

Deep Linking:

Enabled

Disabled



Google+ iOS SDK

Download the SDK from

<https://developers.google.com/+/mobile/ios/getting-started>

You can find the SDK reference here

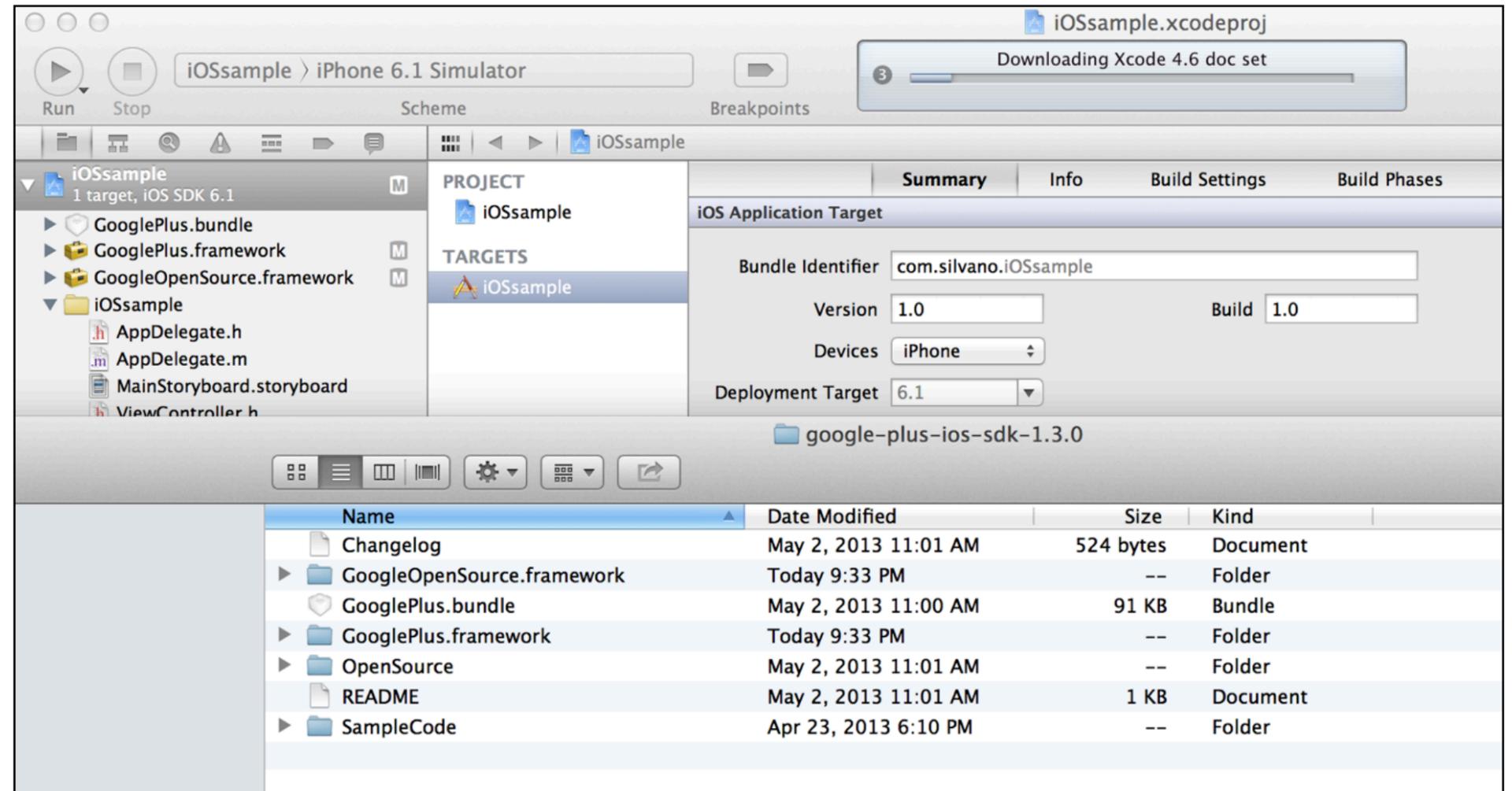
<https://developers.google.com/+/mobile/ios/api/>



XCode setup 1: include SDK

Drag from Google+ SDK to your project:

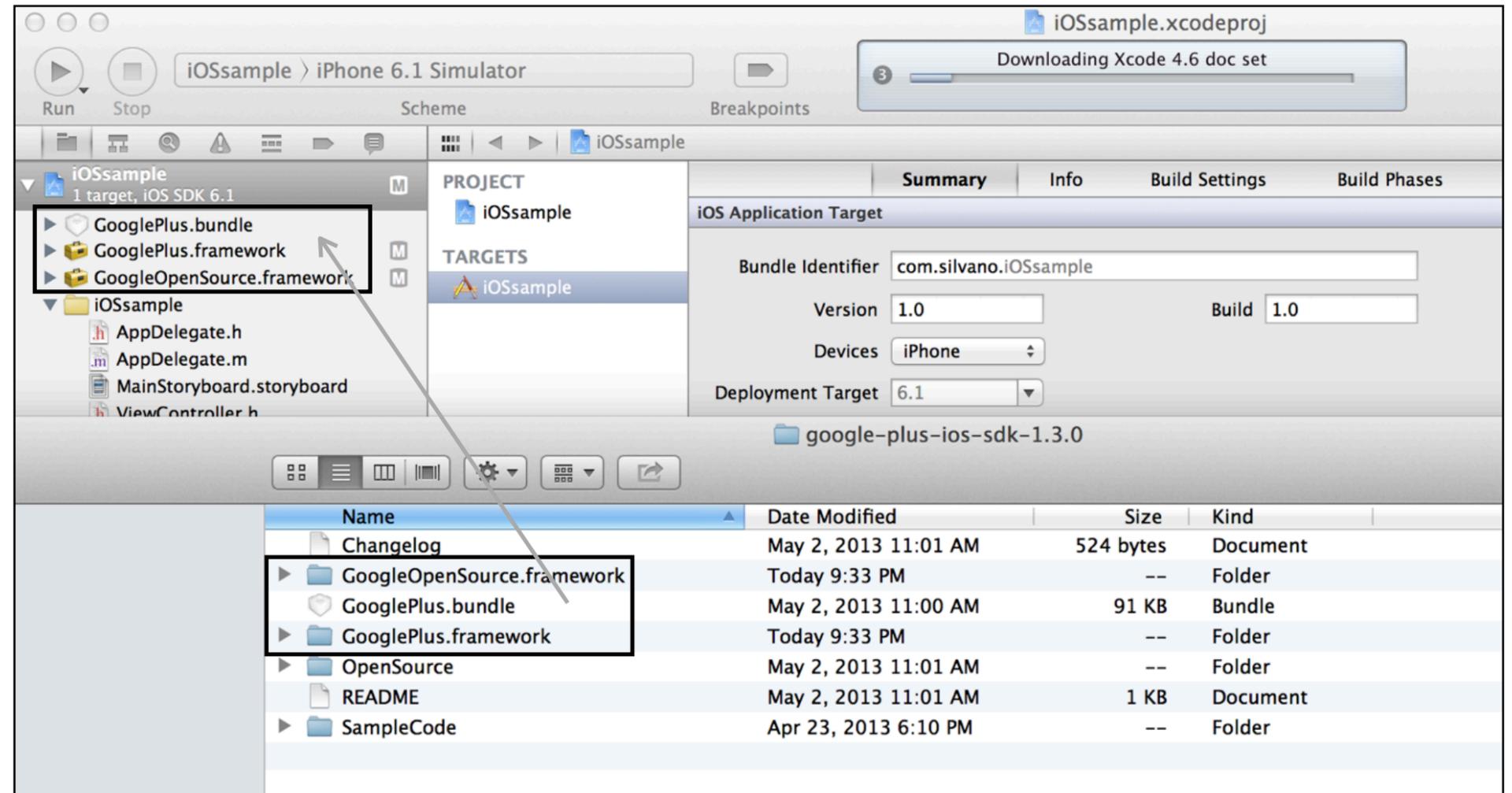
- GooglePlus.framework
- GoogleOpenSource.framework
- GooglePlus.bundle



XCode setup 1: include SDK

Drag from Google+ SDK to your project:

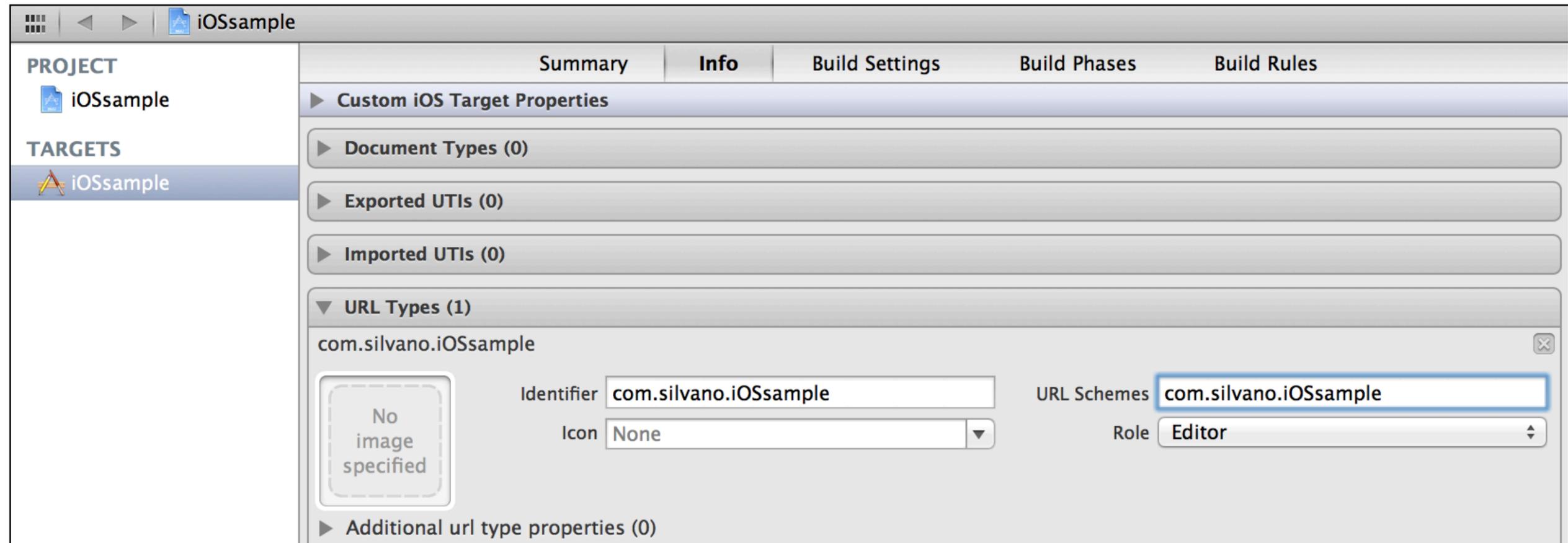
- GooglePlus.framework
- GoogleOpenSource.framework
- GooglePlus.bundle



XCode setup 2: Info

URL Types:

