This application connects to Twitter API in order to make a different kind of requests. Then it process the data collected and creates different kind of visualizations using Roassal.

## Installation

Roassal-Twitter depends on:

- Roassal
- Zinc SSO
- NeoJSON
- GraphET

In a fresh Pharo 3.0 image, execute the following to load the code necessary to run this application:

- Roassal:

```
Gofer new smalltalkhubUser: 'ObjectProfile'
project: 'Roassal';
package: 'ConfigurationOfRoassal';
load.
(Smalltalk at: #ConfigurationOfRoassal) load.
```

- Zinc SSO

```
Gofer it
url: 'http://mc.stfx.eu/ZincHTTPComponents';
package: 'ConfigurationOfZincHTTPComponents';
load.
ConfigurationOfZincHTTPComponents project latestVersion load: 'SSO'.
```

- GraphET

```
Gofer new smalltalkhubUser: 'ObjectProfile'
project: 'GraphET';
package: 'ConfigurationOfGraphET';
load.
(Smalltalk at: #ConfigurationOfGraphET) loadDevelopment.
```

- NeoJSON

```
Gofer it
 url: 'http://mc.stfx.eu/Neo';
package: 'Neo-JSON-Core';
package: 'Neo-JSON-Tests';
load.
```

- Change to Athens
  ROPlatform setCurrent: 'athens'.
  ROFontOrganizerAthens initialize.

- To load Roassal-Twitter code:
  Gofer new url:
  'http://smalltalkhub.com/mc/arturozambrano/TwitterRoassalPlayGround/main';
  package: 'Twitter-Core';
  package: 'Twitter-Tests';
  package: 'Zinc-SSO-OAuth1-Core';
  load.

Note: Streaming API support depends on a forked version of Zinc-SSO-OAuth1-Core

## Getting Started

First you have to sign in with your Twitter Account in https://apps.twitter.com/ and create a Twitter App. Then, Twitter will generate a consumer key and a consumer secret string. This two values you need to create a Login object in a workspace executing:

| *login* |
*login := Login key: 'yourKey' secret: 'yourSecret'.*

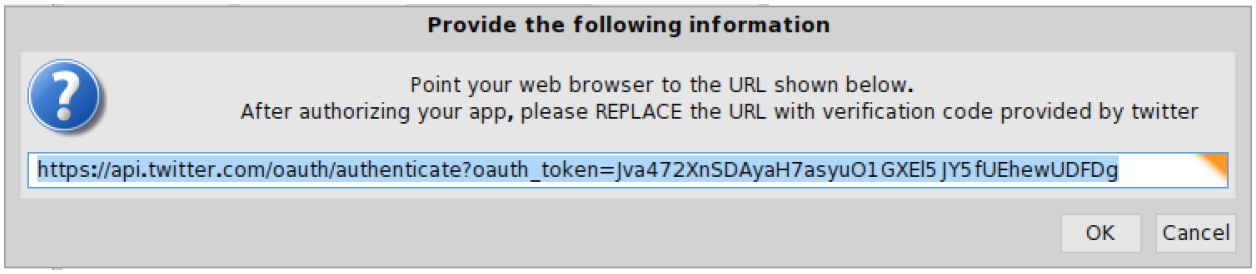
Then you need to authorize your app based on OAuth following the next steps:

**Step1:**

In a workspace, execute the following method:

