



**EMV<sup>®</sup>**

**3-D Secure**

---

## **SDK Specification**

Version 2.3.0.0

September 2021

## Legal Notice

The EMV® Specifications are provided “AS IS” without warranties of any kind, and EMVCo neither assumes nor accepts any liability for any errors or omissions contained in these Specifications. EMVCO DISCLAIMS ALL REPRESENTATIONS AND WARRANTIES, EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE AND NON-INFRINGEMENT, AS TO THESE SPECIFICATIONS.

EMVCo makes no representations or warranties with respect to intellectual property rights of any third parties in or in relation to the Specifications. EMVCo undertakes no responsibility to determine whether any implementation of the EMV® Specifications may violate, infringe, or otherwise exercise the patent, copyright, trademark, trade secret, know-how, or other intellectual property rights of third parties, and thus any person who implements any part of the EMV® Specifications should consult an intellectual property attorney before any such implementation.

Without limiting the foregoing, the Specifications may provide for the use of public key encryption and other technology, which may be the subject matter of patents in several countries. Any party seeking to implement these Specifications is solely responsible for determining whether its activities require a license to any such technology, including for patents on public key encryption technology. EMVCo shall not be liable under any theory for any party’s infringement of any intellectual property rights in connection with the EMV® Specifications.

## Revision Log

The following table lists the version history for the *EMV 3-D Secure SDK Specification*. EMVCo Specification Bulletins provide the detailed updates made with each specification release.

Version	Release Date	Associated Specification Bulletins
2.1.0	October 2017	SB 205: EMV® 3-D Secure SDK and Device Information Updates, Clarifications & Errata for v2.1.0
2.2.0	December 2018	SB 211: EMV® 3-D Secure SDK Updates, Clarifications & Errata
2.3.0.0	September 2021	EMV® 3-D Secure SDK Specification version 2.3.0.0

# Contents

<b>1</b>	<b>Introduction .....</b>	<b>13</b>
1.1	Purpose.....	13
1.2	Audience .....	13
1.3	Normative References .....	13
1.4	Definitions .....	13
1.5	Abbreviations .....	13
1.6	Supporting Documentation.....	13
1.7	Terminology and Conventions .....	14
<b>2</b>	<b>EMV 3-D Secure Architecture and Flows Overview .....</b>	<b>16</b>
2.1	Participating Components .....	16
2.2	Authentication Flow Overview .....	17
2.2.1	Frictionless Flow.....	17
2.2.2	Challenge Flow.....	17
2.3	UI Types for Challenge Flow .....	19
2.3.1	Challenge Flow Implemented Using Native UI .....	19
2.3.2	Challenge Flow Implemented Using HTML UI .....	19
2.3.3	Challenge Flow Implemented Using Out-of-Band (OOB) UI .....	19
<b>3</b>	<b>Getting Started with the EMV 3-D Secure Default SDK .....</b>	<b>20</b>
3.1	Component Architecture .....	20
3.2	Lifecycle .....	21
3.2.1	Lifecycle Phases .....	21
3.3	Authentication Flows .....	22
3.3.1	Frictionless Flow.....	22
3.3.2	Challenge Flow.....	25
3.4	Summary of 3DS SDK Code Elements .....	26
3.4.1	Interface Summary .....	26
3.4.2	Class Summary .....	27
3.4.3	Exception Summary .....	29
3.4.4	Enum Summary.....	30
<b>4</b>	<b>Code Elements of the EMV 3-D Secure Default SDK .....</b>	<b>32</b>
4.1	Interface ThreeDS2Service .....	32
4.1.1	initialize.....	33
4.1.2	createTransaction.....	35
4.1.3	cleanup.....	36
4.1.4	getSDKVersion.....	37

4.1.5	getWarnings .....	37
4.2	Class ConfigParameters .....	38
4.2.1	addParam .....	39
4.2.2	getParamValue .....	40
4.2.3	removeParam .....	41
4.3	Interface ChallengeStatusReceiver .....	41
4.3.1	completed .....	43
4.3.2	cancelled .....	44
4.3.3	timedout .....	44
4.3.4	protocolError .....	45
4.3.5	runtimeError .....	46
4.4	Interface Transaction .....	46
4.4.1	getAuthenticationRequestParameters .....	47
4.4.2	doChallenge .....	48
4.4.3	getProgressView .....	50
4.4.4	close .....	51
4.5	Class UiCustomization .....	51
4.5.1	setButtonCustomization .....	53
4.5.2	setButtonCustomization—variation .....	54
4.5.3	setToolbarCustomization .....	55
4.5.4	setLabelCustomization .....	55
4.5.5	setTextBoxCustomization .....	56
4.5.6	getButtonCustomization .....	57
4.5.7	getButtonCustomization .....	57
4.5.8	getToolbarCustomization .....	58
4.5.9	setLabelCustomization .....	59
4.5.10	getTextBoxCustomization .....	59
4.6	Class Customization .....	59
4.6.1	setTextFontName .....	60
4.6.2	setTextColor .....	61
4.6.3	setTextFontSize .....	61
4.6.4	getTextFontName .....	62
4.6.5	getTextColor .....	62
4.6.6	getTextFontSize .....	63
4.7	Class ButtonCustomization .....	63
4.7.1	setBackgroundColor .....	64
4.7.2	setCornerRadius .....	65
4.7.3	getBackgroundColor .....	65
4.7.4	getCornerRadius .....	66
4.8	Class ToolbarCustomization .....	66

4.8.1	setBackgroundColor.....	67
4.8.2	getBackgroundColor.....	68
4.8.3	setHeaderText.....	68
4.8.4	getHeaderText.....	69
4.8.5	setButtonText.....	69
4.8.6	getButtonText.....	70
4.9	Class LabelCustomization.....	70
4.9.1	setHeadingTextColor.....	71
4.9.2	setHeadingTextFontName.....	72
4.9.3	setHeadingTextFontSize.....	73
4.9.4	getHeadingTextColor.....	73
4.9.5	getHeadingTextFontName.....	74
4.9.6	getHeadingTextFontSize.....	74
4.10	Class TextBoxCustomization.....	75
4.10.1	setBorderWidth.....	76
4.10.2	getBorderWidth.....	76
4.10.3	setBorderColor.....	77
4.10.4	getBorderColor.....	77
4.10.5	setCornerRadius.....	78
4.10.6	getCornerRadius.....	78
4.11	Class ChallengeParameters.....	79
4.11.1	set3DSServerTransactionID.....	81
4.11.2	setAcsTransactionID.....	81
4.11.3	setAcsRefNumber.....	82
4.11.4	setAcsSignedContent.....	82
4.11.5	setThreeDSRequestorAppURL.....	83
4.11.6	get3DSServerTransactionID.....	83
4.11.7	getAcsTransactionID.....	83
4.11.8	getAcsRefNumber.....	84
4.11.9	getAcsSignedContent.....	84
4.11.10	getThreeDSRequestorAppURL.....	85
4.12	Class AuthenticationRequestParameters.....	85
4.12.1	AuthenticationRequestParameters.....	86
4.12.2	getDeviceData.....	87
4.12.3	getSDKTransactionID.....	87
4.12.4	getSDKAppID.....	88
4.12.5	getSDKReferenceNumber.....	88
4.12.6	getSDKEphemeralPublicKey.....	89
4.12.7	getMessageVersion.....	89
4.13	Class ErrorMessage.....	90
4.13.1	ErrorMessage.....	90

4.13.2	getErrorCode.....	91
4.13.3	getErrorComponent.....	91
4.13.4	getErrorDescription .....	92
4.13.5	getErrorDetails .....	92
4.13.6	getErrorMessageType.....	93
4.13.7	getMessageVersionNumber.....	93
4.14	Class CompletionEvent.....	93
4.14.1	CompletionEvent .....	94
4.14.2	getSDKTransactionID.....	94
4.14.3	getTransactionStatus .....	95
4.15	Class RuntimeErrorEvent.....	95
4.15.1	RuntimeErrorEvent.....	96
4.15.2	getErrorMessage.....	97
4.15.3	getErrorCode.....	97
4.16	Class ProtocolErrorEvent.....	98
4.16.1	ProtocolErrorEvent .....	98
4.16.2	getErrorMessage.....	99
4.16.3	getSDKTransactionID.....	99
4.17	Class Warning.....	100
4.17.1	Warning .....	100
4.17.2	getID .....	101
4.17.3	getMessage.....	101
4.17.4	getSeverity .....	102
4.18	Class InvalidInputException .....	102
4.18.1	InvalidInputException .....	103
4.19	Class SDKAlreadyInitializedException .....	103
4.19.1	SDKAlreadyInitializedException .....	104
4.20	Class SDKNotInitializedException .....	104
4.20.1	SDKNotInitializedException.....	105
4.21	Class SDKRuntimeException.....	105
4.21.1	SDKRuntimeException.....	106
4.21.2	getErrorCode.....	106
4.22	Enum Severity.....	107
4.23	Enum ButtonType .....	107
4.24	Enum UICustomization Type .....	108
<b>5</b>	<b>Message Processing.....</b>	<b>109</b>
5.1	Authentication .....	109
5.2	Challenge Processing .....	110

---

<b>6</b>	<b>Device Identification .....</b>	<b>112</b>
<b>7</b>	<b>User Interface .....</b>	<b>113</b>
7.1	HTML UI .....	113
7.2	Native UI .....	113
7.2.1	Input and Output Formats for Native UI .....	114
7.2.2	UI Templates for Native UI .....	115
<b>8</b>	<b>SDK Security .....</b>	<b>116</b>
8.1	Security Goals of the 3DS SDK .....	116
8.2	SDK Initialization Security Checks .....	116
8.3	3DS SDK Versioning Requirements and Protocol Versioning Support....	117
8.4	3DS SDK – ACS Secure Channel.....	117
<b>Annex A</b>	<b>EMV 3DS SDK Predefined Data and Updates .....</b>	<b>118</b>
A.1	3DS SDK Predefined Data.....	118
A.2	Types of Changes That Require 3DS SDK Updates .....	118
<b>Annex B</b>	<b>EMV 3DS SDK Performance .....</b>	<b>119</b>
<b>Annex C</b>	<b>Code Samples.....</b>	<b>120</b>
C.1	Code Sample for iOS .....	120
C.2	Code Sample for Android.....	125
C.3	Code Sample for Windows Phone .....	130

## Figures

Figure 2-1: EMV 3-D Secure Component Interaction .....	16
Figure 3-1: 3DS SDK Component Architecture .....	20
Figure 3-2: High-Level 3DS SDK Lifecycle .....	21
Figure 3-3: Frictionless Flow .....	23
Figure 3-4: Challenge Flow .....	25
Figure 4-1: Cardholder User Experience: Taps Back or Cancel During Challenge Flow.....	43