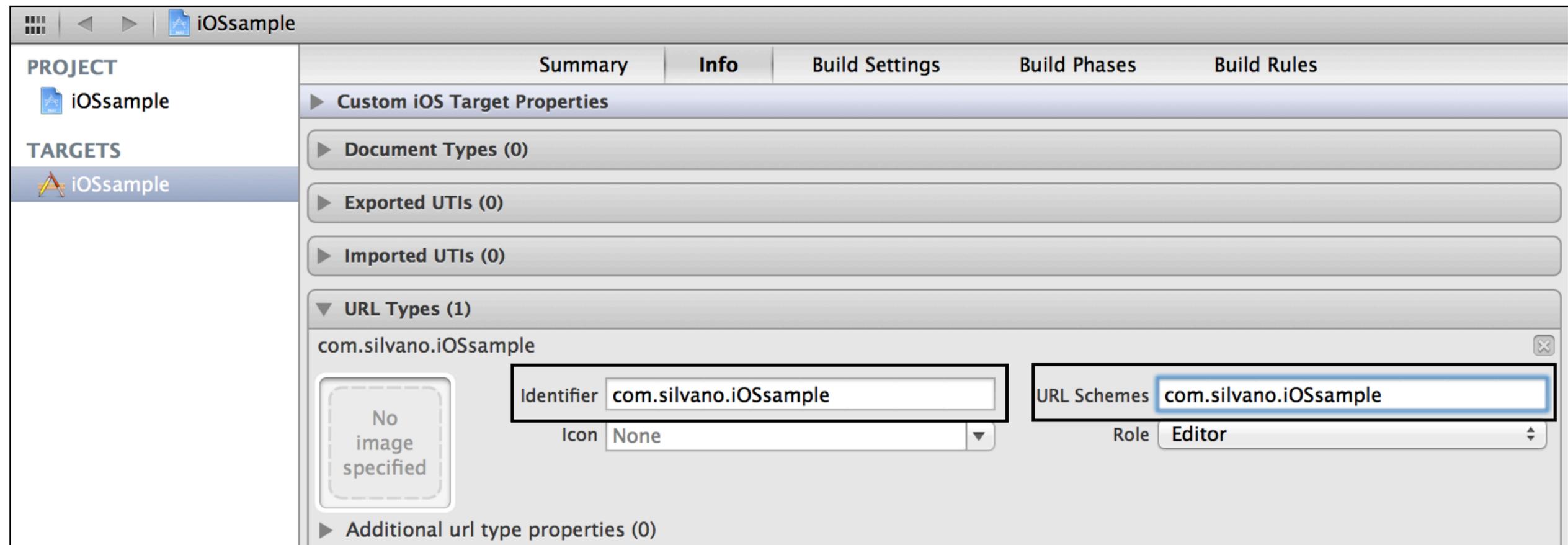
Use your app's bundle ID as identifier and URL scheme



XCode setup 2: Info

URL Types:

Use your app's bundle ID as identifier and URL scheme



XCode setup 3: Build Settings

Other Linker Flags:

Add *-ObjC*

The screenshot shows the Xcode interface for the 'iOSsample' project. The 'Build Settings' tab is active, and the 'Linking' section is expanded. Under 'Other Linker Flags', the 'Debug' configuration is set to '<Multiple values>' and the 'Release' configuration is set to '-ObjC'. The 'Any Architecture | Any SDK' row is highlighted in blue.

Setting	Value
Bundle Loader	
Compatibility Version	
Current Library Version	
Dead Code Stripping	Yes ↕
Display Mangled Names	No ↕
Don't Create Position Independent Exe...	No ↕
Don't Dead-Strip Inits and Terms	No ↕
Dynamic Library Install Name	
Exported Symbols File	
Initialization Routine	
Link With Standard Libraries	Yes ↕
Mach-O Type	Executable ↕
Order File	
Other Linker Flags	<Multiple values>
Debug	
Any Architecture Any SDK ↕	-ObjC
Release	
Any Architecture Any SDK ↕	-ObjC



XCode setup 3: Build Settings

Other Linker Flags:

Add *-ObjC*

The screenshot shows the Xcode Build Settings interface for a project named 'iOSsample'. The 'Build Settings' tab is selected, and the 'Linking' section is expanded. The 'Other Linker Flags' setting is highlighted with a red box, showing that the flag '-ObjC' is added for both the Debug and Release configurations. The 'Other Linker Flags' setting is currently set to '<Multiple values>'. The 'Debug' configuration has '-ObjC' set, and the 'Release' configuration also has '-ObjC' set.

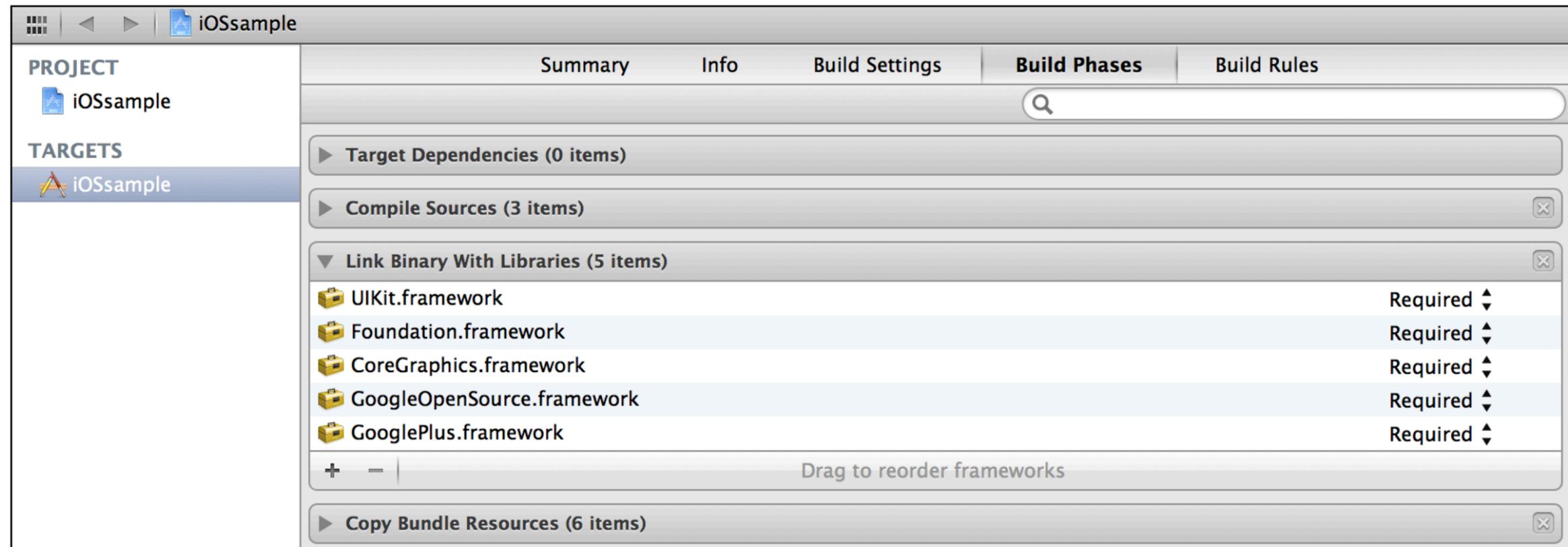
Setting	Value
Bundle Loader	
Compatibility Version	
Current Library Version	
Dead Code Stripping	Yes ↕
Display Mangled Names	No ↕
Don't Create Position Independent Exe...	No ↕
Don't Dead-Strip Inits and Terms	No ↕
Dynamic Library Install Name	
Exported Symbols File	
Initialization Routine	
Link With Standard Libraries	Yes ↕
Mach-O Type	Executable ↕
Order File	
Other Linker Flags	<Multiple values>
Debug	
Any Architecture Any SDK ↕	-ObjC
Release	
Any Architecture Any SDK ↕	-ObjC



XCode setup 4: Build Phases

Link Binary with Libraries:

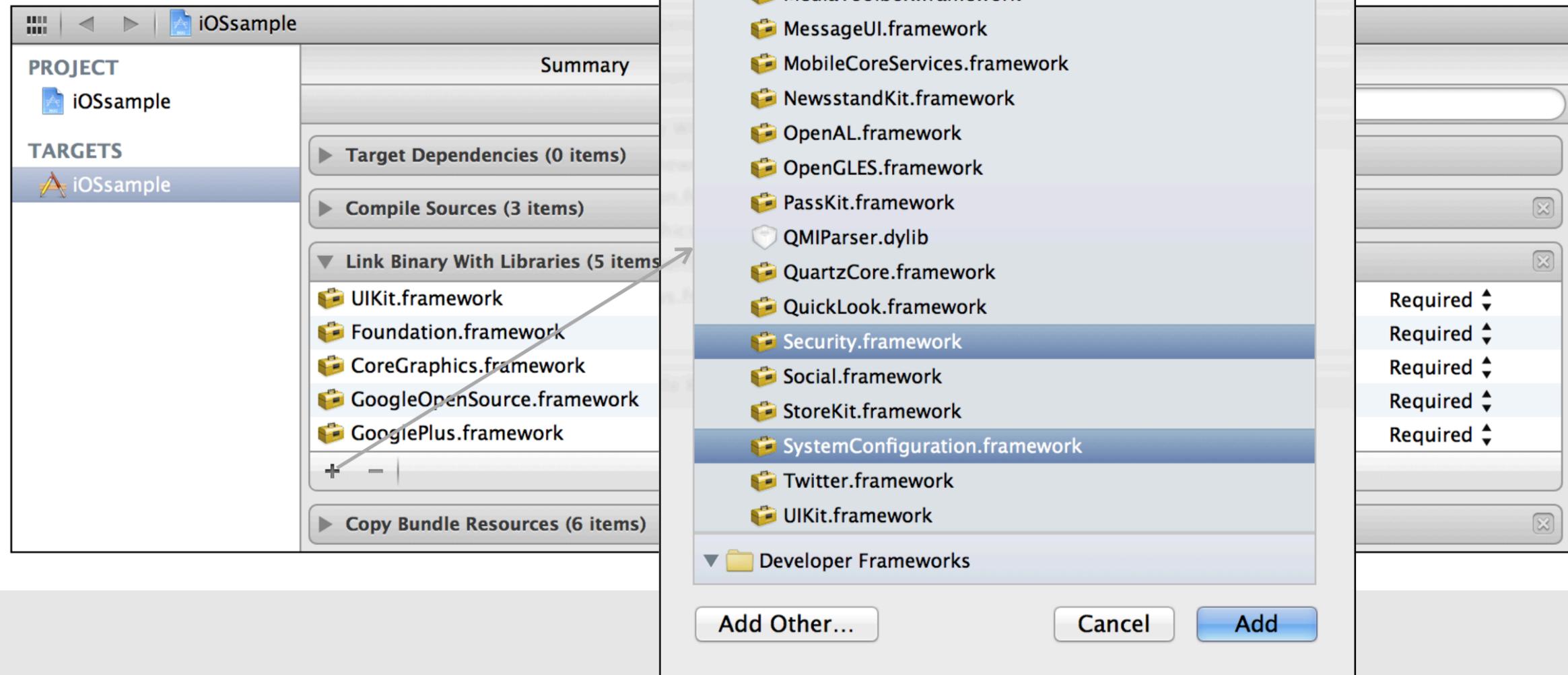
- Security.framework
- SystemConfiguration.framework



XCode setup 4: Build Phases

Link Binary with Libraries:

- Security.framework
- SystemConfiguration.framework



Initial Code Setup

Objective-C

```
// In .m files as needed, or in your .pch file.
#import <GooglePlus/GooglePlus.h>
#import <GoogleOpenSource/GoogleOpenSource.h>

// In AppDelegate.m
- (BOOL)application:(UIApplication *)application
  didFinishLaunchingWithOptions:(NSDictionary *)launchOptions {
  GPPSignIn *signIn = [GPPSignIn sharedInstance];
  signIn.clientID = @"150118491036.apps.googleusercontent.com";
  signIn.scopes = @[kGTLAuthScopePlusLogin];
}
```



Initial Code Setup

Objective-C

```
// In .m files as needed, or in your .pch file.  
#import <GooglePlus/GooglePlus.h>  
#import <GoogleOpenSource/GoogleOpenSource.h>  
  
// In AppDelegate.m  
- (BOOL) application: (UIApplication *) application  
  didFinishLaunchingWithOptions: (NSDictionary *) launchOptions {  
  GPPSignIn *signIn = [GPPSignIn sharedInstance];  
  signIn.clientID = @"150118491036.apps.googleusercontent.com";  
  signIn.scopes = @[kGTLAuthScopePlusLogin];  
}
```



