

\_1. **Paso 1:** Ingresar a Google Playground (<https://developers.google.com/oauthplayground/>)

OAuth 2.0 Playground

X

Step 1 Select & authorize APIs

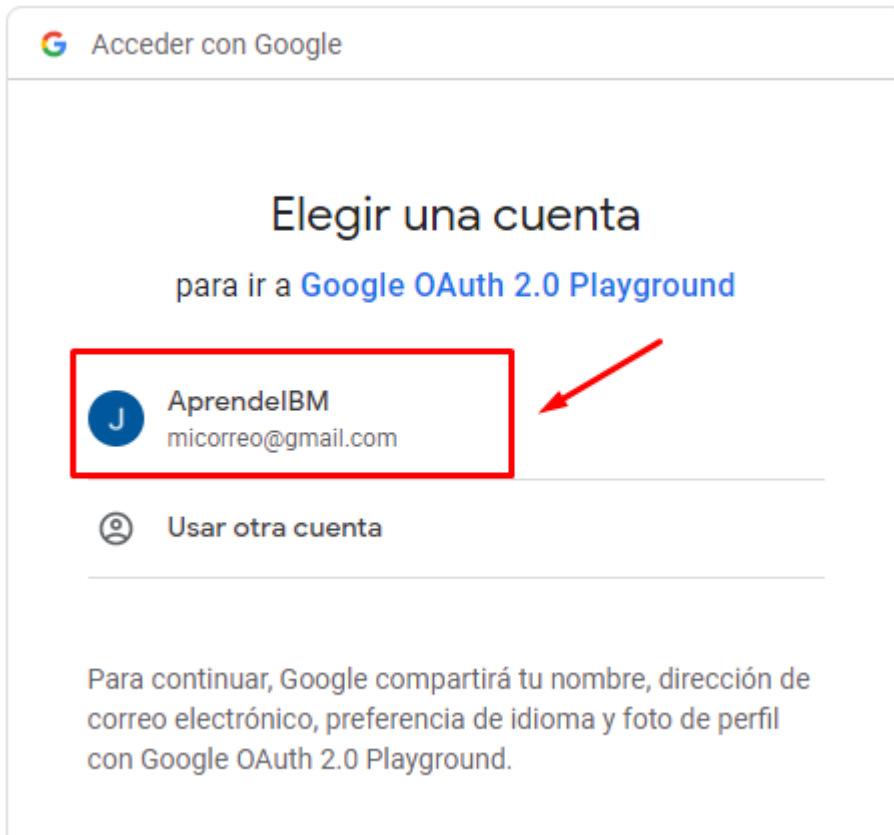
Select the scope for the APIs you would like to access or input your own OAuth scopes below. Then click the "Authorize APIs" button.

- Google Chat API v1
- Google Classroom API v1
- Google Cloud Data Catalog API v1
- Google Cloud Memorystore for Redis API v1
- Google Docs API v1
- Google OAuth2 API v2**
  - ✓ <https://www.googleapis.com/auth/userinfo.email>
  - ✓ <https://www.googleapis.com/auth/userinfo.profile>
  - ✓ [openid](#)
- Google Play Android Developer API v3
- Google Play Custom App Publishing API v1
- Google Play EMM API v1
- Google Play Game Management v1management
- Google Play Game Services Publishing API v1configuration
- Google Play Game Services v1

Input your own scopes

Authorize APIs

\_2. Indicar con que cuenta se realiza el login y brindar permisos



\_3. Intercambiar el «**authorization code**» temporal por «**access\_token**»

**OAuth 2.0 Playground** [X]

▶ Step 1 Select & authorize APIs

▼ Step 2 Exchange authorization code for tokens

Once you got the Authorization Code from Step 1 click the **Exchange authorization code for tokens** button, you will get a refresh and an access token which is required to access OAuth protected resources.

Authorization code:

**Exchange authorization code for tokens**

Refresh token:

Access token:

Auto-refresh the token before it expires.

*Note: The OAuth Playground will automatically revoke refresh tokens after 24h. You can avoid this by specifying your own application OAuth credentials using the Configuration panel.*

**Request / Response**

```
HTTP/1.1 302 Found
Location: https://accounts.google.com/o
redirect_uri=https%3A%2F%2Fdevelopers.g
www.googleapis.com%2Fauth%2Fuserinfo.em

GET /oauthplayground/?code=4/0AWgavdfBm
BNPQ&scope=email%20profile%20https://ww
HTTP/1.1
Host: developers.google.com
```

\_4. Se obtiene «**access\_token**» con un tiempo de vida y este se puede utilizar para consumir cualquier **recurso/servicio** de **Google**