## Tables

Table 3.1: Interfaces .....	27
Table 3.2: Classes .....	27
Table 3.3: Exceptions .....	30
Table 3.4: Enum.....	30
Table 4.1: ThreeDS2Service Interface Methods.....	32
Table 4.2: initialize Parameters.....	33
Table 4.3: initialize Exceptions.....	34
Table 4.4: createTransaction Parameters.....	35
Table 4.5: createTransaction Exceptions.....	36
Table 4.6: cleanup Parameters.....	36
Table 4.7: cleanup Exceptions.....	37
Table 4.8: getSDKVersion Exceptions.....	37
Table 4.9: getWarnings Exceptions .....	38
Table 4.10: ConfigParameters Class Methods .....	39
Table 4.11: addParam Parameters.....	39
Table 4.12: addParam Exceptions.....	40
Table 4.13: getParamValue Parameters.....	40
Table 4.14: getParamValue Exceptions.....	40
Table 4.15: removeParam Parameters.....	41
Table 4.16: removeParam Exceptions.....	41
Table 4.17: ChallengeStatusReceiver Interface Methods.....	42
Table 4.18: completed Parameters .....	44
Table 4.19: protocolError Parameters.....	45
Table 4.20: runtimeError Parameters .....	46
Table 4.21: Transaction Interface Methods .....	47
Table 4.22: getAuthenticationRequestParameters Exceptions.....	48
Table 4.23: doChallenge Parameters .....	49
Table 4.24: doChallenge Exceptions .....	50
Table 4.25: getProgressView Parameters .....	50
Table 4.26: getProgressView Exceptions .....	51
Table 4.27: UiCustomization Class Methods .....	52
Table 4.28: setButtonCustomization Parameters .....	53
Table 4.29: setButtonCustomization Exceptions .....	54
Table 4.30: setButtonCustomization Parameters .....	54
Table 4.31: setButtonCustomization Exceptions .....	55
Table 4.32: setToolbarCustomization Parameters.....	55
Table 4.33: setToolbarCustomization Exceptions.....	55
Table 4.34: setLabelCustomization Parameters .....	56
Table 4.35: setLabelCustomization Exceptions .....	56
Table 4.36: setTextBoxCustomization Parameters.....	56
Table 4.37: setTextBoxCustomization Exceptions.....	57

Table 4.38: getButtonCustomization Parameters .....	57
Table 4.39: getButtonCustomization Exceptions .....	57
Table 4.40: getButtonCustomization Parameters .....	58
Table 4.41: getButtonCustomization Parameters .....	58
Table 4.42: Customization Class Methods .....	60
Table 4.43: setTextFontName Parameters .....	60
Table 4.44: setTextFontName Exceptions .....	61
Table 4.45: setTextColor Parameters .....	61
Table 4.46: setTextColor Exceptions .....	61
Table 4.47: setTextFontSize Parameters .....	62
Table 4.48: setTextFontSize Exceptions .....	62
Table 4.49: ButtonCustomization Class Methods .....	64
Table 4.50: setBackgroundColor Parameters .....	64
Table 4.51: setBackgroundColor Exceptions .....	65
Table 4.52: setCornerRadius Parameters .....	65
Table 4.53: setCornerRadius Exceptions .....	65
Table 4.54: ToolbarCustomization Class Methods .....	67
Table 4.55: setBackgroundColor Parameters .....	68
Table 4.56: setBackgroundColor Exceptions .....	68
Table 4.57: setHeaderText Parameters .....	69
Table 4.58: setHeaderText Exceptions .....	69
Table 4.59: setButtonText Parameters .....	70
Table 4.60: setButtonText Exceptions .....	70
Table 4.61: LabelCustomization Class Methods .....	71
Table 4.62: setHeadingTextColor Parameters .....	72
Table 4.63: setHeadingTextColor Exceptions .....	72
Table 4.64: setHeadingTextFontName Parameters .....	72
Table 4.65: setHeadingTextFontName Exceptions .....	73
Table 4.66: setHeadingTextFontSize Parameters .....	73
Table 4.67: setHeadingTextFontSize Exceptions .....	73
Table 4.68: TextBoxCustomization Class Methods .....	75
Table 4.69: setBorderWidth Parameters .....	76
Table 4.70: setBorderWidth Exceptions .....	76
Table 4.71: setBorderColor Parameters .....	77
Table 4.72: setBorderColor Exceptions .....	77
Table 4.73: setCornerRadius Parameters .....	78
Table 4.74: setCornerRadius Exceptions .....	78
Table 4.75: ChallengeParameters Class Methods .....	79
Table 4.76: set3DSServerTransactionID Parameters .....	81
Table 4.77: setAcsTransactionID Parameters .....	81
Table 4.78: setAcsRefNumber Parameters .....	82
Table 4.79: setAcsSignedContent Parameters .....	82
Table 4.80: setThreeDSRequestorAppURL Parameters .....	83

Table 4.81: AuthenticationRequestParameters Class Methods .....	86
Table 4.82: AuthenticationRequestParameters Parameters.....	86
Table 4.83: AuthenticationRequestParameters Exceptions.....	87
Table 4.84: ErrorMessage Class Methods.....	90
Table 4.85: ErrorMessage Parameters .....	91
Table 4.86: CompletionEvent Class Methods .....	94
Table 4.87: CompletionEvent Parameters .....	94
Table 4.88: RuntimeErrorEvent Class Methods.....	96
Table 4.89: RuntimeErrorEvent Parameters .....	96
Table 4.90: ProtocolErrorEvent Class Methods .....	98
Table 4.91: ProtocolErrorEvent Parameters .....	99
Table 4.92: Warning Class Methods.....	100
Table 4.93: Warning Parameters .....	101
Table 4.94: InvalidInputException Class Methods .....	102
Table 4.95: InvalidInputException Parameters .....	103
Table 4.96: SDKAlreadyInitializedException Class Methods.....	104
Table 4.97: SDKAlreadyInitializedException Parameters .....	104
Table 4.98: SDKNotInitializedException Class Methods .....	105
Table 4.99: SDKNotInitializedException Parameters.....	105
Table 4.100: SDKRuntimeException Class Methods.....	106
Table 4.101: SDKRuntimeException Parameters.....	106
Table 4.102: Severity Enum.....	107
Table 4.103: ButtonType Enum .....	107
Table 4.104: UICustomizationType Enum .....	108
Table 5.1: Data Elements Generated by 3DS SDK for Authentication .....	109
Table 5.2: Data Elements Required by the 3DS SDK for Authentication.....	110
Table 8.1: 3DS SDK Initialization Security Checks.....	116
Table A.1: Predefined Data.....	118

# 1 Introduction

The EMV® 3-D Secure protocol is aimed at securing authentication in both browser-based and mobile-based apps.

The mobile-device-side component of 3-D Secure is the 3DS Default SDK (later referred to as 3DS SDK in this document). 3-D Secure Requestors, such as Merchants, integrate this SDK with their mobile App and make the App available to end users.

## 1.1 Purpose

This document specifies the requirements for the EMV 3-D Secure Default SDK.

For purposes of this document, when the phrase 3-D Secure, and/or 3DS is utilised, the intent is EMV 3-D Secure.

## 1.2 Audience

This document is intended for use by implementers who want to develop a 3DS Default SDK.

## 1.3 Normative References

For the standards containing provisions that are referenced in this specification refer to Table 1.1 of the *EMV® 3-D Secure Protocol and Core Functions Specification*.

## 1.4 Definitions

For the definition of the terms used in this specification, refer to Table 1.3 in the *EMV® 3-D Secure Protocol and Core Functions Specification*.

## 1.5 Abbreviations

For the abbreviations used in this specification, refer to Table 1.4 of the *EMV® 3-D Secure Protocol and Core Functions Specification*.

## 1.6 Supporting Documentation

The following documents are specific to the EMV 3-D Secure protocol and should be used in conjunction with this specification. These documents as well as EMV 3-D Secure FAQs are located on the EMVCo website under the 3-D Secure heading.

- EMV 3-D Secure—Protocol and Core Functions Specification
- EMV 3-D Secure SDK Technical Guide
- EMV 3-D Secure SDK—Device Information
- EMV 3-D Secure Split-SDK Specification
- EMV 3-D Secure JSON Message Samples

## 1.7 Terminology and Conventions

The following words are used often in this specification and have a specific meaning:

### Shall

Defines a product or system capability which is mandatory.

### May

Defines a product or system capability which is optional or a statement which is informative only and is out of scope for this specification.

### Should

Defines a product or system capability which is recommended.

### Ends 3-D Secure Processing

As outlined in Chapter 3 of the EMV 3DS Protocol Specification, defines a specific exception scenario in the 3-D Secure authentication flows where further processing is outside the scope of this specification. Refer to Table 1.3 in the EMV 3DS Protocol Specification for additional information.

### Ends Processing

As outlined in Chapter 3 of the EMV 3-DS Protocol Specification, defines a specific exception scenario in the 3-D Secure authentication flows where a 3-D Secure component experiences an error and does not process the transaction normally. Therefore, subsequent components take action on the error instance. Refer to Table 1.3 in the EMV 3DS Protocol Specification for additional information.

### 3DS SDK

When this specification refers to the 3DS SDK, EMVCo has defined two options for a 3DS SDK implementation. The options are as follows:

1. **3DS Default- SDK**—Software component designed as an SDK that is integrated into a 3DS Requestor App. In earlier versions of this 3-D Secure core specification, this is referred to as the 3DS SDK.
2. **Split-SDK**—Client-server implementation of the 3DS SDK. Some functions of the Split-SDK entity can be performed by either the Split-SDK Client or the 3DS Split-SDK Server or in some situations, both. This SDK option is defined in the *EMV® 3-D Secure—Split-SDK Specification*.

Unless explicitly noted otherwise, the term 3DS SDK applies as identified above.

Refer to the applicable SDK specification for detailed information regarding either SDK option.

### **Activate the 3DS SDK**

Detailed information about the 3DS SDK activation can be obtained in the applicable 3DS SDK specification. When the EMV 3DS Protocol Specification refers to "Activate the 3DS SDK" in the context of a SDK implementation, the applicable action is the `initialize` method as defined in 4.1.1 of this specification.

### **Perform the Challenge**

Detailed information about the 3DS SDK performing the challenge can be obtained in the applicable 3DS SDK specification. When the EMV 3DS Protocol Specification refers to "Perform the Challenge" in the context of a SDK implementation, the applicable action is the `doChallenge` method as defined in Section 4.4.2 of this specification.

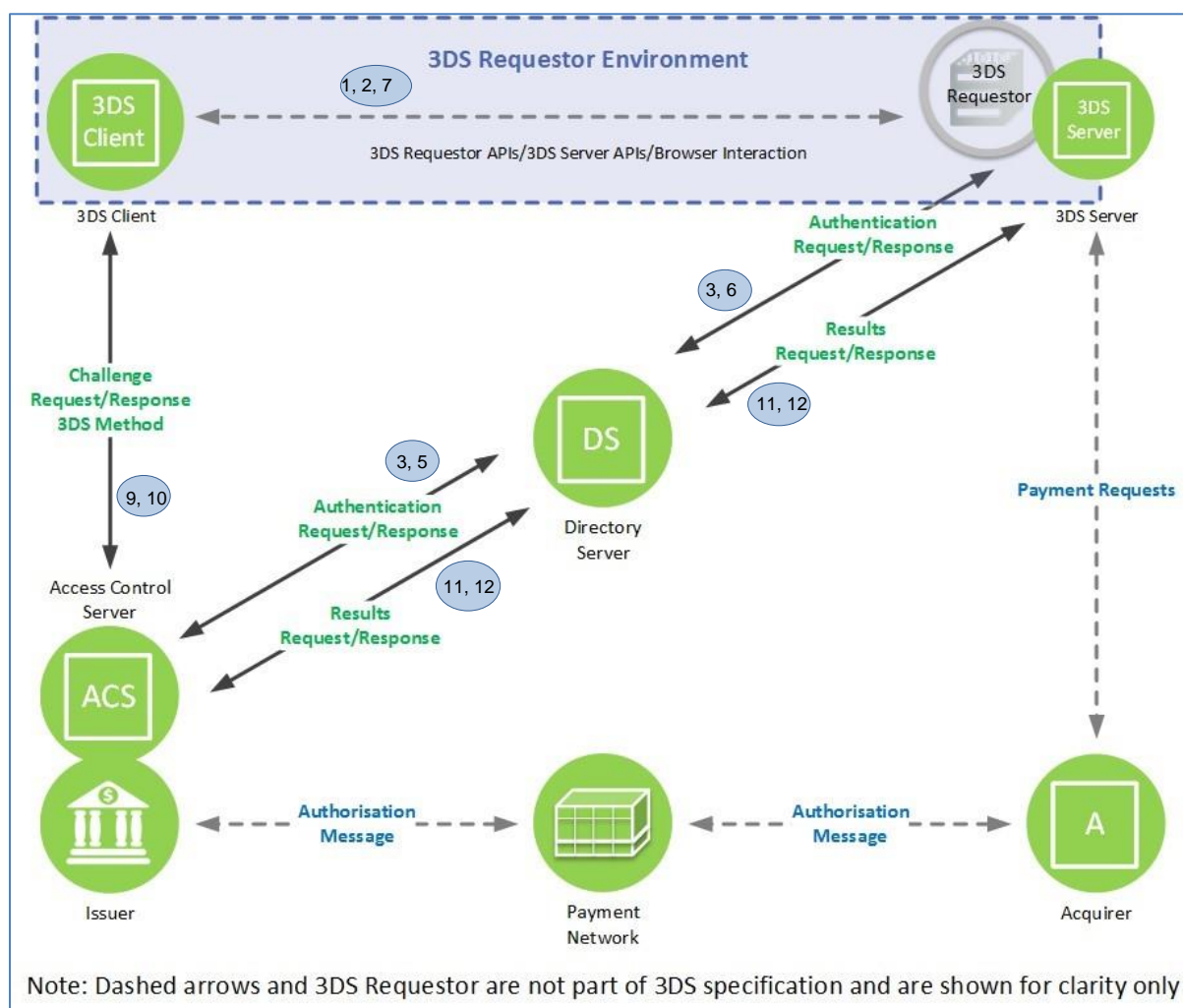
## 2 EMV 3-D Secure Architecture and Flows Overview