Initial Code Setup

Objective-C

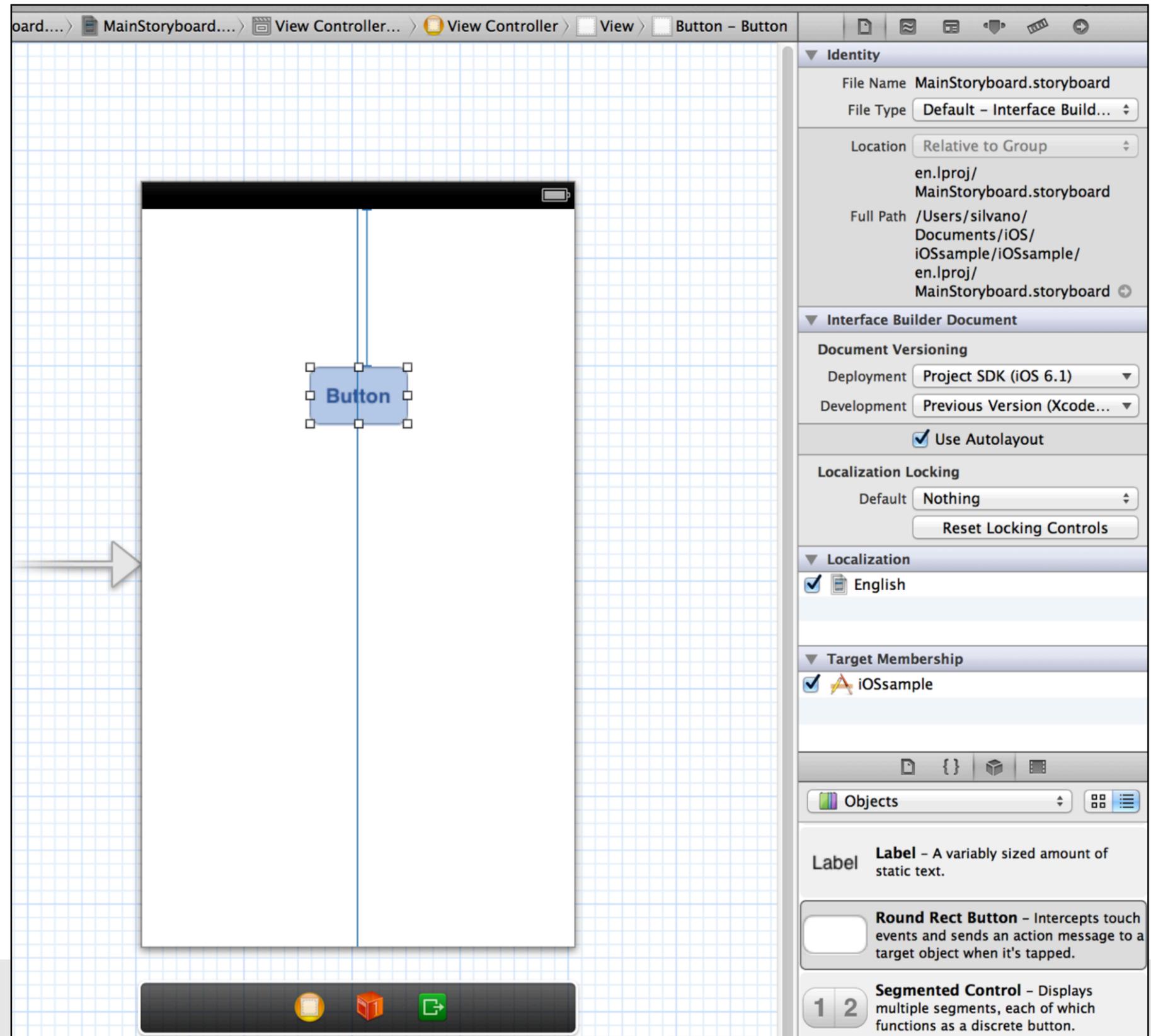
```
// In .m files as needed, or in your .pch file.
#import <GooglePlus/GooglePlus.h>
#import <GoogleOpenSource/GoogleOpenSource.h>

// In AppDelegate.m
- (BOOL)application:(UIApplication *)application
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  signIn.scopes = @[kGTLAuthScopePlusLogin];
}
```



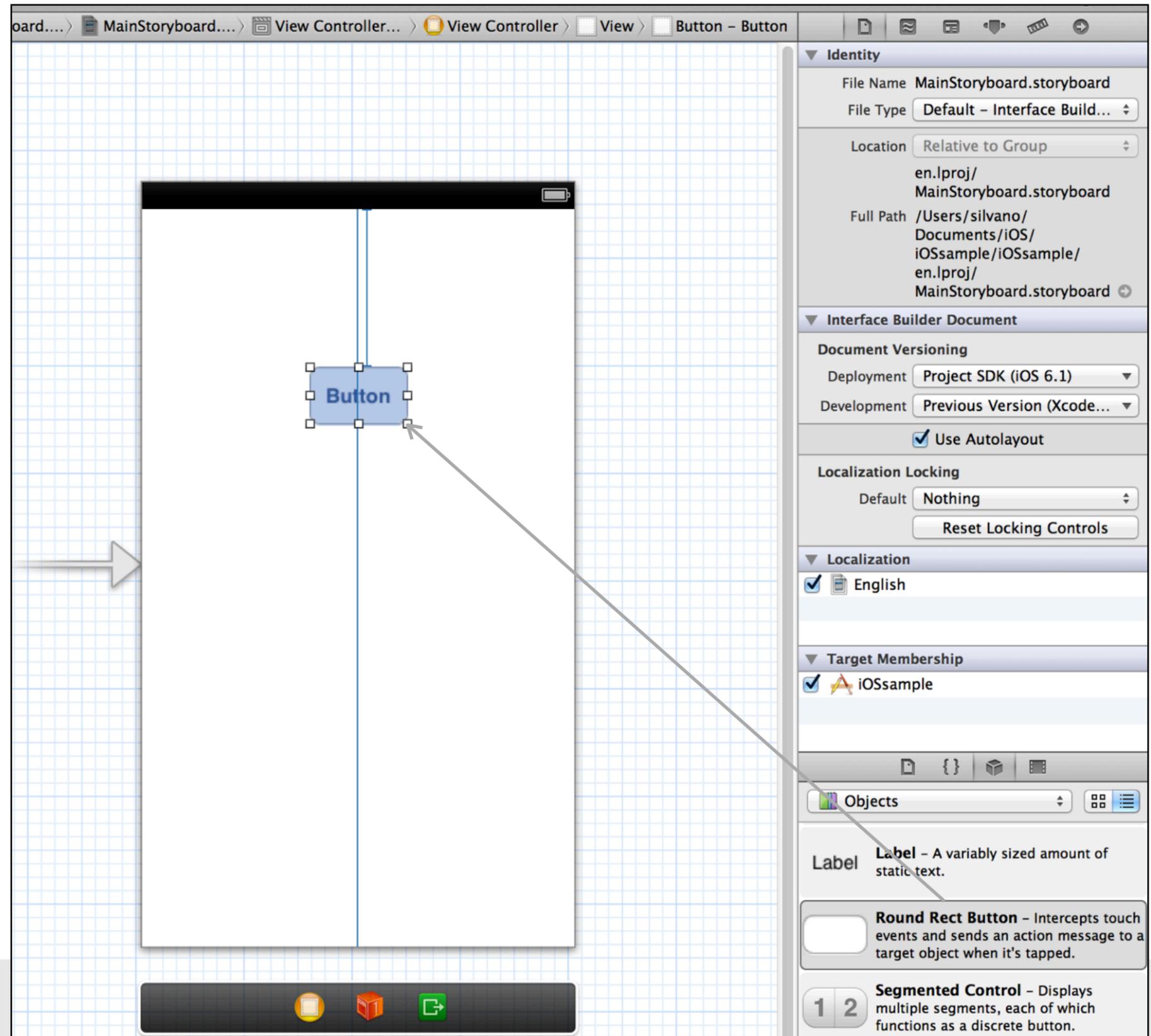
Add Sign-In button

- Add a button to your view
- Set custom class to GPPSignInButton
- Remove default label



