**SDK DOCUMENT**

Once you add the SDK in your project, you will need to call the following function from app when the user clicks on Pay Now button on your app.

STARTING SDK

To initiate SDK, prepare config object just like below code snippet:

PayUConfigBO \*objConfig = [[PayUConfigBO alloc] init];

objConfig.firstName = firstName;

objConfig.phone = phone;

objConfig.emailId = email;

objConfig.transactionId = txnID;

objConfig.productInfo = prod\_info;

objConfig.amount = amount;

objConfig.merchantId = MERCHANT\_ID;

objConfig.merchantKey = MERCHANT\_KEY;

objConfig.merchantSalt = MERCHANT\_SALT;

objConfig.appSURL = MERCHANT\_SURL;

objConfig.appFURL = MERCHANT\_FURL;

objConfig.udf1 = @"";

objConfig.udf2 = @"";

objConfig.udf3 = @"";

objConfig.udf4 = @"";

objConfig.udf5 = @"";

The macros are defined in PayuMoneySDKAppConstant.h which can be changed from there.

#define MERCHANT\_KEY @"FCstqb"

#define MERCHANT\_SALT @"MBgjYaFG"

#define MERCHANT\_SURL @"https://test.payumoney.com/mobileapp/payumoney/success.php"

#define MERCHANT\_FURL @"https://test.payumoney.com/mobileapp/payumoney/failure.php"

#define MERCHANT\_ID @"4827834"

//1 is for debug mode and 0 is for live

#define IS\_DEBUG 0

#define USER\_INPUT\_EMAIL @"piyush.jain@payu.in"

#define USER\_INPUT\_TXN\_ID @"0nf7"

#define USER\_INPUT\_PHONE @"8882434664"

#define USER\_INPUT\_PROD\_INFO @"product\_name"

#define USER\_INPUT\_FIRST\_NAME @"piyush"

After preparing the PayUConfigBO call the **startSDK:withCallback: method of PayuMoneySDKStarttingViewController. This is the entry point for the SDK.**

After logging in the user will have to select payment method, enter the details and payment will start processing. All this will be taken care of.

PAYMENT COMPLETION

You have to register for notification to get the payment status in the end. Following is the code snippet for this.

-(void)addObserverForSDKTransactionDetails{

[[NSNotificationCenter defaultCenter] addObserver:self selector:@selector(callBackFromPayUTransaction:) name:kNotificationTxnCompleted object:nil];

}

-(void)callBackFromPayUTransaction:(NSNotification\*)notification

{

// Payment ID :

NSString \*paymentID = [[PayuMoneySDKAppConstant sharedInstance].dictCurrentTxn objectForKey:KEY\_PAYMENT\_ID];

NSLog(@"Paymment ID = %@",paymentID);

NSString \*serverMessage = @"";

if([notification.object isEqual:kNotificationSuccessTxn])

{

serverMessage = @"congrats! Payment is successful!!";

}

else if([notification.object isEqual:kNotificationFailureTxn])

{

serverMessage = @"Oops!!! Payment Failed";

}

else if([notification.object isEqual:kNotificationRejectTxn]){

serverMessage = @"Payment Cancelled";

}

// Remove Notification Observers

[[NSNotificationCenter defaultCenter] removeObserver:self name:kNotificationTxnCompleted object:nil];

// Pop to Current Controller

[self.navigationController popToViewController:self animated:YES];

// Navigate to Transaction Completion Screen

[self showTransactionCompletionScreenWithPaymentMessage:serverMessage];

}

-(void)showTransactionCompletionScreenWithPaymentMessage:(NSString\*)message{

// Navigate to Transaction Completion Screen

UIStoryboard \*sdkSB = [UIStoryboard storyboardWithName:@"PayUSDK" bundle:nil];

PayuMoneySDKFinalViewController \*finalVC = [sdkSB instantiateViewControllerWithIdentifier:@"finalVC"];

finalVC.msg = message;

[self.navigationController pushViewController:finalVC animated:YES];

}

Using SDK in Test mode

For using sdk in test mode you need to follow the below mentioned steps.

1. In PayuMoneySDKAppConstant.h set the IS\_DEBUG macro to 1 to use it in test mode and 0 for live mode.  
2. Send the SURL/FURL, MerchantId and key accordingly for test and live mode.

REFERENCE

For reference see **InitialTableViewController**.It is a sample controller which is calling the SDK. Its instance is passed in callback. It has notifications registered for successful and failure payments. After the startSDK:withCallback: method is called, sdk will initiate and check for login.

If user is not logged in, user will be asked to log in by entering the credentials.

In the end the sdk will return the output to controller whose instance was passed in callback i.e. InititalTableViewController in this case. SDK returns the string message consisting of status of payment i.e success,failure and decline. You can use this message the way you want. Just for reference, we have shown it in FinalViewController.