This chapter provides an overview of the components in the 3-D Secure architecture and an introduction to the 3-D Secure authentication flows. For detailed information about these components and authentication flows, see Chapter 2 of the EMV 3DS Protocol Specification.

### 2.1 Participating Components

Figure 2-1 illustrates the interaction of the components in the EMV 3-D Secure ecosystem.

**Figure 2-1: EMV 3-D Secure Component Interaction**



## 2.2 Authentication Flow Overview

This section provides an overview of the following two 3-D Secure authentication flows:

- Frictionless Flow
- Challenge Flow

### 2.2.1 Frictionless Flow

The Frictionless Flow initiates a 3-D Secure authentication flow and consists of an AReq message and an ARes message. The Frictionless Flow does not require further Cardholder interaction to achieve a successful authentication and complete the 3-D Secure authentication process.

The following steps provide a high-level view of the Frictionless Flow:

**Start: The Cardholder initiates a transaction using a 3DS Requestor App on a Consumer Device.**

1. The 3DS SDK collects the device information and provides it to the 3DS Requestor App.
2. The 3DS Requestor App initiates communication with the 3DS Server and provides the information that is required to create an AReq message.
3. The 3DS Server creates and sends an AReq message to the DS. The DS then forwards the message to the appropriate ACS.
4. The ACS evaluates the payment, Cardholder, and device authentication data provided in the message.
5. If the ACS determines that the transaction does not require additional authentication, then the ARes message that it returns to the DS indicates that the Frictionless Flow must be applied.
6. The DS forwards the message to the 3DS Server.
7. The 3DS Server communicates the result of the ARes message to the 3DS Requestor App.

**Note: 3-D Secure processing ends here. For Payment Authorisation, the subsequent steps Apply:**

8. The Merchant proceeds with authorisation exchange with its Acquirer. If appropriate, the Merchant, Acquirer, or Payment Processor can submit a standard authorisation request.
9. The Acquirer can process an authorisation with the Issuer through the DS and return the authorisation results to the Merchant.

### 2.2.2 Challenge Flow

In addition to the AReq and ARes messages that comprise the Frictionless Flow, the Challenge Flow consists of CReq, CRes, RReq, and RRes messages.

If the ACS determines that further Cardholder interaction is required to complete the authentication, the Frictionless Flow transitions into the Challenge Flow. For example, a challenge may be necessary because the transaction is deemed high-risk, is above certain thresholds, or requires a higher level of authentication due to country mandates (or regulations).

3DS Requestors decide whether to proceed with the challenge, or to terminate the 3-D Secure authentication process.

The following steps provide a high-level view of the Challenge Flow:

**Start: The Cardholder initiates a transaction using a 3DS Requestor App on a Consumer Device.**

1. The 3DS SDK collects the device information and provides it to the 3DS Requestor App.
2. The 3DS Requestor App initiates communication with the 3DS Server and provides the information that is required to create an AReq.
3. The 3DS Server creates and sends an AReq message to the DS. The DS then forwards the message to the ACS.
4. The ACS evaluates the payment, Cardholder, and device authentication data provided in the message.
5. If the ACS determines that the transaction requires additional authentication, then the ARes message that it returns to the DS indicates that the Challenge Flow must be Applied.
6. The DS forwards the message to the 3DS Server.
7. The 3DS Server returns the authentication status to the 3DS Requestor App.
8. The 3DS Requestor App invokes the 3DS SDK to perform Cardholder authentication.
9. The 3DS SDK sends a CReq message directly to the ACS.
10. The ACS receives the CReq message and returns a CRes message to the 3DS SDK.

**Note: Based on the CRes obtained from the ACS, the 3DS SDK displays the challenge-specific screens for the Cardholder to enter their authentication credentials. Steps 9 and 10 are repeated until the ACS has determined the outcome of the authentication.**

11. The ACS sends an RReq message to the DS, which then forwards the message to the 3DS Server.
12. The 3DS Server receives an RReq message and returns an RRes message to the DS, which then forwards the message to the ACS.
13. The ACS sends the final CRes message to the 3DS SDK with the outcome of the authentication.

**Note: 3-D Secure processing ends here. For Payment Authorisation, the subsequent steps Apply:**

14. The Merchant proceeds with authorisation exchange with its Acquirer. If Appropriate, the Merchant, Acquirer, or Payment Processor can submit a standard authorisation request.
15. The Acquirer can process an authorisation with the Issuer through the Payment System and return the authorisation results to the Merchant.

## 2.3 UI Types for Challenge Flow

The UI for the Challenge Flow can be rendered in one of the following formats:

- Native UI
- HTML UI

### 2.3.1 Challenge Flow Implemented Using Native UI

The Native UI integrates into the 3DS Requestor App UI to facilitate a consistent user experience. The Native UI has a similar look and feel as the 3DS Requestor's App with the authentication content provided by the Issuer.

This format also allows for Issuer and Payment System branding. Both the 3DS Requestor App and the 3DS SDK control the rendering of the UI such that the authentication pages inherit the 3DS Requestor's UI design elements. For more information about the Native UI, refer to Section 4.2.2 of the EMV 3DS Protocol Specification.

### 2.3.2 Challenge Flow Implemented Using HTML UI

The HTML UI provides Cardholders with an Issuer-consistent App-based experience across Consumer Devices that are able to render HTML. The HTML UI templates provides Issuers the ability to include Issuer-specific design elements (for example, branding, colours, and/or fonts).

The HTML UI implementation establishes a client-server relationship between the ACS-provided HTML document loaded in a 3DS Requestor's web view and the SDK process itself. This is accomplished by intercepting remote URL requests issued by the web view, and handling them within the SDK, rather than allowing them to pass through to the Consumer Device operating system and hence on to the Internet. This has two effects:

- Prevents maliciously formed HTML within the web view flow from requesting external resources or redirecting to an external malicious site (for example, a phishing page).
- Changes the web view form into an extension of the SDK's UI, one that's defined by the remote ACS using HTML, rather than by the SDK or 3DS Requestor's App.

For more information about the HTML UI, refer to Section 4.2.4 of the EMV 3DS Protocol Specification.

### 2.3.3 Challenge Flow Implemented Using Out-of-Band (OOB) UI

The Out-of-Band (OOB) user interface allows Issuers to utilise authentication methods other than dynamic and static data such as an Issuer's mobile App. When an OOB challenge is necessary, the Issuer/ACS provides instructions to the Cardholder to explain the authentication process.

## 3 Getting Started with the EMV 3-D Secure Default SDK

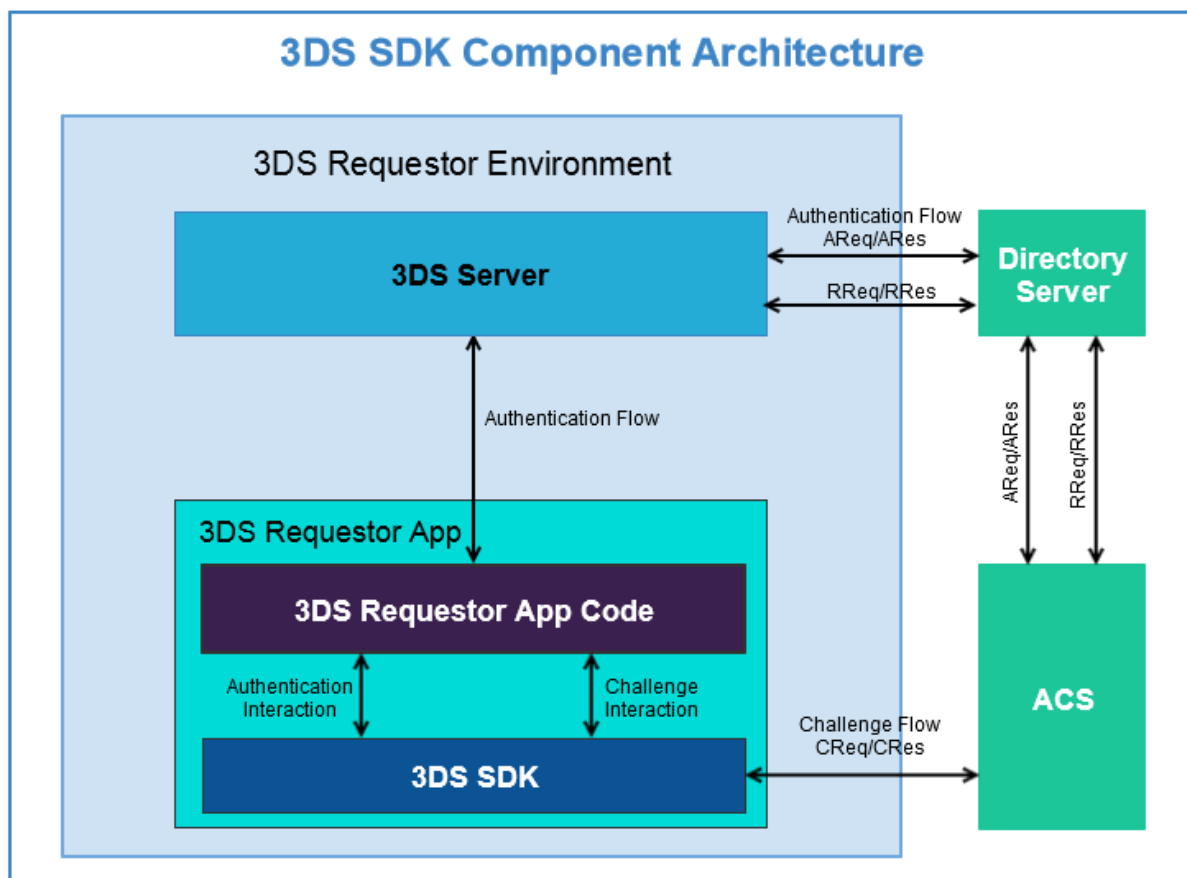
The EMV 3-D Secure Default SDK (3DS SDK) is a client-side component of the 3-D Secure ecosystem. When a Cardholder initiates an in-App transaction, the 3DS SDK integrated in the 3DS Requestor App performs operations related to 3-D Secure authentication.