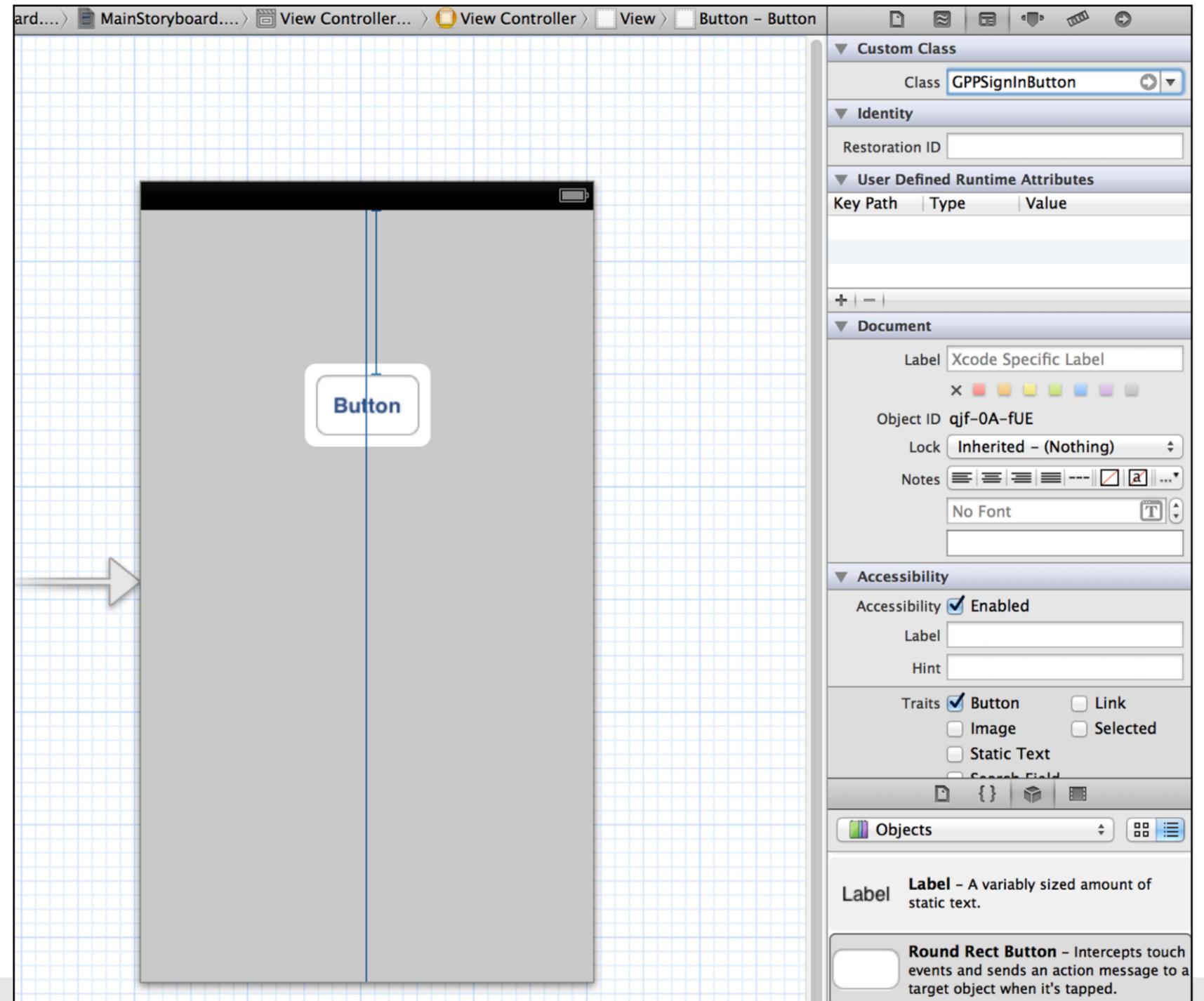
Add Sign-In button

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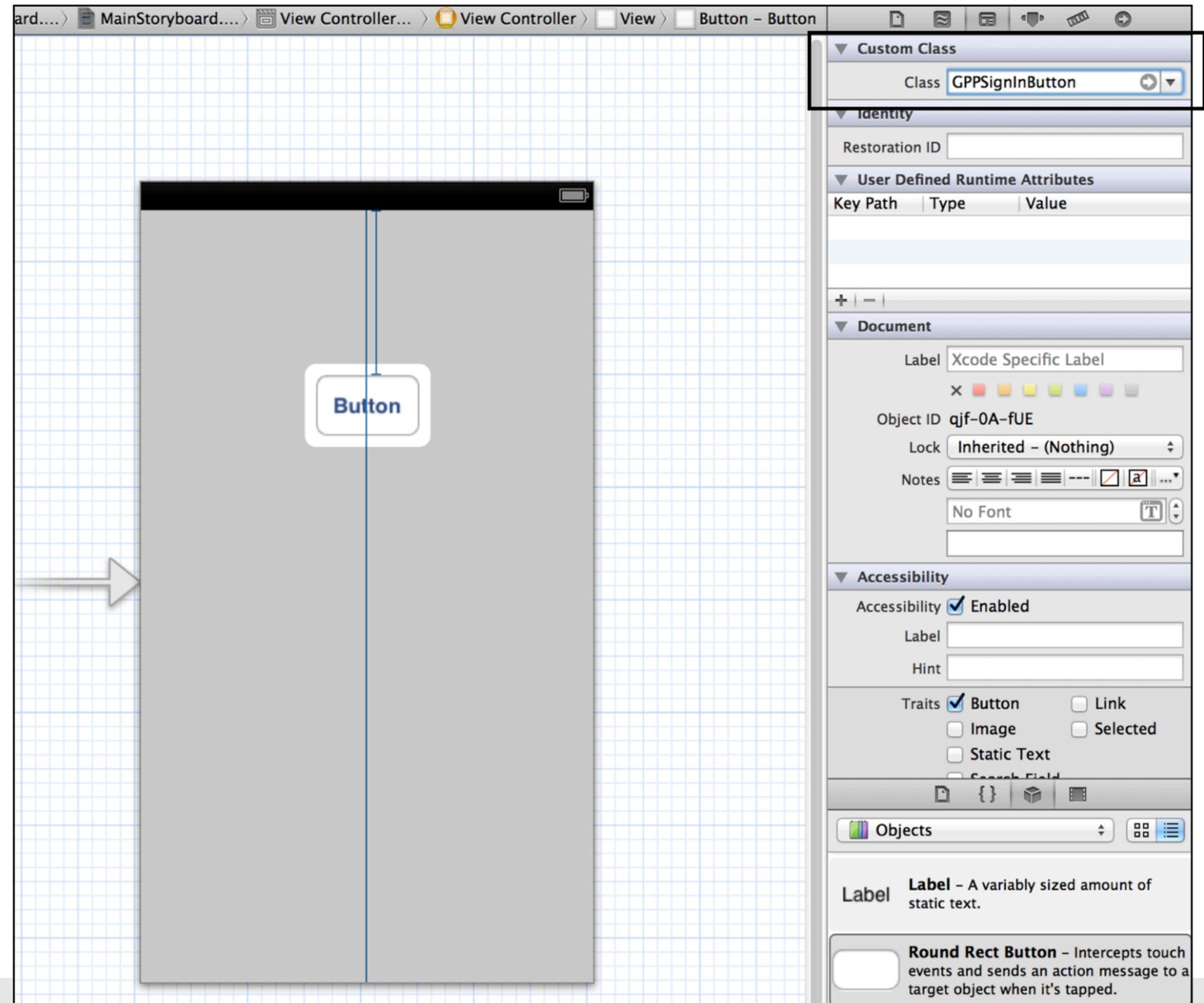
Add Sign-In button

- Add a button to your view
- **Set custom class to GPPSignInButton**
- Remove default label



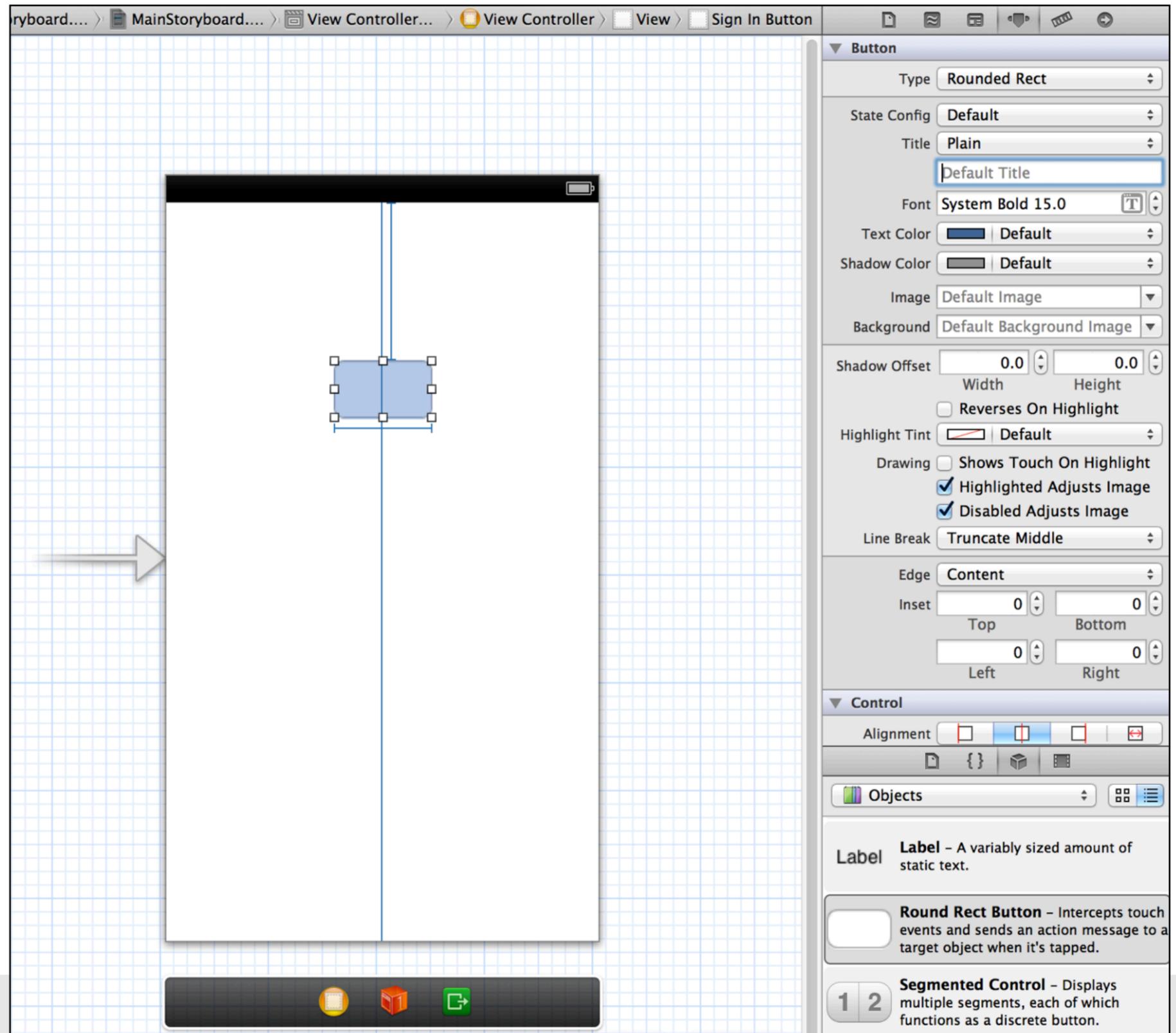
Add Sign-In button

- Add a button to your view
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- Remove default label



Add Sign-In button

- Add a button to your view
- Set custom class to GPPSignInButton
- **Remove default label**



The screenshot shows the Xcode interface for editing a storyboard. The main canvas displays a storyboard with a single view containing a blue rounded rectangle button. A grey arrow points from the left towards the button. The right-hand side of the interface shows the 'Button' properties panel, which is currently selected. The 'Button' panel includes the following settings:

- Type: Rounded Rect
- State Config: Default
- Title: Plain
- Text: Default Title
- Font: System Bold 15.0
- Text Color: Default
- Shadow Color: Default
- Image: Default Image
- Background: Default Background Image
- Shadow Offset: 0.0 (Width), 0.0 (Height)
- Reverses On Highlight:
- Highlight Tint: Default
- Drawing: Shows Touch On Highlight ()
- Highlighted Adjusts Image ()
- Disabled Adjusts Image ()
- Line Break: Truncate Middle
- Edge: Content
- Inset: 0 (Top), 0 (Bottom), 0 (Left), 0 (Right)

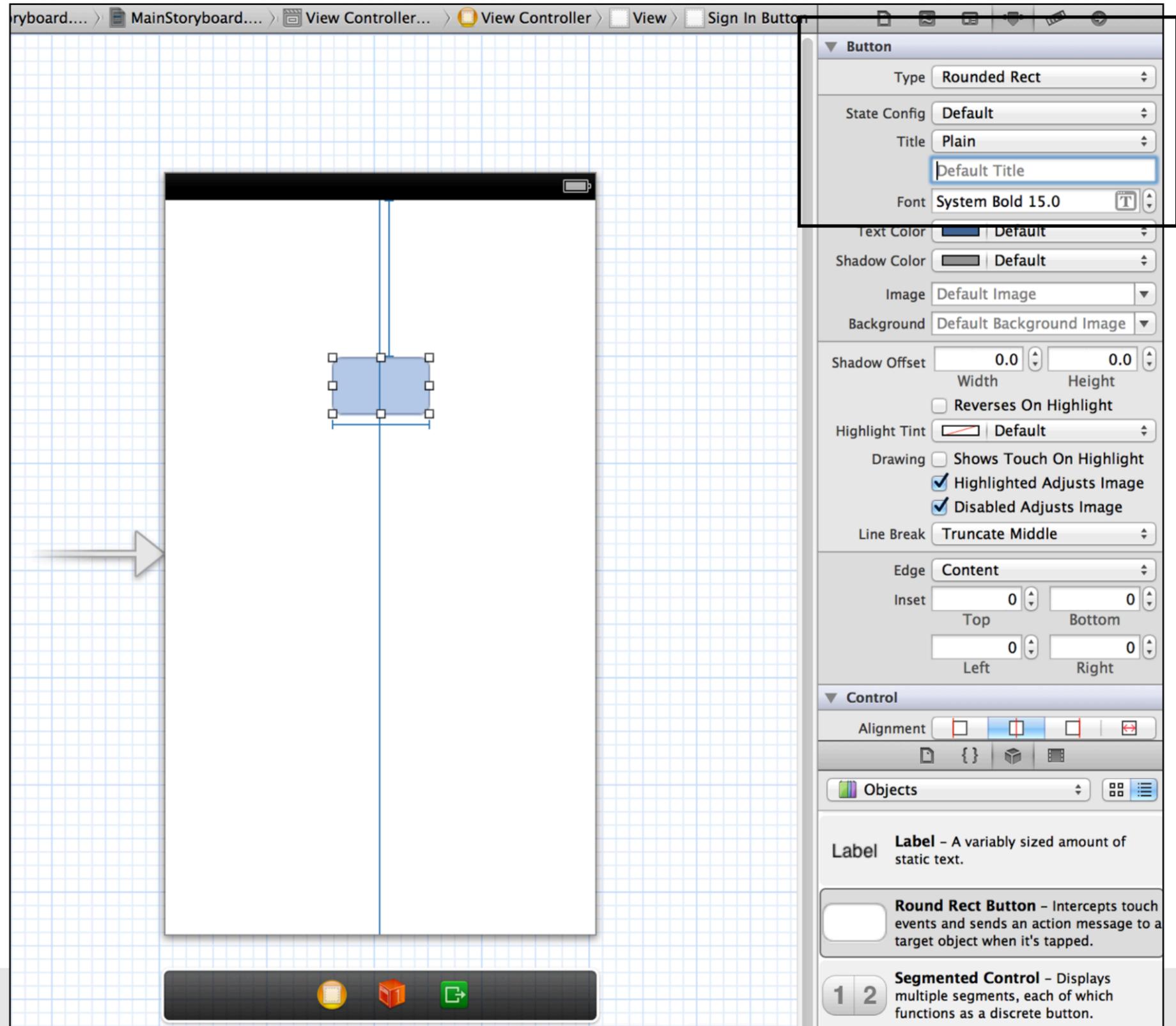
Below the 'Button' panel is the 'Control' panel, which includes an 'Alignment' section with four icons (left, center, right, fill) and an 'Objects' section with a dropdown menu and two icons. The 'Objects' section lists the following controls:

- Label** - A variably sized amount of static text.
- Round Rect Button** - Intercepts touch events and sends an action message to a target object when it's tapped.
- Segmented Control** - Displays multiple segments, each of which functions as a discrete button.