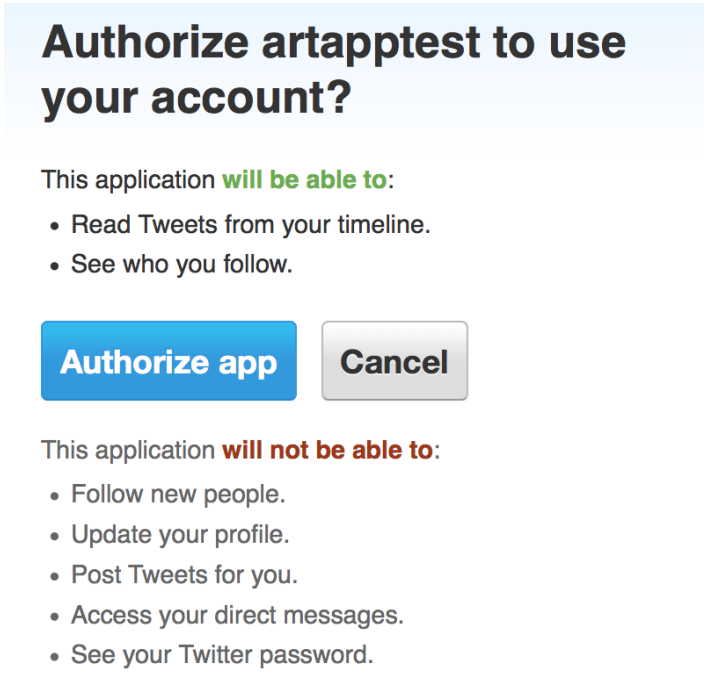
*login manualLogin.*

This method performs the OAuth handshake. It opens a window showing the url which you have to go in order to authorize your app and get a verification code.

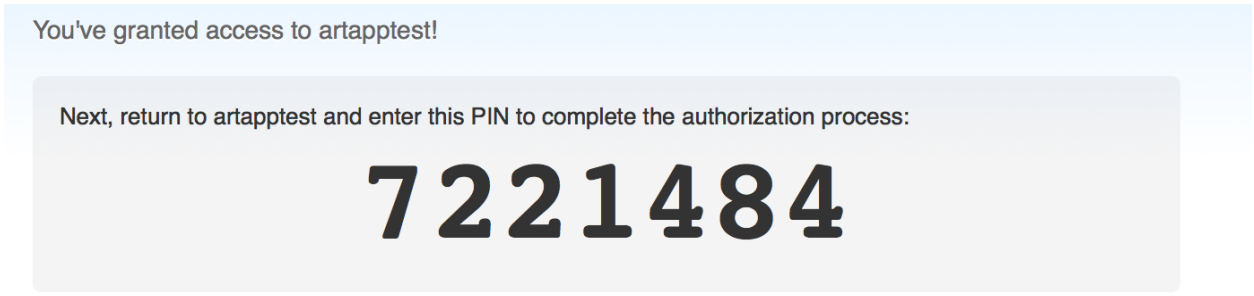



**Step 2:**

If you are not logged in, now you have to. Then you'll be redirected to the following page:

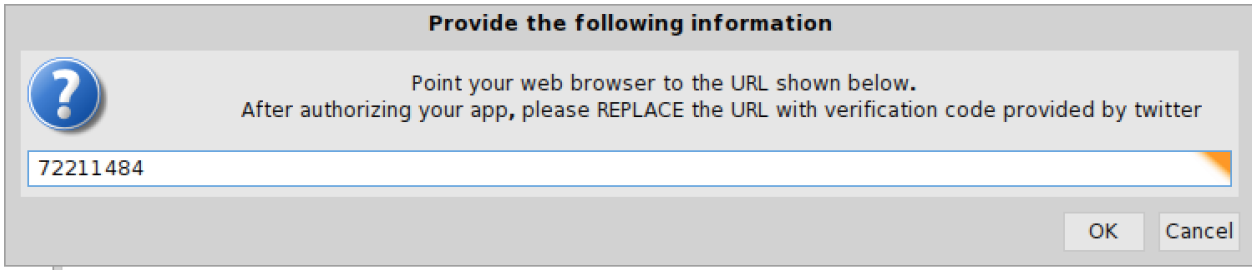



Click on the  Authorize app button and then Twitter will show you the pin (verification code) which you need to get your application authorized.




**Step 3:**

Copy the pin and go back to your smalltalk image. Go to the following window (opened in step 1):




Paste the pin into the input field and click ok. Now you will have your app authorized and you will be able to make request to the Twitter API.

IMPORTANT: Once you have your app authorized, you MUST evaluate:

*login save*

This method saves your keys and access token to your disk so that you don't have to repeat this process again.

**Using examples**

In RESTQueryEngine there are some class methods as examples of how to make different Twitter API requests. They return Twitter data mapped in objects. To execute them you have to do:

*RESTQueryEngine exampleN*

Where N is a number.