This chapter provides an overview of the 3DS SDK components, lifecycle and flows.

### 3.1 Component Architecture

Figure 3-1 shows the 3DS SDK component architecture.

**Figure 3-1: 3DS SDK Component Architecture**



1. The 3DS Requestor App collects the parameters that are required for authentication from the 3DS SDK and initiates the authentication flow.
2. If the authentication flow indicates that no challenge is required, then the Frictionless Flow is applied.

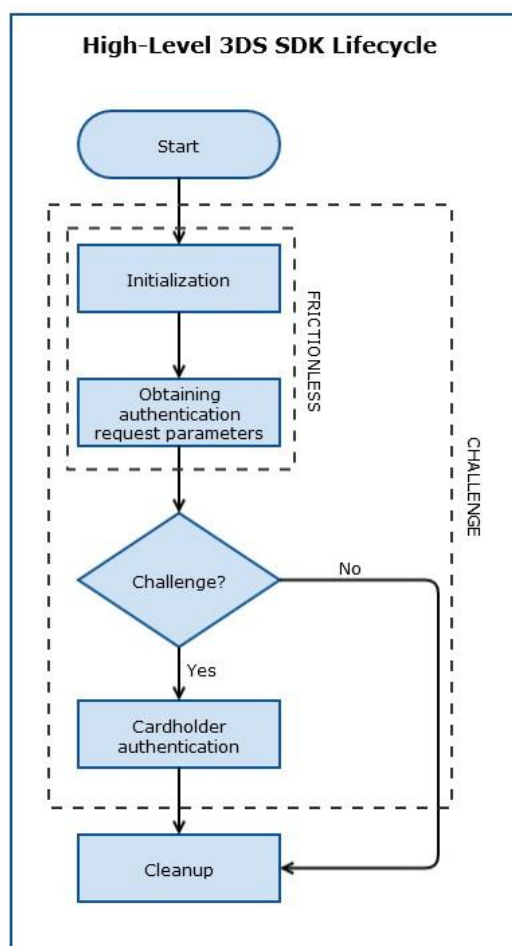
If the authentication flow indicates that a challenge is required, then the 3DS Requestor App invokes the 3DS SDK to apply the Challenge Flow.

3. The 3DS SDK performs the following steps:
  - a. Communicate with the ACS to initiate the Challenge Flow.
  - b. Display the challenge UI to the Cardholder.
  - c. Collect the Cardholder's challenge response.
  - d. Complete the Challenge Flow.
  - e. Return the Challenge Response to the 3DS Requestor App.

## 3.2 Lifecycle

Figure 3-2 provides a high-level view of the lifecycle of the 3DS SDK.

**Figure 3-2: High-Level 3DS SDK Lifecycle**



### 3.2.1 Lifecycle Phases

#### Initialization

The initialization phase takes place during either the 3DS Requestor App startup as a background task or when a transaction is initiated. In this phase, the SDK collects device information against the protocol versions that it supports and performs security checks.

This phase takes place only once during a single 3DS Requestor App session.

#### **Obtaining authentication request parameters**

The 3DS SDK, while adhering to the protocol version for the transaction, encrypts the device information that it collects during initialization and send this information along with the SDK information to the 3DS Requestor App.

#### **Cardholder authentication**

If a challenge is required, then the 3DS SDK performs cardholder authentication.

#### **Cleanup**

The cleanup phase is called only once during a single 3DS Requestor App session to free-up resources that are used by the 3DS SDK.

## **3.3 Authentication Flows**

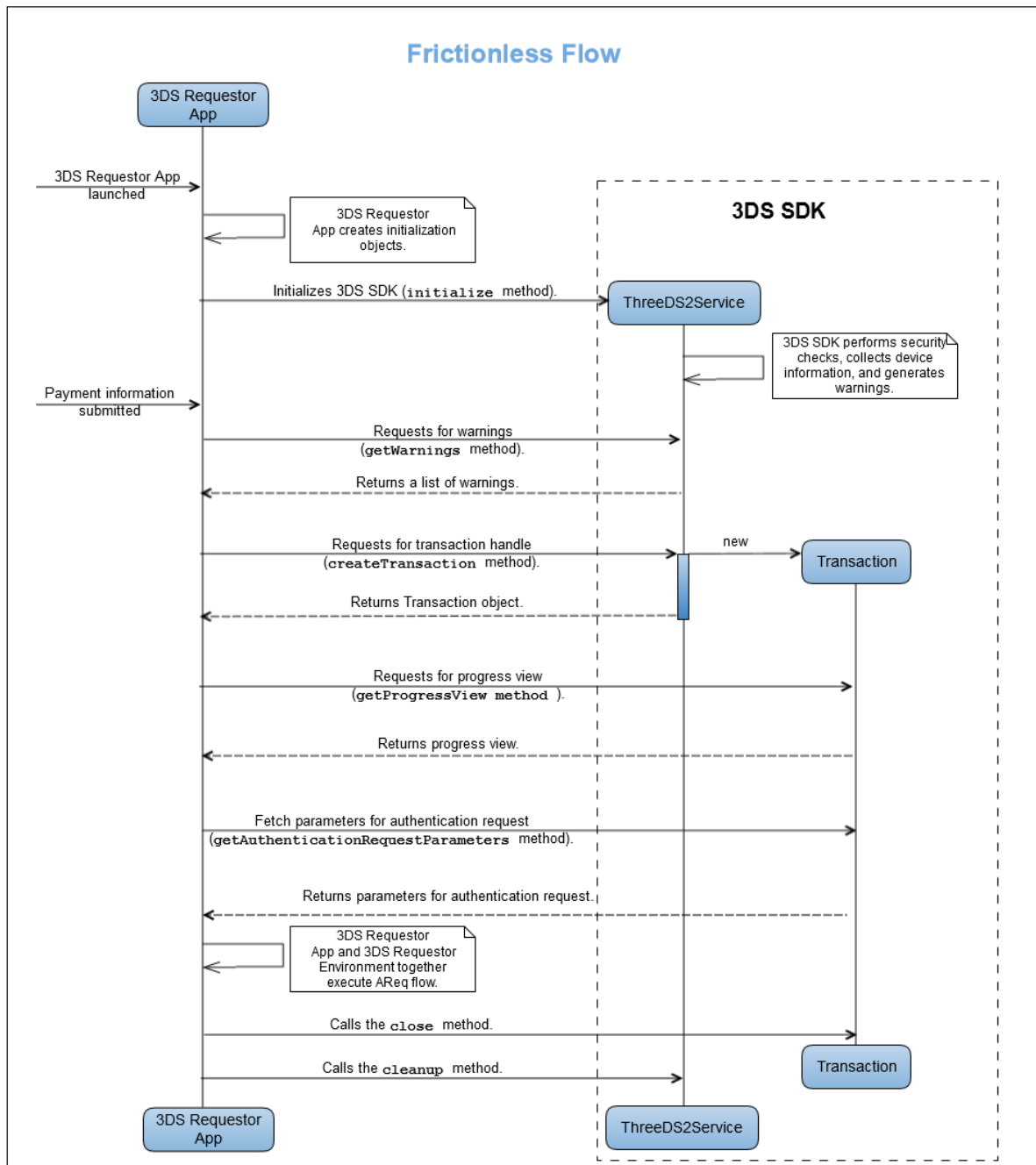
The following sections show the interaction between the 3DS Requestor App and the 3DS SDK code elements during the Frictionless Flow and the Challenge Flow.

**Note: In these sections, a diagram showing the flow is followed by a sequence of steps that provide a more detailed description of the flow. If the steps are not in agreement with the diagram at any point, then the steps take precedence over the diagram.**

### **3.3.1 Frictionless Flow**

Figure 3-3 shows the interaction between the 3DS Requestor App and the 3DS SDK code elements during the Frictionless Flow.

**Figure 3-3: Frictionless Flow**



The following steps summarize the events that occur during the Frictionless Flow:

1. The Cardholder launches the 3DS Requestor App.
2. The 3DS Requestor App creates instances of `ConfigParameters`, `locale` and `UiCustomization` for initialization.
3. The 3DS Requestor App calls the `initialize` method to initialize the 3DS SDK either during App startup as a background task or when a transaction is initiated.

**Note:** This method is called only once during a single 3DS Requestor App session.

4. In the `initialize` method call, the 3DS SDK shall:

Seq 3.1      **[Req 1]** Perform security checks and generate warnings for each security check that fails.

Seq 3.2      **[Req 2]** Collect device information.

**Note: Steps 5 to 18 are performed per transaction. There can be multiple transactions in a single 3DS Requestor App session.**

5. The Cardholder submits payment information by using the 3DS Requestor App.

6. (Optional) The 3DS Requestor App calls the `getWarnings` method.

7. In the `getWarnings` method call, the 3DS SDK shall:

Seq 3.3      **[Req 3]** Return a list of warnings produced by the 3DS SDK during initialization.

8. (Optional) The 3DS Requestor App may call the `getSDKVersion`.

9. In the `getSDKVersion` method call, the 3DS SDK shall:

Seq 3.4      **[Req 4]** Return the version of the 3DS SDK that is integrated with the 3DS Requestor App.

10. The 3DS Requestor App calls the `createTransaction` method.

11. In the `createTransaction` method call, the 3DS SDK shall:

Seq 3.5      **[Req 5]** Create and return an instance of the Transaction interface implementation.

12. The 3DS Requestor App calls the `getProgressView` method.

13. In the `getProgressView` method call, the 3DS SDK returns an instance of Progress View (processing screen). Refer to **[Req 141]–[Req 145]** in the EMV 3DS Protocol Specification for additional detail.

Returns an instance of Progress View (processing screen).

14. The 3DS Requestor App calls the `getAuthenticationRequestParameters` method.

15. In the `getAuthenticationRequestParameters` method call, the 3DS SDK shall:

Seq 3.6      **[Req 7]** Return the device information and 3DS SDK information, i.e., SDK transaction ID, Ephemeral public key, protocol version used, etc.

16. The 3DS Requestor App and the 3DS Requestor Environment together execute the AReq message flow.

17. The ARes message that is returned indicates that the Frictionless Flow must be applied. Therefore, no further action is required.

18. The 3DS Requestor App calls the `close` method to allow the 3DS SDK to clean up resources that are held by the `Transaction` object.