Add Sign-In button

- Add a button to your view
- Set custom class to GPPSignInButton
- **Remove default label**



Custom Button

<https://developers.google.com/+branding-guidelines>

```
// If use your own button, call the following in the IBAction  
[[GPPSignIn sharedInstance] authenticate];
```



Complete the authentication process

Objective-C

```
// In AppDelegate.m
- (BOOL) application:(UIApplication *) application
    openURL:(NSURL *) url
    sourceApplication:(NSString *) sourceApplication
    annotation:(id) annotation {
    if ([GPPURLHandler handleURL:url
        sourceApplication:sourceApplication
        annotation:annotation]) {
        return YES;
    }
    // Handle your app's own URLs, if any.
    return NO;
}
```

Complete the authentication process

Objective-C

```
// In AppDelegate.m
- (BOOL) application:(UIApplication *) application
    openURL:(NSURL *) url
    sourceApplication:(NSString *) sourceApplication
    annotation:(id) annotation {
    if ([GPPURLHandler handleURL:url
        sourceApplication:sourceApplication
        annotation:annotation]) {
        return YES;
    }
    // Handle your app's own URLs, if any.
    return NO;
}
```

Complete the authentication process (cont'd)

Objective-C

```
// In ViewController.h
@interface ViewController : UIViewController<GPPSignInDelegate>
@end

// In ViewController.m
- (void)viewDidLoad {
    [super viewDidLoad];
    [GPPSignIn sharedInstance].delegate = self;
    [[GPPSignIn sharedInstance] trySilentAuthentication];
}

- (void)finishedWithAuth:(GTMOAuth2Authentication *)auth
    error:(NSError *)error {
    // Authentication flow completed. Remember to check for errors.
}
```