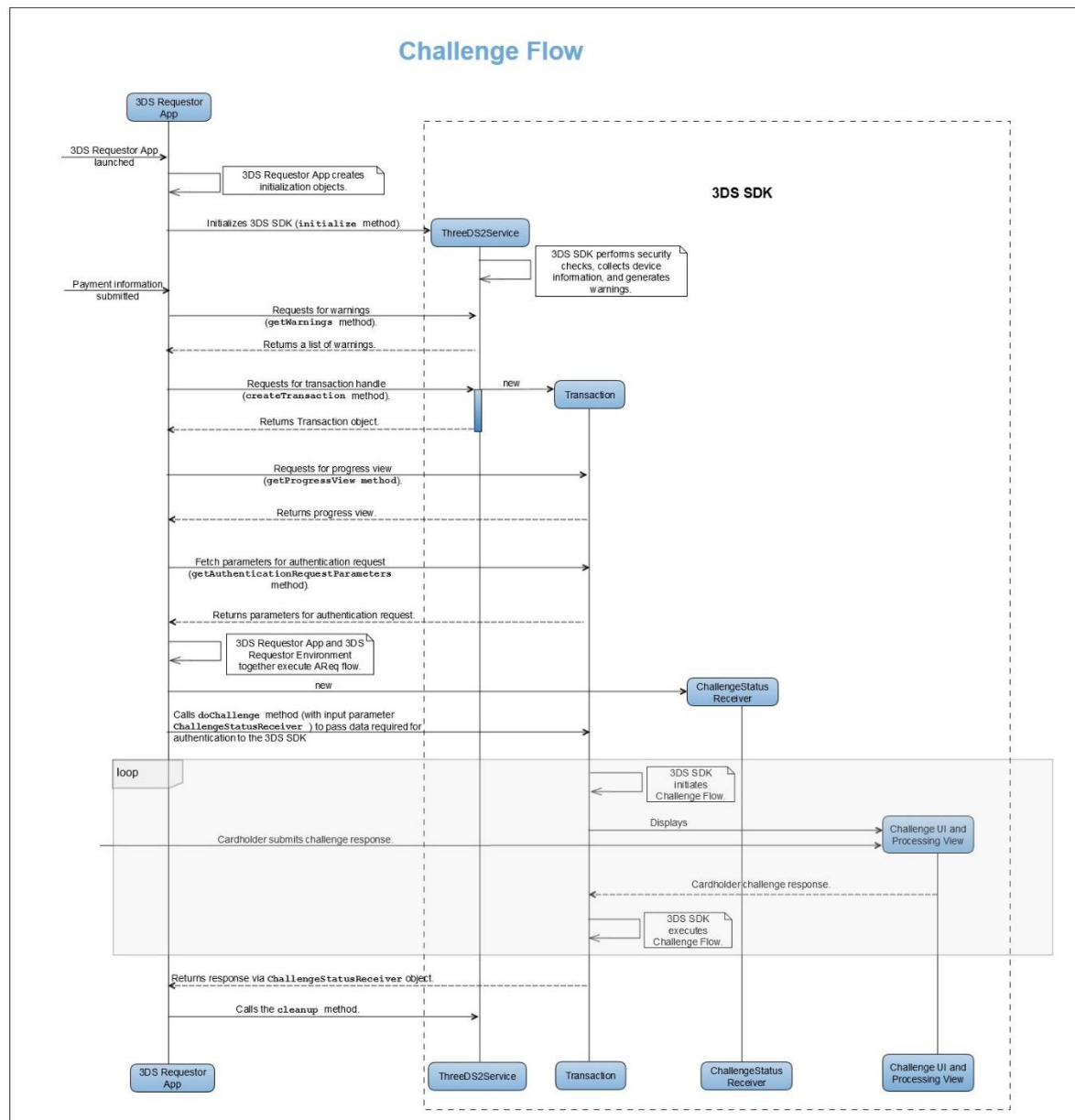
19. The 3DS Requestor App calls the `cleanup` method to allow the 3DS SDK to free-up resources that were used.

**Note: The `cleanup` method shall be called only once during a 3DS Requestor App session.**

### 3.3.2 Challenge Flow

Figure 3-4 shows the interaction between the 3DS Requestor App and the 3DS SDK code elements during the Challenge Flow.

Figure 3-4: Challenge Flow



The following steps summarize the events that take place during the Challenge Flow:

**Note: Steps 1 to 16 are the same as the steps in the Frictionless Flow.**

17. The ARes message that is returned indicates whether the Challenge Flow is applied.

18. The 3DS Requestor App creates a callback object. This object implements the `ChallengeStatusReceiver` interface to receive challenge status notification from the 3DS SDK at the end of the challenge process.

19. The 3DS Requestor App calls the `doChallenge` method. One of the parameters of the `doChallenge` method is `ChallengeStatusReceiver`. The 3DS Requestor App passes the callback object created as part of Step 18 using this parameter to the 3DS SDK. Another parameter that is passed by the 3DS Requestor App is a timeout value (in minutes) for the Challenge process.

20. In the `doChallenge` method call, the 3DS SDK shall:

Seq 3.7      **[Req 66]** Start a time counter to measure the time taken by the challenge process.

**Note:** Within a single `doChallenge` method call, steps 21 to 23 shall be performed for each CReq/CRes exchange.

21. The 3DS SDK initiates the Challenge Flow by displaying the UI for the challenge screens as defined in **[Req 358]** of the EMV 3DS Protocol Specification.

22. The Cardholder responds to the challenge.

23. The 3DS SDK uses a graphical element (a processing view) on the Challenge screen to show that the Cardholder's response is being processed. Refer to **[Req 147]**, **[Req 148]** and **[Req 151]** in the EMV 3DS Protocol Specification for additional detail.

24. The 3DS SDK shall:

Seq 3.8      **[Req 10]** Call one of the methods (`completed`, `cancelled`, `protocolError` or `runtimeError`) of the `ChallengeStatusReceiver` callback object to return the result of the challenge process to the 3DS Requestor App.

After the method is run, the 3DS SDK gets back control and cleans up resources that are held by the `Transaction` object (implementer-specific).

Seq 3.9      **[Req 67]** If a timeout occurs at any point, that is, if the time taken by the challenge process as measured by the time counter (refer to Step 20) exceeds the timeout value (minimum of 5 minutes) passed by the 3DS Requestor App (refer Step 19), then the 3DS SDK shall:

- Send an Error Message (as defined in Section A.9 of *EMV 3DS Protocol Specification*) to the ACS with Error Component = C and Error Code 402.
- Call the `timedout` method of the `ChallengeStatusReceiver` callback object.
- Clean up resources that are held by the `Transaction` object.

**Note:** The last step in this flow is the cleanup step which is the same as Step 19 in the Frictionless Flow.

## 3.4 Summary of 3DS SDK Code Elements

The following tables provide a summary of the code elements to include in the 3DS SDK package.

### 3.4.1 Interface Summary

Table 3.1 summarises the interfaces to be included in the 3DS SDK package.

**Table 3.1: Interfaces**

Requirement ID	Interface	Description
[Req 11]	ThreeDS2Service	This interface shall provide methods to process 3-D Secure transactions.  For detailed information, see Interface <code>ThreeDS2Service</code> .
[Req 12]	ChallengeStatusReceiver	This interface shall provide methods to receive challenge status notifications from the 3DS SDK.  For detailed information, see Interface <code>ChallengeStatusReceiver</code> .
[Req 13]	Transaction	An object that implements the Transaction interface shall hold parameters that are required to create AReq messages and to perform the Challenge Flow.  For detailed information, see Interface <code>Transaction</code> .

### 3.4.2 Class Summary

Table 3.2 summarizes the classes to be included in the 3DS SDK package.

**Table 3.2: Classes**

Requirement ID	Class	Description
[Req 14]	ConfigParameters	This class shall represent the configuration parameters that are required by the 3DS SDK for initialization.  For detailed information, see Class <code>ConfigParameters</code> .
[Req 15]	ChallengeParameters	This class shall hold the data that is required to conduct a challenge process.  For detailed information, see Class <code>ChallengeParameters</code> .

Requirement ID	Class	Description
<b>[Req 16]</b>	AuthenticationRequestParameters	<p>This class shall hold transaction data that the 3DS Server requires to create the AReq.</p> <p>For detailed information, see Class AuthenticationRequestParameters.</p>
<b>[Req 17]</b>	UiCustomization	<p>This class shall provide the functionality required for 3DS SDK UI customization.</p> <p>For detailed information, see Class UiCustomization.</p>
<b>[Req 18]</b>	Customization	<p>This class shall serve as a superclass for the ButtonCustomization class, ToolbarCustomization class, LabelCustomization class, and TextBoxCustomization class.</p> <p>This class shall provide methods to pass UI customization parameters to the 3DS SDK.</p> <p>For detailed information, see Class Customization.</p>
<b>[Req 19]</b>	ButtonCustomization	<p>This class shall provide methods for the 3DS Requestor App to pass button customization parameters to the 3DS SDK.</p> <p>For detailed information, see Class ButtonCustomization.</p>
<b>[Req 20]</b>	ToolbarCustomization	<p>This class shall provide methods for the 3DS Requestor App to pass toolbar customization parameters to the 3DS SDK.</p> <p>For detailed information, see Class ToolbarCustomization.</p>
<b>[Req 21]</b>	LabelCustomization	<p>This class shall provide methods for the 3DS Requestor App to pass label customization parameters to the 3DS SDK.</p> <p>For detailed information, see Class LabelCustomization.</p>

Requirement ID	Class	Description
<b>[Req 22]</b>	TextBoxCustomization	<p>This class shall provide methods for the 3DS Requestor App to pass text box customization parameters to the 3DS SDK.</p> <p>For detailed information, see Class <code>TextBoxCustomization</code>.</p>
<b>[Req 23]</b>	ErrorMessage	<p>This class shall represent an error message that is returned by the ACS to the 3DS SDK or an error message that is generated by the 3DS SDK to be returned to the ACS.</p> <p>For detailed information, see Class <code>ErrorMessage</code>.</p>
<b>[Req 24]</b>	CompletionEvent	<p>This class shall represent an event that indicates that the challenge process has been completed.</p> <p>For detailed information, see Class <code>CompletionEvent</code>.</p>
<b>[Req 25]</b>	RuntimeErrorEvent	<p>This class shall represent a run-time error that is encountered during the authentication process.</p> <p>For detailed information, see Class <code>RuntimeErrorEvent</code>.</p>
<b>[Req 26]</b>	ProtocolErrorEvent	<p>This class shall represent an EMV 3-D Secure protocol-defined error that is returned by the ACS.</p> <p>For detailed information, see Class <code>ProtocolErrorEvent</code>.</p>
<b>[Req 27]</b>	Warning	<p>This class shall represent a warning produced by the 3DS SDK while performing security checks during initialization.</p> <p>For detailed information, see Class <code>Warning</code>.</p>

### 3.4.3 Exception Summary

Table 3.3 summarizes the exceptions to be included in the 3DS SDK package.

**Table 3.3: Exceptions**

Requirement ID	Exception	Description
<b>[Req 28]</b>	InvalidInputException	This exception shall be thrown if an input parameter is invalid. For detailed information, see Class InvalidInputException.
<b>[Req 29]</b>	SDKAlreadyInitializedException	This exception shall be thrown if the 3DS SDK instance has already been initialized. For detailed information, see Class SDKAlreadyInitializedException.
<b>[Req 30]</b>	SDKNotInitializedException	This exception shall be thrown if the 3DS SDK instance has not been initialized. For detailed information, see Class SDKNotInitializedException.
<b>[Req 31]</b>	SDKRuntimeException	This exception shall be thrown if an internal error is encountered by the 3DS SDK. For detailed information, see Class SDKRuntimeException.

### 3.4.4 Enum Summary

Table 3.4 summarizes the enum to be included in the 3DS SDK package.

**Table 3.4: Enum**

Requirement ID	Enum	Description
<b>[Req 32]</b>	Severity	This enum shall define severity levels of warnings produced by the 3DS SDK. For detailed information, see Enum Severity.
<b>[Req 33]</b>	ButtonType	This enum shall define the button type. For detailed information, see Enum ButtonType.

Requirement ID	Enum	Description
<b>[Req 34]</b>	UICustomizationType	<p>This enum shall define the UICustomization type.</p> <p>For detailed information, see Enum UICustomization Type.</p>

## 4 Code Elements of the EMV 3-D Secure Default SDK

The 3DS SDK package contains code elements that describe and define the contracts between the 3DS Requestor App and the 3DS SDK. This chapter provides detailed information about these code elements.

**Note:** The information in this chapter is not intended to be specific to any platform or programming language. However, for instructional purposes, Java-based and Android-based code samples have been used to illustrate how to use this information. These code samples can be adapted and used on any mobile platform or programming language.

### 4.1 Interface ThreeDS2Service

The `ThreeDS2Service` interface is the main 3DS SDK interface and it provides methods to process transactions.

The following Java code snippet shows the definition of the `ThreeDS2Service` interface:

```
public interface ThreeDS2Service {  
  
    public void initialize(...)  
  
    public Transaction createTransaction (...)  
  
    public void cleanup(...)  
  
    public String getSDKVersion(...)  
  
    public List<Warning> getWarnings(...)  
  
}
```

Table 4.1 summarizes the methods that are provided by the `ThreeDS2Service` interface.

**Table 4.1: ThreeDS2Service Interface Methods**

Method	Description
<code>initialize</code>	Initializes the 3DS SDK instance.

Method	Description
<code>createTransaction</code>	Creates an instance of <code>Transaction</code> through which the 3DS Requestor App gets the data that is required to perform the transaction.
<code>cleanup</code>	Frees up resources that are used by the 3DS Requestor App until it is closed. It shall be called only once during a single 3DS Requestor App session.
<code>getSDKVersion</code>	Returns the version of the 3DS SDK that is integrated with the 3DS Requestor App.
<code>getWarnings</code>	Returns warnings produced by the 3DS SDK while performing security checks during initialization.

#### 4.1.1 initialize

The 3DS Requestor App calls the `initialize` method at the start of the payment stage of a transaction. The App passes configuration parameters, UI configuration parameters, and (optionally) user locale to this method.

**Note: The `ThreeDS2Service` instance is unusable until it is initialized.**

The following tasks are performed during initialization:

- Security checks
- Collection of device information for all versions of the protocol that the SDK supports. For more information about the device identification parameters that are collected, refer to *EMV 3-D Secure SDK—Device Information*.

Depending on the 3DS Requestor App implementation, a `ThreeDS2Service` instance is called either during 3DS Requestor App startup as a background task or when a transaction is initiated. The state is maintained until the `cleanup` method is called.

The following Android code snippet shows the signature of the `initialize` method:

```
public void initialize(android.content.Context applicationContext,
    ConfigParameters configParameters, String locale,
    Map<UICustomizationType, UiCustomization> uiCustomizationMap)
    throws InvalidInputException, SDKAlreadyInitializedException,
    SDKRuntimeException
```

#### initialize Parameters

**Table 4.2: initialize Parameters**

Parameter	Mandatory	Description
<code>ApplicationContext</code>	Yes	An instance of Android Application context.

Parameter	Mandatory	Description
<code>configParameters</code>	Yes	Configuration information used during initialization. For more information, see Class <code>ConfigParameters</code> .
<code>locale</code>	No	String that represents the locale for the App's user interface. For example, the value of locale can be "en-US" in Java. Note: If this parameter is not provided, then the default device locale is used.
<code>uiCustomizationMap</code>	No	UI configuration information that is used to specify the UI layout and theme for a <code>UICustomizationType</code> . For example, font style and font size for DEFAULT or DARK mode. For more information, see Class <code>UICustomization</code> , Enum <code>UICustomizationType</code> .

### initialize Return Value

None.

### initialize Exceptions

**Table 4.3: initialize Exceptions**

Exception	Description
<code>InvalidInputException</code>	This exception is thrown in any of the following scenarios: <ul style="list-style-type: none"> <li><code>configParameters</code> is null.</li> <li>The value of <code>configParameters</code>, <code>locale</code>, or <code>uiCustomization</code> is invalid.</li> </ul> For more information, see Class <code>InvalidInputException</code> .
<code>SDKAlreadyInitializedException</code>	This exception is thrown if the 3DS SDK instance has already been initialized. For more information, see Class <code>SDKAlreadyInitializedException</code> .
<code>SDKRuntimeException</code>	This exception is thrown if an internal error is encountered by the 3DS SDK. For more information, see Class <code>SDKRuntimeException</code> .

## 4.1.2 createTransaction

The `createTransaction` method creates an instance of `Transaction` through which the 3DS Requestor App gets the data that is required to perform the transaction.

The 3DS Requestor App calls the `createTransaction` method for each transaction that is to be processed.

When the `createTransaction` method is called:

- The 3DS SDK uses the information adhering to the protocol version passed in the optional `messageVersion` parameter if it supports the protocol version. If it does not support the protocol version, it generates an `InvalidInputException`. If the `messageVersion` parameter is empty or null, the highest protocol version that the 3DS SDK supports is used. If Challenge Flow is triggered for the transaction, the 3DS SDK uses the same protocol version during the challenge process.
- The 3DS SDK uses a secure random function to generate a Transaction ID in UUID format. This ID is used to uniquely identify each transaction.
- The 3DS SDK generates a fresh ephemeral key pair. This key pair is used to establish a secure session between the 3DS SDK and the ACS subsequently during the transaction.

The following Java code snippet shows the signature of the `createTransaction` method:

```
public Transaction createTransaction(String directoryServerID,
String messageVersion) throws
InvalidInputException, SDKNotInitializedException,
SDKRuntimeException
```

## createTransaction Parameters

**Table 4.4: createTransaction Parameters**

Parameter	Mandatory	Description
<code>directoryServerID</code>	Yes	<p>Registered Application Provider Identifier (RID) that is unique to the Payment System.</p> <ul style="list-style-type: none"> <li>• RIDs are defined by the ISO 7816-5 standard.</li> <li>• RIDs are issued by the ISO/IEC 7816-5 registration authority.</li> </ul> <p>Contains a 5-byte value.</p> <p>The 3DS SDK encrypts the device information by using the DS public key. This key is identified based on the <code>directoryServerID</code> that is passed to the <code>createTransaction</code> method.</p> <p>Note: The 3DS SDK shall have the DS Public Keys of all the 3-D Secure participating Directory Servers.</p>
<code>messageVersion</code>	No	<p>Protocol version according to which the transaction shall be created.</p>

## createTransaction Return Value

This method returns an instance of the `Transaction` interface.

## createTransaction Exceptions

**Table 4.5: createTransaction Exceptions**

Exception	Description
<code>InvalidInputException</code>	This exception is thrown if an input parameter is invalid. This also includes an invalid Directory Server ID or a protocol version that the 3DS SDK does not support.  For more information, see Class <code>InvalidInputException</code> .
<code>SDKNotInitializedException</code>	This exception is thrown if the 3DS SDK instance has not been initialized.  For more information, see Class <code>SDKNotInitializedException</code> .
<code>SDKRuntimeException</code>	This exception is thrown if an internal error is encountered by the 3DS SDK.  For more information, see Class <code>SDKRuntimeException</code> .

### 4.1.3 cleanup

The `cleanup` method frees up resources that are used by the 3DS SDK. It is called only once during a single 3DS Requestor App session.

The following Android code snippet shows the signature of the `cleanup` method:

```
public void cleanup(android.content.Context ApplicationContext)
throws SDKNotInitializedException
```

## cleanup Parameters

**Table 4.6: cleanup Parameters**

Parameter	Mandatory	Description
<code>ApplicationContext</code>	Conditional (Mandatory for Android)	3DS Requestor App context.

## cleanup Return Value

None.

## cleanup Exceptions

**Table 4.7: cleanup Exceptions**

Exception	Description
SDKNotInitializedException	This exception is thrown if the 3DS SDK instance has not been initialized.  For more information, see Class <code>SDKNotInitializedException</code> .

### 4.1.4 getSDKVersion

The `getSDKVersion` method returns the version of the 3DS SDK that is integrated with the 3DS Requestor App. For more information about the 3DS SDK version, refer to section 8.3.

The following Java code snippet shows the signature of the `getSDKVersion` method:

```
public String getSDKVersion() throws SDKNotInitializedException,  
SDKRuntimeException
```

#### getSDKVersion Parameters

None.

#### getSDKVersion Return Value

This method returns (as a string) the version of the 3DS SDK that is integrated with the 3DS Requestor App.

#### getSDKVersion Exceptions

**Table 4.8: getSDKVersion Exceptions**

Exception	Description
SDKNotInitializedException	This exception is thrown if the 3DS SDK instance has not been initialized.  For more information, see Class <code>SDKNotInitializedException</code> .
SDKRuntimeException	This exception is thrown if an internal error is encountered by the 3DS SDK.  For more information, see Class <code>SDKRuntimeException</code> .

### 4.1.5 getWarnings

The `getWarnings` method returns the warnings produced by the 3DS SDK during initialization.

The following Java code snippet shows the signature of the `getWarnings` method:

```
public List<Warning> getWarnings()
```

### **getWarnings Parameters**

None

### **getWarnings Return Value**

This method returns a List of warnings produced by the 3DS SDK during initialization.

### **getWarnings Exceptions**

**Table 4.9: getWarnings Exceptions**

Exception	Description
<code>SDKNotInitializedException</code>	This exception is thrown if the 3DS SDK instance has not been initialized.  For more information, see Class <code>SDKNotInitializedException</code> .

## **4.2 Class ConfigParameters**

The `ConfigParameters` class shall represent the configuration parameters that are required by the 3DS SDK for initialization.

The following are characteristics of the configuration parameters:

- All related configuration parameters can be placed in a single group.  
**Note: A group is not pre-defined. The 3DS SDK implementer can define it to logically group configuration parameters.**
- Explicit parameter grouping is optional. If a group name is not provided, then parameters are grouped under a default group.
- Duplicate parameter names cannot be used within a given group or the default group.
- Group names and parameter names are case-insensitive.

The 3DS Requestor App creates a `ConfigParameters` object and sets the required parameter values.

The following Java code snippet shows the definition of the `ConfigParameters` class:

```
public class ConfigParameters {  
  
    public void addParam(...)
```

```
public String getParamValue(...)

public String removeParam(...)

}
```

Table 4.10 summarizes the methods that are provided by the `ConfigParameters` class.

**Table 4.10: ConfigParameters Class Methods**

Method	Description
<code>addParam</code>	Adds a configuration parameter either to the specified group or to the default group.
<code>getParamValue</code>	Returns a configuration parameter's value either from the specified group or from the default group.
<code>removeParam</code>	Removes a configuration parameter either from the specified group or from the default group. It should return the value of the parameter that it removes.

#### 4.2.1 addParam

The `addParam` method shall add a configuration parameter either to the specified group or to the default group, if the group is not specified.

The following Java code snippet shows the signature of the `addParam` method:

```
public void addParam(String group, String paramName, String
paramValue) throws InvalidInputException
```

#### addParam Parameters

**Table 4.11: addParam Parameters**

Parameter	Mandatory	Description
<code>group</code>	No	Group to which the configuration parameter is to be added. Note: If a group is not specified, then the default group is used.
<code>paramName</code>	Yes	Name of the configuration parameter.
<code>paramValue</code>	Yes	Value of the configuration parameter. Note: The value cannot be null.

#### addParam Return Value

None.

## addParam Exceptions

**Table 4.12: addParam Exceptions**

Exception	Description
InvalidInputException	This exception is thrown if <code>paramName</code> is null or if the parameter in the group is duplicate.  For more information, see Class <code>InvalidInputException</code> .

### 4.2.2 getParamValue

The `getParamValue` method returns a configuration parameter's value either from the specified group or from the default group if the group is not specified.

The following Java code snippet shows the signature of the `getParamValue` method:

```
public String getParamValue(String group, String paramName) throws  
InvalidInputException
```

## getParamValue Parameters

**Table 4.13: getParamValue Parameters**

Parameter	Mandatory	Description
<code>group</code>	No	Group from which the configuration parameter's value is to be returned.
<code>paramName</code>	Yes	Name of the configuration parameter.

## getParamValue Return Value

The `getParamValue` method returns the value of the specified configuration parameter as a string. If the parameter is not found in the specified group, then this method returns null.