Complete the authentication process (cont'd)

Objective-C

```
// In ViewController.h
@interface ViewController : UIViewController<GPPSignInDelegate>
@end

// In ViewController.m
- (void)viewDidLoad {
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// In ViewController.m
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    [super viewDidLoad];
    [GPPSignIn sharedInstance].delegate = self;
    [[GPPSignIn sharedInstance] trySilentAuthentication];
}

- (void)finishedWithAuth: (GTMOAuth2Authentication *)auth
    error: (NSError *)error {
    // Authentication flow completed. Remember to check for errors.
}
```

Complete the authentication process (cont'd)

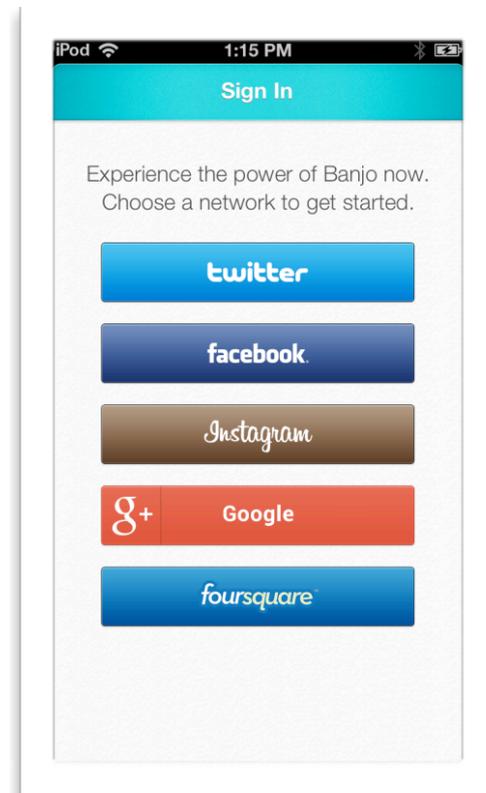
Objective-C

```
// In ViewController.h
@interface ViewController : UIViewController<GPPSignInDelegate>
@end

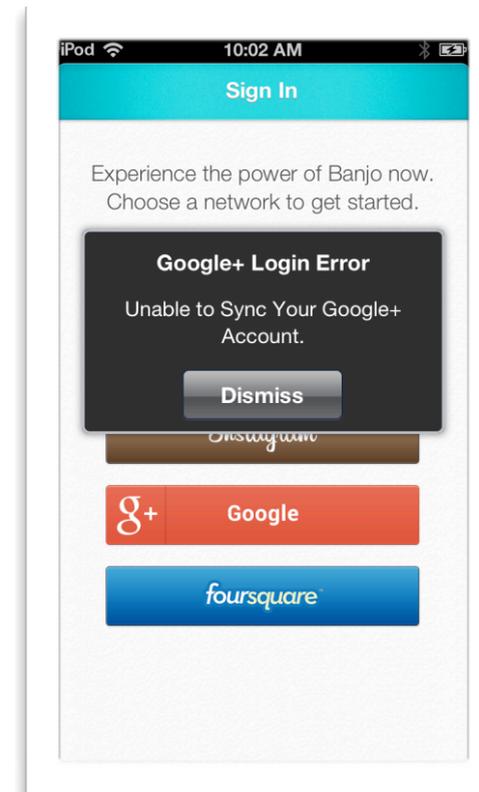
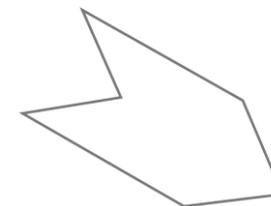
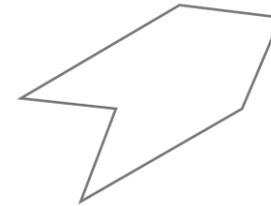
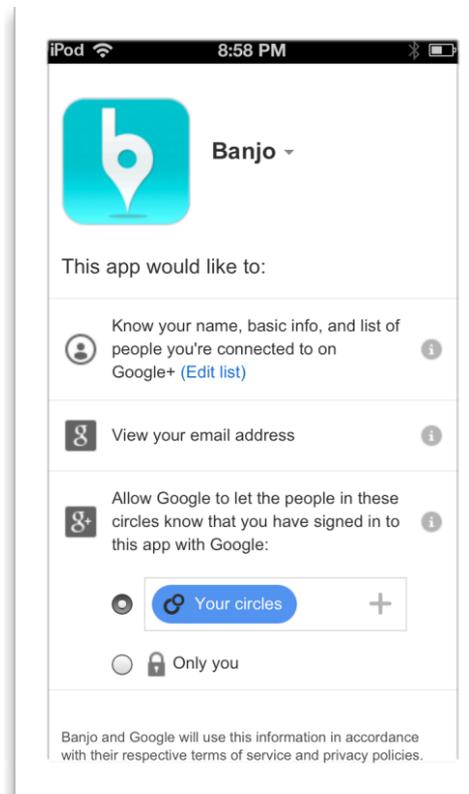
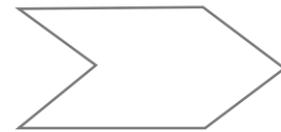
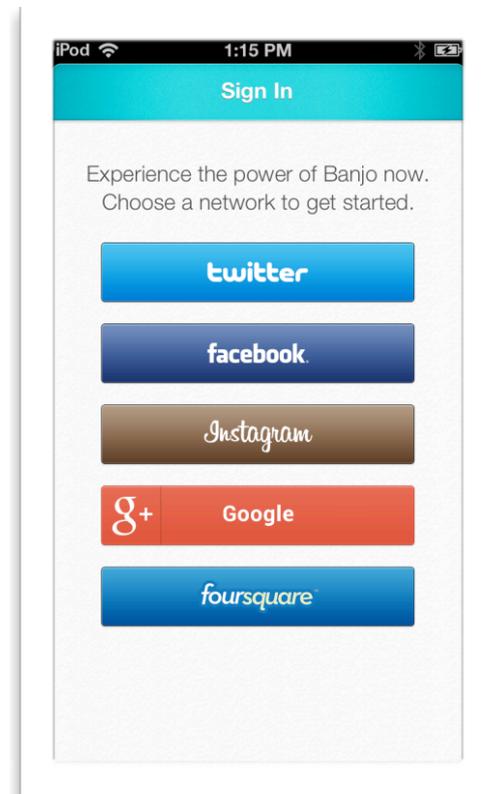
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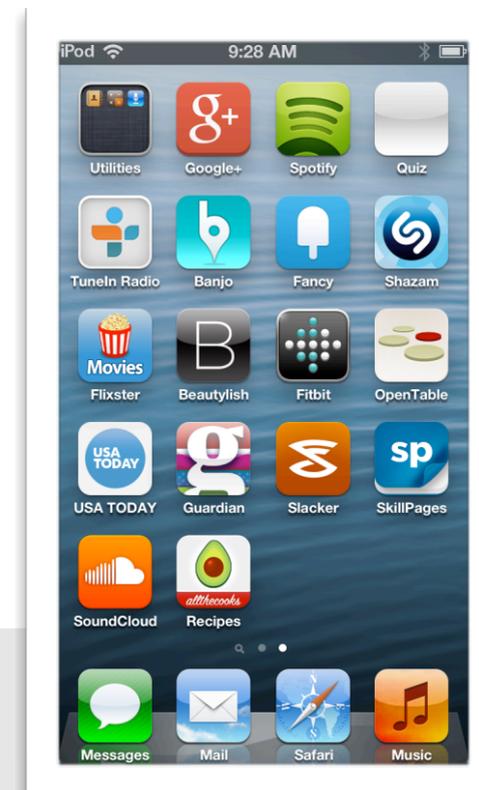
Sign-In Tips: Sign-In Flow



Sign-In Tips: Sign-In Flow



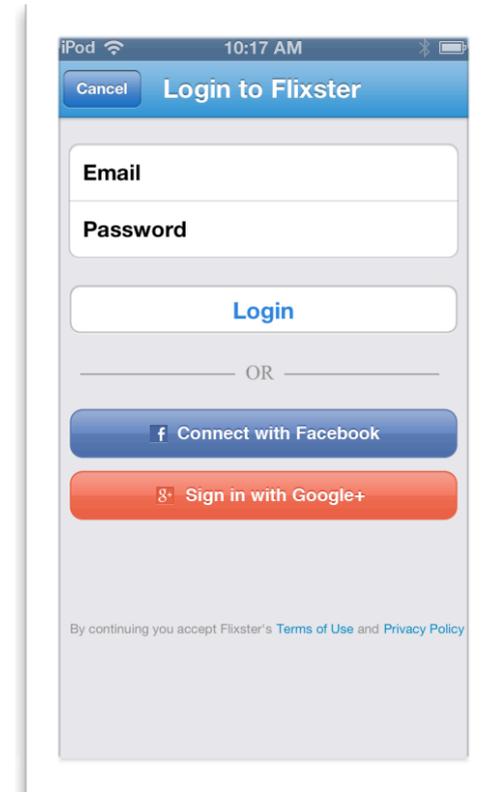
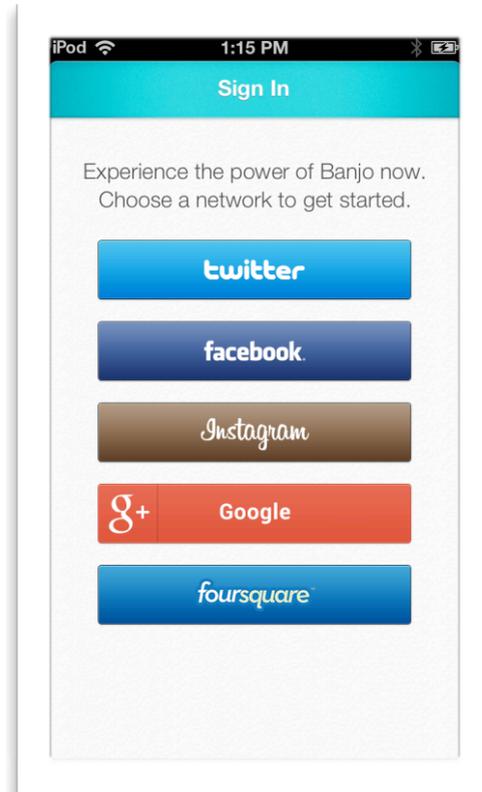
Cancel



Home



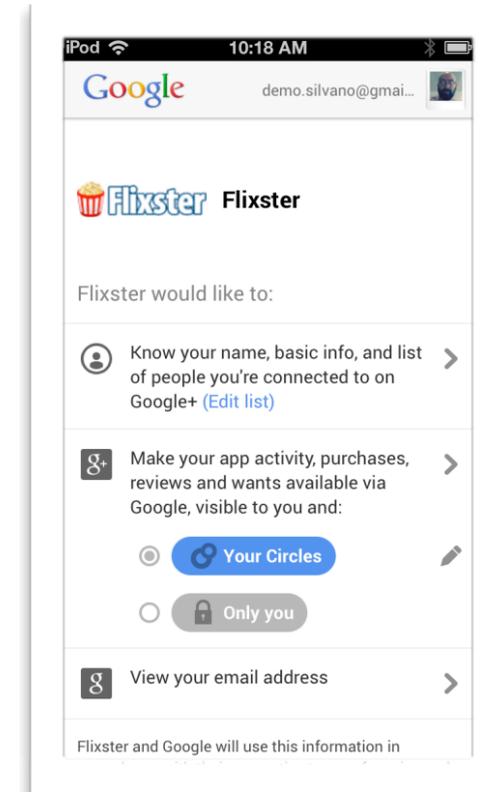
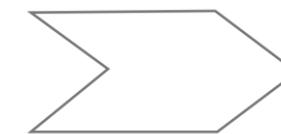
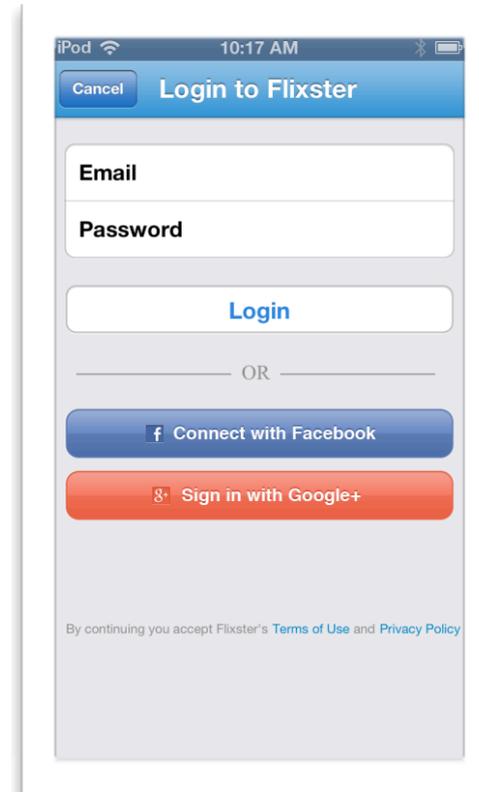
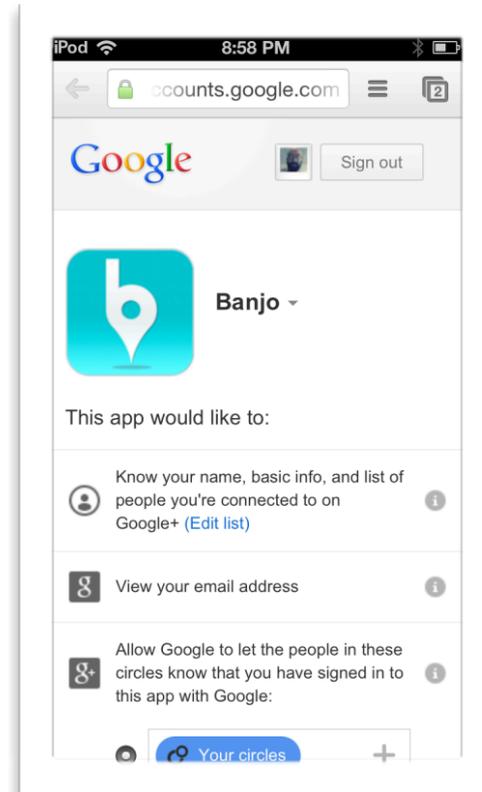
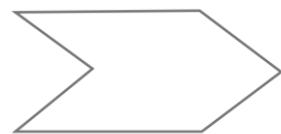
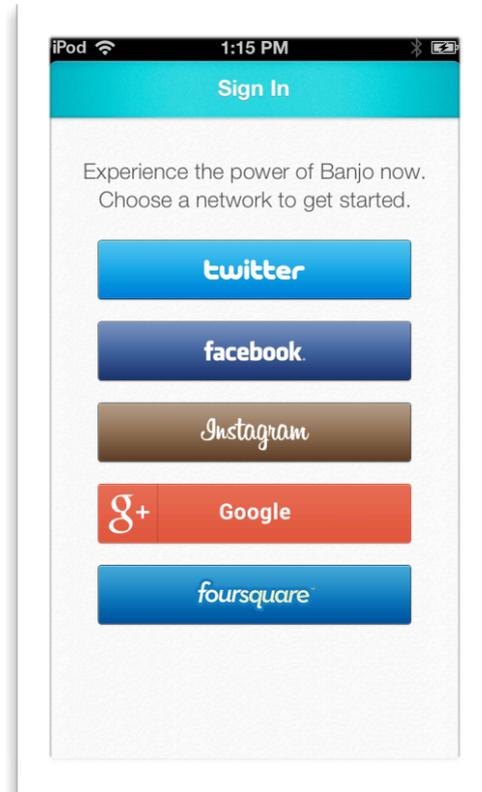
Sign-In Tips: G+ App vs Browser



Sign-In Tips: G+ App vs Browser

Browser

G+ App



Get User Profile

Objective-C