**Note:** If the group is null, then the default group is used for lookup.

## getParamValue Exceptions

**Table 4.14: getParamValue Exceptions**

Exception	Description
InvalidInputException	This exception is thrown if <code>paramName</code> is null.  For more information, see Class <code>InvalidInputException</code> .

### 4.2.3 removeParam

The `removeParam` method removes a configuration parameter either from the specified group or from the default group if the group is not specified. It should return the value of the parameter that it removes.

The following Java code snippet shows the signature of the `removeParam` method:

```
public String removeParam (String group, String paramName) throws  
InvalidInputException
```

#### removeParam Parameters

**Table 4.15: removeParam Parameters**

Parameter	Mandatory	Description
group	No	Group from which the configuration parameter is to be removed.
paramName	Yes	Name of the configuration parameter.

#### removeParam Return Value

The `removeParam` method should return the value of the parameter that it removes. If the parameter is not found in the specified group, then this method returns null.

**Note:** If the group is null, then the default group is used for lookup.

#### removeParam Exceptions

**Table 4.16: removeParam Exceptions**

Exception	Description
InvalidInputException	This exception is thrown if <code>paramName</code> is null.  For more information, see Class <code>InvalidInputException</code> .

## 4.3 Interface ChallengeStatusReceiver

A callback object that implements the `ChallengeStatusReceiver` interface receives challenge status notification from the 3DS SDK at the end of the challenge process. This receiver object may be notified by calling various methods.

Depending on the result of the challenge process, the 3DS Requestor App may display a message or redirect the Cardholder to a screen in the App.

The following Java code snippet shows the definition of the `ChallengeStatusReceiver` interface:

```
public interface ChallengeStatusReceiver {

    public void completed (...)

    public void cancelled (...)

    public void timedout (...)

    public void protocolError(...)

    public void runtimeError(...)

}
```

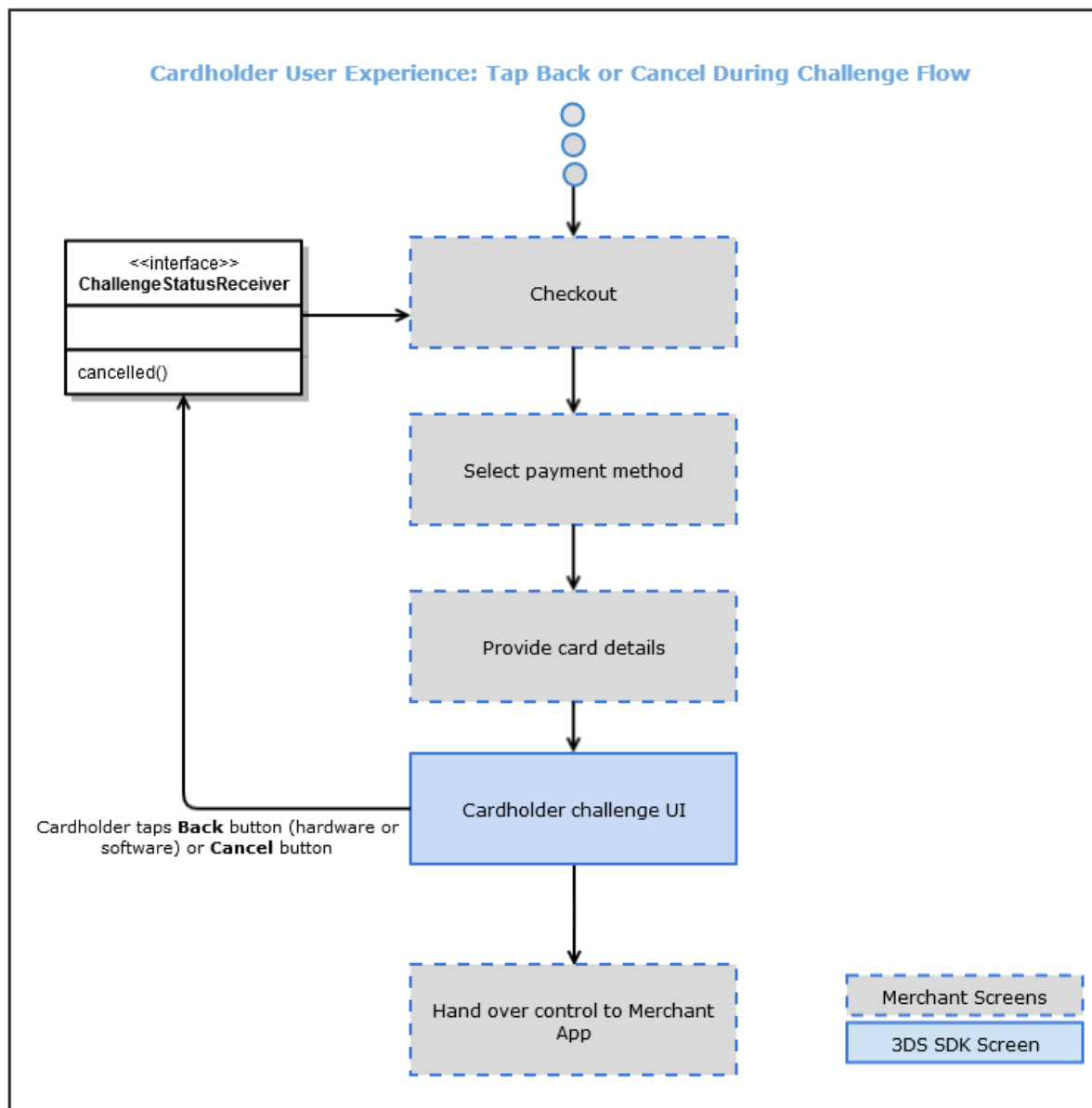
Table 4.17 summarizes the methods that are provided by the `ChallengeStatusReceiver` interface. Each method corresponds to an event that can take place during the authentication process.

**Table 4.17: ChallengeStatusReceiver Interface Methods**

Method	Description
<code>completed</code>	Called when the challenge process (that is, the transaction) is completed. When a transaction is completed, a transaction status should be available.
<code>cancelled</code>	Called when the Cardholder selects the option to cancel the transaction on the challenge screen.
<code>timedout</code>	Called when the challenge process reaches or exceeds the timeout interval that is specified during the <code>doChallenge</code> call on the 3DS SDK.
<code>protocolError</code>	Called when the 3DS SDK receives an EMV 3-D Secure protocol-defined error message from the ACS.
<code>runtimeError</code>	Called when the 3DS SDK encounters errors during the challenge process. These errors include all errors except those covered by the <code>protocolError</code> method.

Figure 4-1 shows the Cardholder user experience when the Cardholder taps the Back or Cancel buttons in the Challenge UI.

**Figure 4-1: Cardholder User Experience: Taps Back or Cancel During Challenge Flow**



The following steps summarize the events that take place when the Cardholder taps the Back or Cancel buttons in the Challenge UI:

1. At the checkout stage of the transaction, the Cardholder selects the Card payment method.
2. The Cardholder provides the card details.
3. The SDK presents the Challenge UI.
4. If the Cardholder taps the **Back** button (hardware or software) or **Cancel** button, the `cancelled` method is called and control returns to the 3DS Requestor App.

#### 4.3.1 completed

The `completed` method is called when the challenge process is completed. When a transaction is completed, the transaction status should be available.

The following Java code snippet shows the signature of the `completed` method:

```
public void completed(CompletionEvent completionEvent)
```

### completed Parameters

**Table 4.18: completed Parameters**

Parameter	Mandatory	Description
<code>completionEvent</code>	Yes	Information about completion of the challenge process. For more information, see Class <code>CompletionEvent</code> .

### completed Return Value

None.

### completed Exceptions

None.

## 4.3.2 cancelled

The `cancelled` method shall be called when the Cardholder selects the option to cancel the transaction on the challenge screen.

Before sending notification about the cancelled event to the 3DS Requestor App, the 3DS SDK shall end the challenge flow. The App displays subsequent screens after it receives notification about this event.

The following Java code snippet shows the signature of the `cancelled` method:

```
public void cancelled()
```

### cancelled Parameters

None.

### cancelled Return Value

None.

### cancelled Exceptions

None.

## 4.3.3 timeout

The `timeout` method is called when the challenge process reaches or exceeds the timeout specified during the `doChallenge` call on the 3DS SDK. On timeout, the SDK should make a best effort to stop the challenge flow as soon as possible.

Before sending notification about the timed out event to the 3DS Requestor App, the 3DS SDK ends the challenge flow. The App displays subsequent screens after it receives notification about this event.

The following Java code snippet shows the signature of the `timedout` method:

```
public void timedout()
```

#### **timedout Parameters**

None.

#### **timedout Return Value**

None.

#### **timedout Exceptions**

None.

### **4.3.4 protocolError**

In the 3DS SDK context, a protocol error is any error message that is returned by the ACS.

The `protocolError` method shall be called when the 3DS SDK receives such an error message. The 3DS SDK sends the error code and details from this error message as part of the notification to the 3DS Requestor App.

**Note: A protocol error is not covered by the `runtimeError` method. For information about errors covered by the `runtimeError` method, refer to section 4.15.**

Before sending notification about the Protocol Error event to the 3DS Requestor App, the 3DS SDK ends the challenge flow. The App displays subsequent screens after it receives notification about this event.

The following Java code snippet shows the signature of the `protocolError` method:

```
public void protocolError(ProtocolErrorEvent protocolErrorEvent);
```

#### **protocolError Parameters**

**Table 4.19: protocolError Parameters**

Parameter	Mandatory	Description
<code>protocolErrorEvent</code>	Yes	Error code and details. For more information, see Class <code>ProtocolErrorEvent</code> .

#### **protocolError Return Value**

None.

## protocolError Exceptions

None.

### 4.3.5 runtimeError

The `runtimeError` method is called when the 3DS SDK encounters errors during the challenge process.

**Note: A run-time error is not covered by the `protocolError` method. For information about errors covered by the `protocolError` method, refer to [Class ProtocolErrorEvent](#).**

Before sending notification about the run-time error event to the 3DS Requestor App, the 3DS SDK ends the challenge flow. The App displays subsequent screens after receiving notification about this event.

The following Java code snippet shows the signature of the `runtimeError` method:

```
public void runtimeError(RuntimeErrorEvent runtimeErrorEvent)
```

## runtimeError Parameters

Table 4.20: runtimeError Parameters

Parameter	Mandatory	Description
<code>runtimeErrorEvent</code>	Yes	Error code and details. For more information, see <code>Class RuntimeErrorEvent</code> .

## runtimeError Return Value

None.

## runtimeError Exceptions

None.

## 4.4 Interface Transaction

An object that implements the `Transaction` interface shall hold parameters that the 3DS Server requires to create AReq messages and to perform the Challenge Flow.

The following Android code snippet shows the definition of the `Transaction` interface:

```
public interface Transaction {  
  
    public AuthenticationRequestParameters  
        getAuthenticationRequestParameters(...)  
}
```

```

    public void doChallenge(...)

    public ProgressDialog getProgressView(...)

    public void close(...)

}

```

Table 4.21 summarizes the methods provided by the `Transaction` interface.

**Table 4.21: Transaction Interface Methods**

Method	Description
<code>getAuthenticationRequestParameters</code>	Returns device and 3DS SDK information to the 3DS Requestor App.
<code>doChallenge</code>	Initiates the challenge process.
<code>getProgressView</code>	Returns an instance of Progress View (processing screen) that the 3DS Requestor App uses.
<code>close</code>	Cleans up resources that are held by the Transaction object.

#### 4.4.1 `getAuthenticationRequestParameters`

When the 3DS Requestor App calls the `getAuthenticationRequestParameters` method, the 3DS SDK encrypts the device information that it collects during initialization and send this information along with the SDK information to the 3DS Requestor App. The App includes this information in its message to the 3DS Server.