```
// In ViewController.m
- (void) finishedWithAuth: (GTMOAuth2Authentication *) auth
    error: (NSError *) error {
    [[[GPPSignIn sharedInstance] plusService]
    executeQuery:[GTLQueryPlus queryForPeopleGetWithUserId:@"me"]
    completionHandler:^(GTLServiceTicket *ticket,
        GTLPlusPerson *person,
        NSError *error) {
        self.profileImage.image = [UIImage imageData:
            [NSData dataWithContentsOfURL:
                [NSURL URLWithString:person.image.url]]];
        self.displayName.text = person.displayName;
    }];
}
```

Get User Profile

Objective-C

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// In ViewController.m
- (void)finishedWithAuth:(GTMOAuth2Authentication *)auth
    error:(NSError *)error {
    [[[GPPSignIn sharedInstance] plusService]
        executeQuery:[GTLQueryPlus queryForPeopleGetWithUserId:@"me"]
        completionHandler:^(GTLServiceTicket *ticket,
            GTLPlusPerson *person,
            NSError *error) {
            self.profileImage.image = [UIImage imageData:
                [NSData dataWithContentsOfURL:
                    [NSURL URLWithString:person.image.url]]];
            self.displayName.text = person.displayName;
        }];
}
```

Get User Profile

Objective-C

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    error:(NSError *)error {
    [[[GPPSignIn sharedInstance] plusService]
        executeQuery:[GTLQueryPlus queryForPeopleGetWithUserId:@"me"]
        completionHandler:^(GTLServiceTicket *ticket,
            GTLPlusPerson *person,
            NSError *error) {
            self.profileImage.image = [UIImage imageData:
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                    [NSURL URLWithString:person.image.url]]];
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        }];
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        executeQuery:[GTLQueryPlus queryForPeopleGetWithUserId:@"me"]
        completionHandler:^(GTLServiceTicket *ticket,
            GTLPlusPerson *person,
            NSError *error) {
            self.profileImage.image = [UIImage imageData:
                [NSData dataWithContentsOfURL:
                    [NSURL URLWithString:person.image.url]]];
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- (void)finishedWithAuth:(GTMOAuth2Authentication *)auth
    error:(NSError *)error {
    [[[GPPSignIn sharedInstance] plusService]
        executeQuery:[GTLQueryPlus queryForPeopleGetWithUserId:@"me"]
        completionHandler:^(GTLServiceTicket *ticket,
            GTLPlusPerson *person,
            NSError *error) {
            self.profileImage.image = [UIImage imageData:
                [NSData dataWithContentsOfURL:
                    [NSURL URLWithString:person.image.url]]];
            self.displayName.text = person.displayName;
        }];
}
```



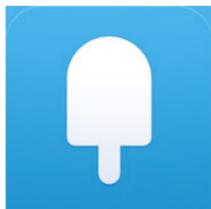
Interactive Posts



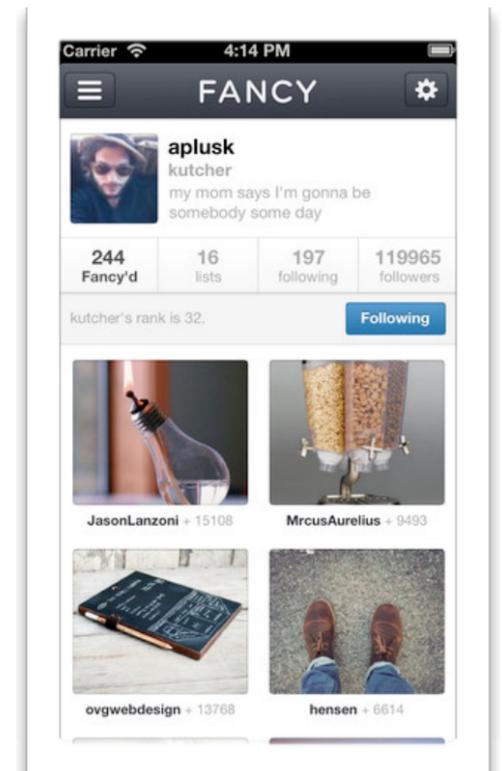
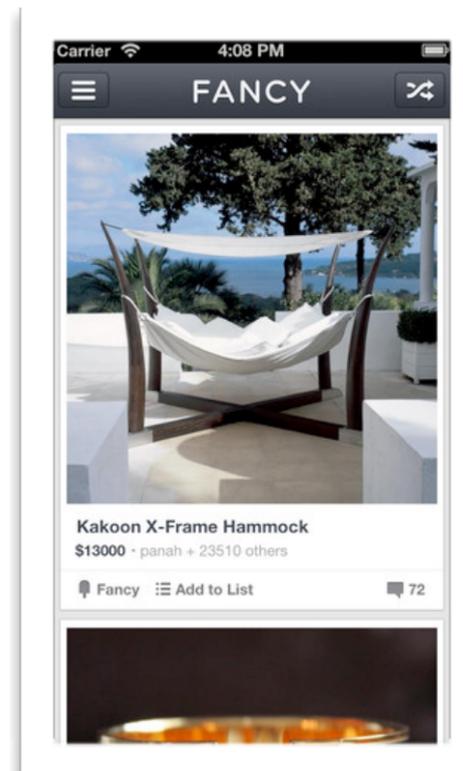
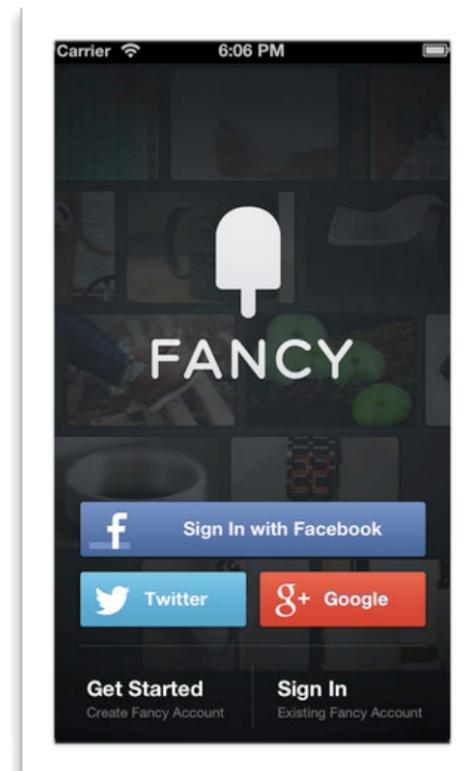
Interactive Posts

Fancy

Fancy is an app to discover, collect and buy from a crowd-curated catalog of goods, places and stores.



<http://www.thefancy.com/>





iPod 10:44 PM

FANCY



USB Hub House by Hacoa
\$115 · zoffy + 1745

Fancy Add to List 5





Buy \$700



Hanging Cliff Cabana

yellowbird + 35454

Fancy

Add to List

272







iPod 3:57 PM

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 **Silvano Luciani**
from Fancy

Handy for the summer!

 **Hanging Cliff Cabana - \$700 »**

 Hanging Cliff Cabana Precise engineering for strength, durability and ease of set-up and adjustment Frame is built from double-buttetted 6061 T-6 45 mm machined and anodized aluminum 4 pull straps tighten the floor 6-point buckle system for easy leveling Double ripstop 210d nylon ballistics Allow 15 days for shipping.

 Buy

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Browser address bar: <https://drive.google.com/?tab=mo&authuser=0#my-drive>

Navigation bar: +Silvano Search Images Maps Play YouTube News Gmail Drive Calendar More

Google logo, search bar, Silvano Luciani profile with 1 notification, + Share button.

Drive logo, + button, Sort dropdown, view toggles, settings gear.

Browser address bar: <https://www.google.com/webhp?hl=en&tab=mw>

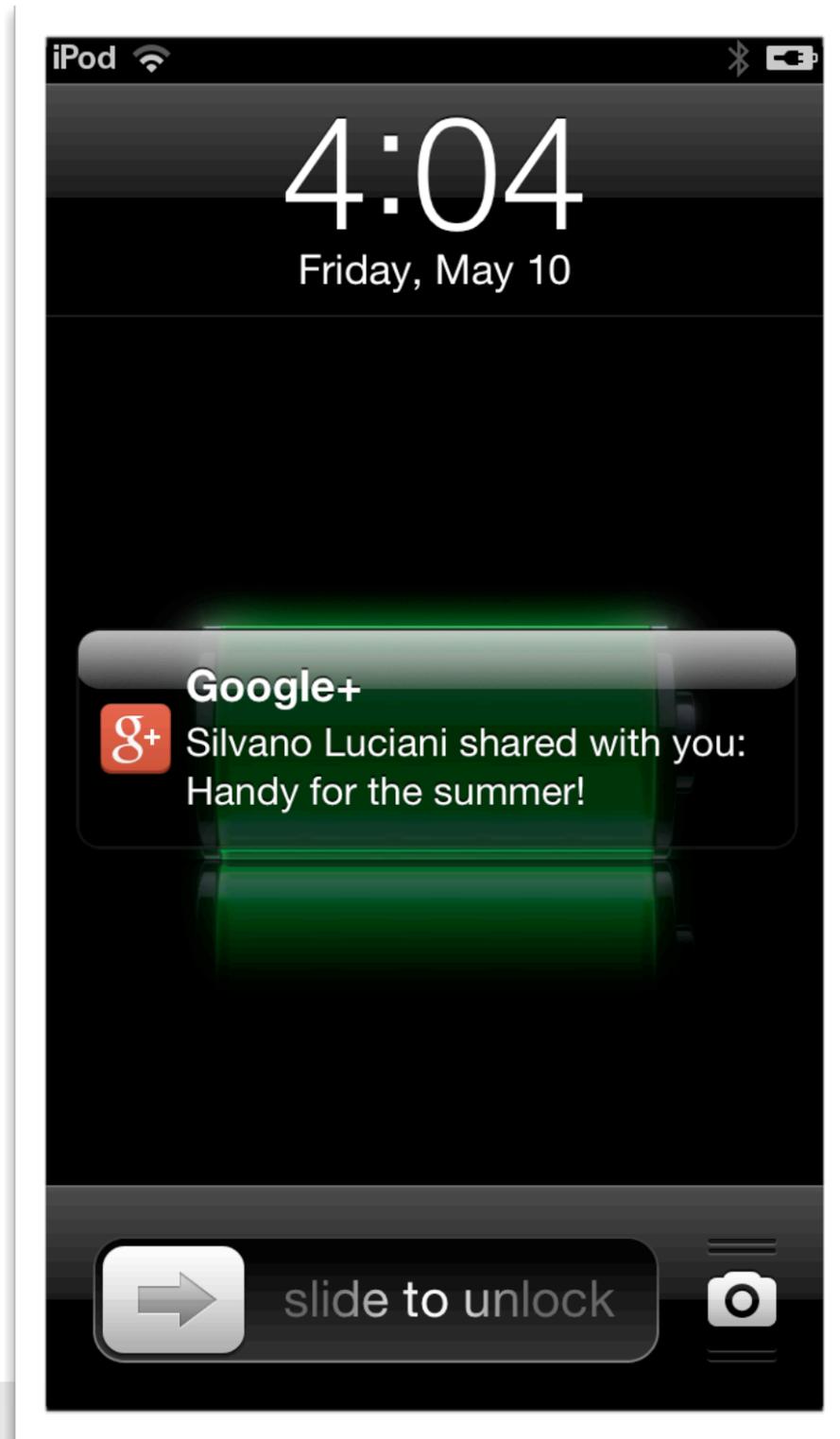
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Silvano Luciani profile with 1 notification, + Share button.

Large black video player with "GOOGLE" text and a play button.

Search bar with microphone icon.

Buttons: Google Search, I'm Feeling Lucky.



← Notifications



Silvano Luciani



2 minutes ago Fancy [Limited](#)

Handy for the summer!

Hanging Cliff Cabana -

\$700

Fancy

Buy

+1



Comment



10 people added you: Marcelo Magallon, Justas Batulevicius, ...

3 hours ago



Nicolás Castano shared with you: Estuvimos probando la nueva...

6 hours ago



72 Hours Photo shared with you:

Add a comment...



Notifications



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2 minutes ago Fancy Limited

Handy for the summer!

Hanging Cliff Cabana -

\$700

Fancy

Buy

+1



Comment



10 people added you: Marcelo Magallon, Justas Batulevicius, ...
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6 hours ago

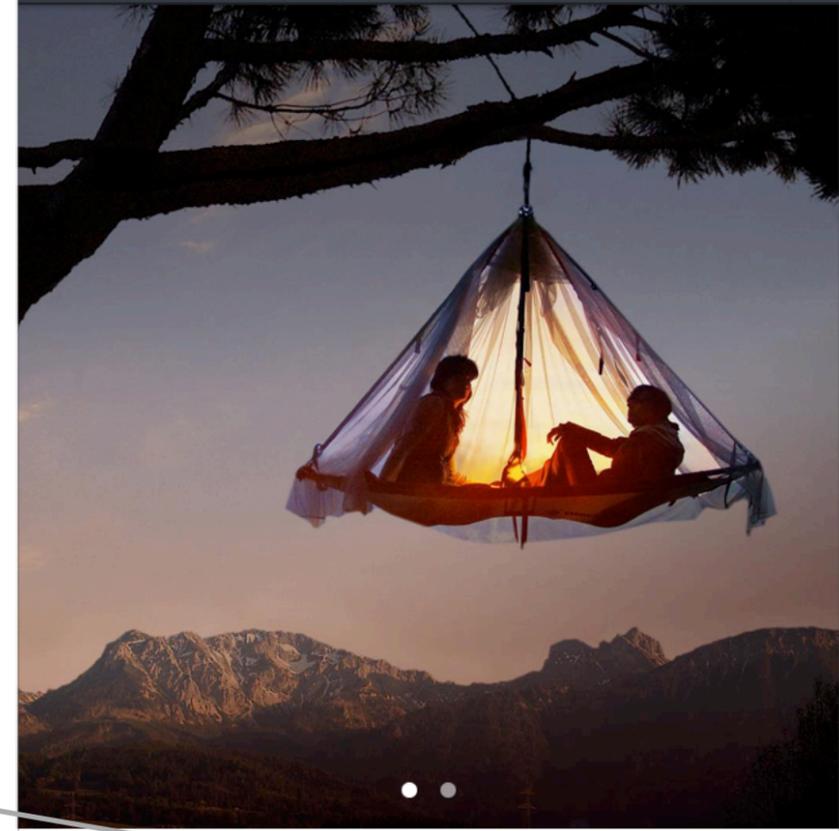


72 Hours Photo shared with you:

Add a comment...



Hanging Cliff Cabana



\$700.00 USD

Add to Cart

Gift

- *Hanging Cliff Cabana*
- Precise engineering for strength, durability and ease of set-up and adjustment
- Frame is built from double-buttet 6061 T-6 45 mm machined and anodized aluminum

Share an Interactive Post

Objective-C

```
- (IBAction) share:(id) sender {
    id<GPPShareBuilder> shareDialog =
        [[GPPShare sharedInstance] shareDialog];

    [shareDialog setPrefillText:@"Check this out!"];

    [shareDialog setURLToShare:
        [NSURL URLWithString:@"https://developers.google.com/+/"]];

    [shareDialog setCallToActionButtonWithLabel:@"BOOKMARK"
        URL:
        [NSURL URLWithString:@"https://developers.google.com/+/mobile/ios/" ]
        deepLinkId:@"/+mobile/ios/"];

    [shareDialog open];
}
```

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        URL:
        [NSURL URLWithString:@"https://developers.google.com/+/mobile/ios/" ]
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        URL:
        [NSURL URLWithString:@"https://developers.google.com/+/mobile/ios/"
        deepLinkID:@"/+/mobile/ios/"]];

    [shareDialog open];
}
```



App Activities



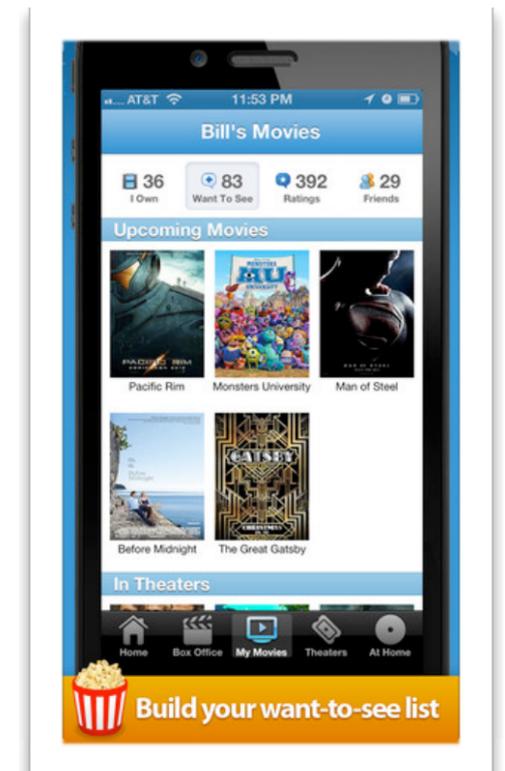
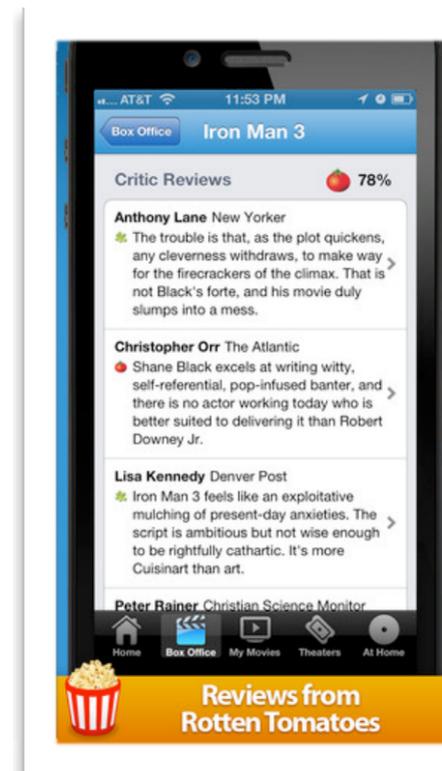
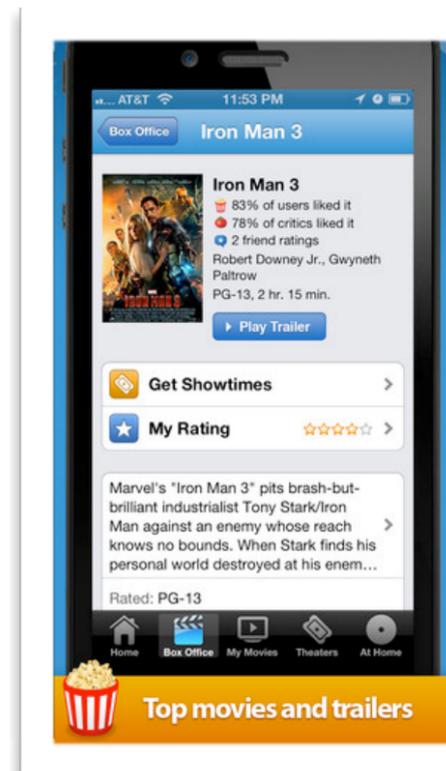
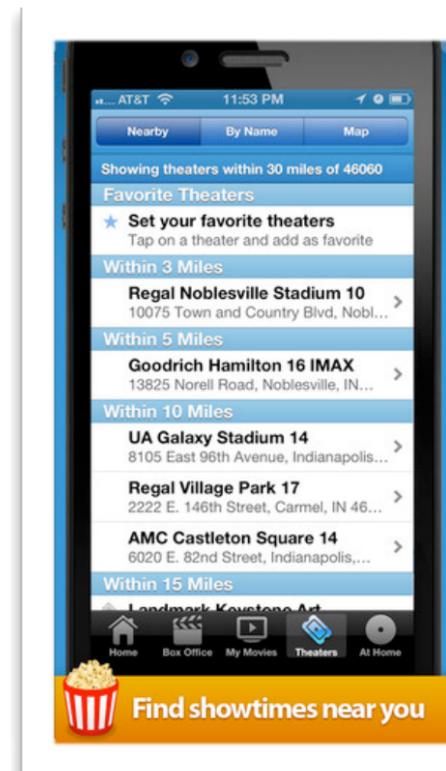
App Activities

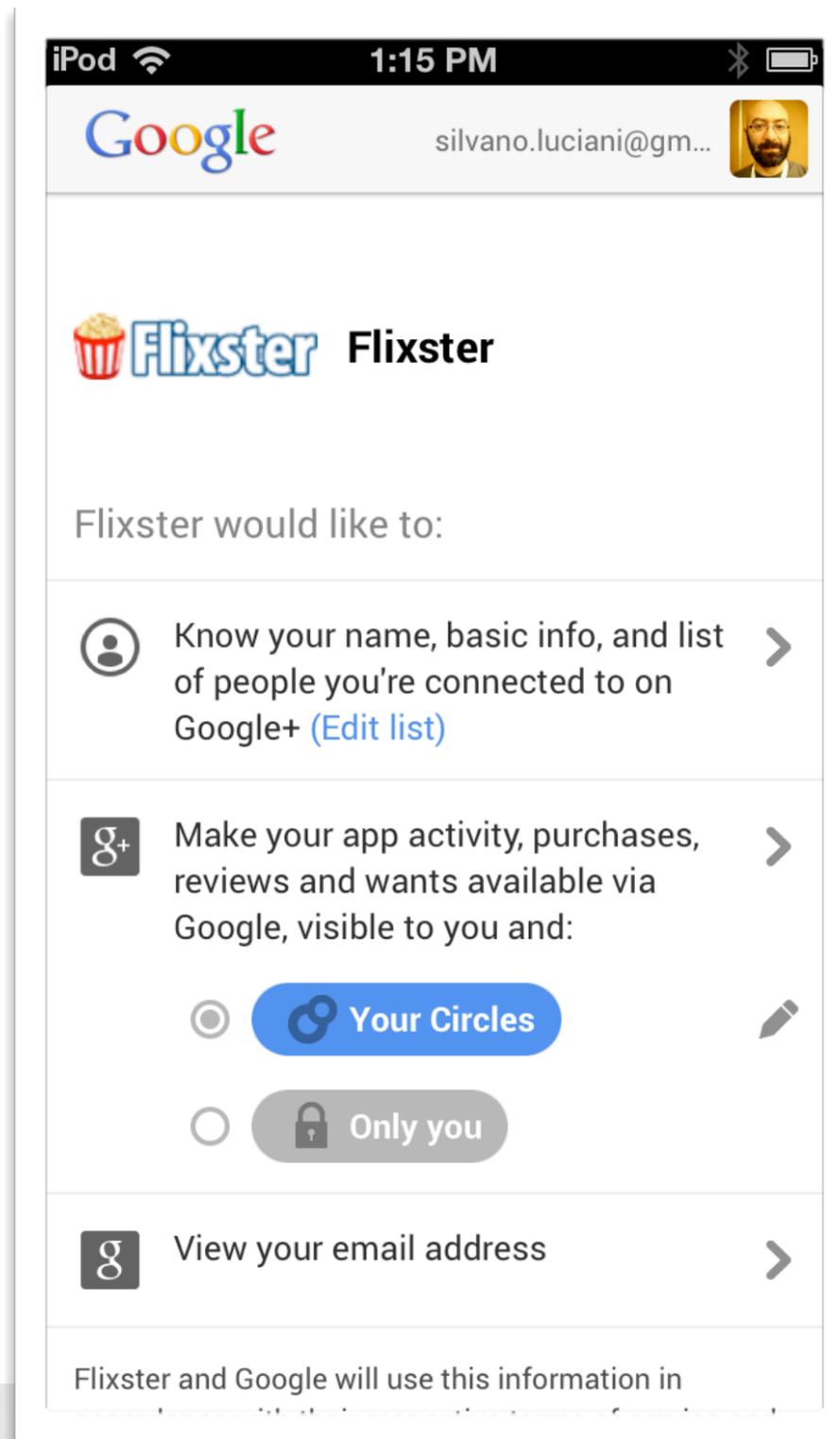
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Unrated

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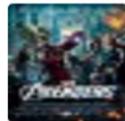


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Wanted **Mama**

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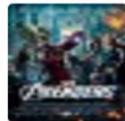


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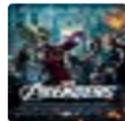


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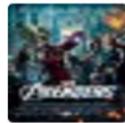


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Reviewed **Marvel's The Avengers**

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Wanted **Star Trek Into Darkness**

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Wanted **Iron Man 3**

6 days ago on Flixster - Share



Wanted **Mama**

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Apr 28, 2013
[The Great Gatsby](#)

Write App Activities

Objective-C

```
// In ViewController.m
- (void) viewDidLoad {
    [super viewDidLoad];
    [GPPSignIn sharedInstance].delegate = self;
    [GPPSignIn sharedInstance].actions =
        @[@"http://schemas.google.com/WantActivity"];
    [[GPPSignIn sharedInstance] trySilentAuthentication];
}
```



Write App Activities

Objective-C

```
// In ViewController.m
- (void) viewDidLoad {
    [super viewDidLoad];
    [GPPSignIn sharedInstance].delegate = self;
    [GPPSignIn sharedInstance].actions =
        @[@"http://schemas.google.com/WantActivity"];
    [[GPPSignIn sharedInstance] trySilentAuthentication];
}
```



Write App Activities (Cont'd)

Objective-C

```
- (IBAction)writeActivity:(id)sender {
    GTLPlusMoment *moment =
        [[[GTLPlusMoment alloc] init] autorelease];
    moment.type = @"http://schemas.google.com/WantActivity";
    moment.target =
        [[[GTLPlusItemScope alloc] init] autorelease];
    moment.target.url = @"https://developers.google.com/"
        @"+/plugins/snippet/examples/thing";
}
```



Write App Activities (Cont'd)

Objective-C

```
- (IBAction)writeActivity:(id)sender {
    GTLPlusMoment *moment =
        [[[GTLPlusMoment alloc] init] autorelease];
    moment.type = @"http://schemas.google.com/WantActivity";
    moment.target =
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```



Write App Activities (Cont'd)

```
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    moment.target =  
        [[[GTLPlusItemScope alloc] init] autorelease];  
    moment.target.url = @"https://developers.google.com/  
+plugins/snippet/examples/thing";  
}
```

Objective-C



Write App Activities (Cont'd)

```
GTLQueryPlus *query = [GTLQueryPlus
    queryForMomentsInsertWithObject:moment
                          userId:@"me"
                          collection:kGTLPlusCollectionVault];

[[[GPPSignIn sharedInstance] plusService]
    executeQuery:query
    completionHandler:^(GTLServiceTicket *ticket,
                        GTLPlusMoment *result,
                        NSError *error) {
    // Writing activity completed.
    // Remember to check for errors.
}];
```

Objective-C

Write App Activities (Cont'd)

Objective-C

```
GTLQueryPlus *query = [GTLQueryPlus
    queryForMomentsInsertWithObject:moment
                          userId:@"me"
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Write App Activities (Cont'd)

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Objective-C

Write App Activities (Cont'd)

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```

Objective-C



Sign out - Disconnect



Sign out - Disconnect

Sign out and Disconnect

- After **Sign out**, users can browse the app anonymously
- After **Disconnect**, the app must delete all the information obtained from the Google+ APIs.

<https://developers.google.com/+/policies>



To Sign out and Disconnect

Objective-C

```
// In ViewController.m
- (IBAction)signOut:(id)sender {
    [[GPPSignIn sharedInstance] signOut];
    self.profileImage.image = nil;
    self.displayName.text = nil;
}

- (IBAction)disconnect:(id)sender {
    [[GPPSignIn sharedInstance] disconnect];
}

- (void)didDisconnectWithError:(NSError *)error {
    if (!error) {
        self.profileImage.image = nil;
        self.displayName.text = nil;
    }
}
```

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Objective-C

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    if (!error) {
        self.profileImage.image = nil;
        self.displayName.text = nil;
    }
}
```

Conclusions

- Easy integration using the Google+ iOS SDK
- Login from a trusted provider
- Profile and Social Graph access
- Drive adoption with Interactive Posts
- Re-engagement with App Activities





<Thank You!>

<http://plus.google.com/+SilvanoLuciani>



Questions?





Google
Developers