The 3DS SDK encrypts the device information by using the DS public key. This key is identified based on the `directoryServerID` that is passed to the `createTransaction` method. The 3DS SDK can use A128CBC-HS256 or A128GCM as the encryption algorithm. For more information about 3DS SDK encryption, refer to Section 6.2.2, “Function I: 3DS SDK Encryption to DS” in the *EMV 3DS Protocol Specification*.

The 3DS SDK generates an ephemeral key pair that is required for subsequent communication with the ACS if a challenge must be applied. For more information, refer to section 8.4.

The `getAuthenticationRequestParameters` method is called for every transaction.

The following Java code snippet shows the signature of the `getAuthenticationRequestParameters` method:

```

public AuthenticationRequestParameters
getAuthenticationRequestParameters()

```

## **getAuthenticationRequestParameters Parameters**

None.

## **getAuthenticationRequestParameters Return Value**

This method returns an `AuthenticationRequestParameters` object that contains device information and 3DS SDK information.

## **getAuthenticationRequestParameters Exceptions**

**Table 4.22: getAuthenticationRequestParameters Exceptions**

Exception	Description
<code>SDKRuntimeException</code>	<p>This exception shall be thrown if an internal error is encountered by the 3DS SDK.</p> <p>For more information, see Class <code>SDKRuntimeException</code>.</p>

### **4.4.2 doChallenge**

If the ARes message that is returned indicates that the Challenge Flow must be applied, the 3DS Requestor App calls the `doChallenge` method with the required input parameters. The `doChallenge` method initiates the challenge process.

**Note: The `doChallenge` method shall be called only when the Challenge Flow is to be Applied.**

When the `doChallenge` method is called, control of the App is passed to the 3DS SDK. At this point the 3DS SDK:

- Starts a time counter to measure the overall time taken by the challenge process.
- Checks if the CA public key (root) of the Directory Server CA (DS-CA) is present, based on the `directoryServerID` that was passed to the `createTransaction` method.
- Uses the CA public key of the DS-CA to validate the ACS signed content JWS object. Based on the information included in the JWS object, the algorithm used to perform the validation can be PS256 or ES256.
- Completes the Diffie-Hellman key exchange process according to JWA (RFC 7518) in Direct Key Agreement mode using curve P-256. The output of this process is a pair of CEKs.
- Uses the CEKs to encrypt the CReq messages and decrypt the CRes messages.

For more information about the algorithms used for validation, and the CEKs, refer to section 6.2.3 of the EMV 3DS Protocol Specification.

The 3DS SDK displays the challenge to the Cardholder. The following steps take place during the challenge process:

- The 3DS Requestor App's current screen shall be closed either before the challenge screen is launched or before the `ChallengeStatusReceiver` callback is invoked by the 3DS SDK. This is to prevent the Cardholder from revisiting the card details screen using the Back button during the challenge process. For more information about the user experience when the Cardholder taps the Back button, refer to Figure 4-1.
- The 3DS SDK exchanges two or more CReq and CRes messages with the ACS.
- The 3DS SDK sends the challenge status back to the 3DS Requestor App by using the `ChallengeStatusReceiver` callback functions.
- The 3DS SDK cleans up resources that are held by the `Transaction` object.

At any point, if the time taken by the challenge process (as measured by the time counter) exceeds the timeout value passed by the 3DS Requestor App, then the 3DS SDK shall adhere to **[Req 67]**.

**Note:** After this method is called and the resources are cleaned up, any further operation on the `Transaction` object should result in an `SDKRuntimeException`.

The following Android code snippet shows the signature of the `doChallenge` method:

```
public void doChallenge(android.App.Activity currentActivity,
    ChallengeParameters challengeParameters,
    ChallengeStatusReceiver challengeStatusReceiver, int timeOut)
    throws InvalidInputException
```

## doChallenge Parameters

**Table 4.23: doChallenge Parameters**

Parameter	Mandatory	Description
<code>currentActivity</code>	Conditional (mandatory on Android)	The Android activity instance that invoked <code>doChallenge</code> .
<code>challengeParameters</code>	Yes	ACS details (contained in the ARes) required by the 3DS SDK to conduct the challenge process during the transaction. The following details are mandatory:  3DS Server Transaction ID ACS Transaction ID ACS Reference Number ACS Signed Content
<code>challengeStatusReceiver</code>	Yes	Callback object for notifying the 3DS Requestor App about the challenge status.  For more information, see Interface <code>ChallengeStatusReceiver</code> .

Parameter	Mandatory	Description
timeOut	Yes	Timeout interval (in minutes) within which the challenge process must be completed. The minimum timeout interval shall be 5 minutes.

### doChallenge Return Value

None.

### doChallenge Exceptions

**Table 4.24: doChallenge Exceptions**

Exception	Description
InvalidInputException	This exception is thrown if an input parameter is invalid. A timeout interval of less than 5 minutes is also treated as invalid input. For more information, see <code>Class InvalidInputException</code> .
SDKRuntimeException	This exception is thrown if an internal error is encountered by the 3DS SDK. For more information, see <code>Class SDKRuntimeException</code> .

### 4.4.3 getProgressView

The `getProgressView` method returns an instance of Progress View (processing screen) that the 3DS Requestor App uses. The processing screen displays the Payment System logo, and a graphical element to indicate that an activity is being processed.

The `ProgressView` object is created by the 3DS SDK.

The following Android code snippet shows the signature of the `getProgressView` method:

```
public ProgressDialog getProgressView(android.App.Activity
currentActivity) throws InvalidInputException
```

### getProgressView Parameters

**Table 4.25: getProgressView Parameters**

Parameter	Mandatory	Description
currentActivity	Conditional (mandatory on Android)	An Android activity instance.

### getProgressView Return Value

This method returns a `ProgressDialog` object.

## getProgressView Exceptions

**Table 4.26: getProgressView Exceptions**

Exception	Description
<code>InvalidInputException</code>	This exception is thrown if an input parameter is invalid. For more information, see Class <code>InvalidInputException</code> .
<code>SDKRuntimeException</code>	This exception is thrown if an internal error is encountered by the 3DS SDK. For more information, see Class <code>SDKRuntimeException</code> .

### 4.4.4 close

The `close` method is called to clean up resources that are held by the `Transaction` object when the transaction is completed.

**Note:** This method is required to be called only when the `doChallenge` method is not called in the transaction.

**Note:** After this method is called and the resources are cleaned up, any further operation on the `Transaction` object should result in an `SDKRuntimeException`.

The following are some examples of scenarios in which the `close` method is called:

- Frictionless transaction
- ACS recommends a challenge, but the Merchant overrides the recommendation and chooses to complete the transaction without a challenge

The following Android code snippet shows the signature of the `close` method:

```
public void close()
```

#### close Parameters

None.

#### close Return Value

None.

#### close Exceptions

None.

## 4.5 Class UiCustomization

The `UiCustomization` class provides the functionality required to customize the 3DS SDK UI elements. An object of this class holds various UI-related parameters.

**Seq 4.1 [Req 69]** The `UiCustomization` object and the objects held by it, such as `ButtonCustomization`, `ToolbarCustomization`, `LabelCustomization`, and `TextBoxCustomization` are immutable. In other words, after the customization data is set, the 3DS SDK shall not allow the data to be modified. To enforce this, SDK implementers can choose any mechanism such as delinking references from the 3DS Requestor App by creating copies of the customization objects and so on.

The following Java code snippet shows the definition of the `UiCustomization` class:

```
public class UiCustomization {

    public enum ButtonType {SUBMIT, CONTINUE, NEXT, CANCEL,
RESEND}, OPEN_OOB_APP, ADD_CH}

    public enum UiCustomizationType {DEFAULT, DARK, MONOCHROME}

    public void setButtonCustomization(...)
    public void setToolbarCustomization(...)
    public void setLabelCustomization(...)
    public void setTextBoxCustomization(...)

    public ButtonCustomization getButtonCustomization()
    public ToolbarCustomization getToolbarCustomization()
    public LabelCustomization getLabelCustomization()
    public TextBoxCustomization getTextBoxCustomization()

}
```

Table 4.27 summarizes the methods provided by the `UiCustomization` class.

**Table 4.27: UiCustomization Class Methods**

Method	Description
<code>setButtonCustomization</code>	Sets the attributes of a <code>ButtonCustomization</code> object for a particular button type. For more information, see Class <code>ButtonCustomization</code> .
<code>setButtonCustomization</code>	Sets the attributes of a <code>ButtonCustomization</code> object for an implementer-specific button type. For more information, see Class <code>ButtonCustomization</code> .
<code>setToolbarCustomization</code>	Sets the attributes of a <code>ToolbarCustomization</code> object. For more information, see Class <code>ToolbarCustomization</code> .
<code>setLabelCustomization</code>	Sets the attributes of a <code>LabelCustomization</code> object. For more information, see Class <code>LabelCustomization</code> .

Method	Description
setTextBoxCustomization	Sets the attributes of a <code>TextBoxCustomization</code> object. For more information, see Class <code>TextBoxCustomization</code> .
getButtonCustomization	Returns a <code>ButtonCustomization</code> object. For more information, see Class <code>ButtonCustomization</code> .
getButtonCustomization	Returns a <code>ButtonCustomization</code> object for an implementer-specific button type. For more information, see Class <code>ButtonCustomization</code> .
getToolbarCustomization	Returns a <code>ToolbarCustomization</code> object. For more information, see Class <code>ToolbarCustomization</code> .
getLabelCustomization	Returns a <code>LabelCustomization</code> object. For more information, see Class <code>LabelCustomization</code> .
getTextBoxCustomization	Returns a <code>TextBoxCustomization</code> object. For more information, see Class <code>TextBoxCustomization</code> .

#### 4.5.1 setButtonCustomization

The `setButtonCustomization` method accepts a `ButtonCustomization` object along with a predefined button type. The 3DS SDK uses this object for customizing buttons.

**Note: The 3DS SDK implementer maintains a dictionary of buttons passed via this method for use during customization.**

The following Java code snippet shows the signature of the `setButtonCustomization` method:

```
public void setButtonCustomization (ButtonCustomization
buttonCustomization, ButtonType buttonType) throws
InvalidInputException
```

#### setButtonCustomization Parameters

Table 4.28: setButtonCustomization Parameters

Parameter	Mandatory	Description
buttonCustomization	Yes	A <code>ButtonCustomization</code> object.
buttonType	Yes	The <code>ButtonType</code> .

## setButtonCustomization Return Value

None.

## setButtonCustomization Exceptions

**Table 4.29: setButtonCustomization Exceptions**

Exception	Description
<code>InvalidInputException</code>	This exception is thrown if an input parameter is invalid. For more information, see Class <code>InvalidInputException</code> .

### 4.5.2 setButtonCustomization—variation

This method is a variation of the [setButtonCustomization](#) method.

The `setButtonCustomization` method accepts a `ButtonCustomization` object and an implementer-specific button type. The 3DS SDK uses this object for customizing buttons.

**Note:** This method is used when the SDK implementer wants to use a button type that is not included in the predefined Enum `ButtonType`. If the button type that is specified already exists in the Enum `ButtonType` (case-insensitive match), then the button type available in the Enum is used.

The SDK implementer maintains a dictionary of buttons passed via this method for use during customization.

The following Java code snippet shows the signature of the `setButtonCustomization` method:

```
public void setButtonCustomization (ButtonCustomization
buttonCustomization, String buttonType) throws
InvalidInputException
```

## setButtonCustomization Parameters

**Table 4.30: setButtonCustomization Parameters**

Parameter	Mandatory	Description
<code>buttonCustomization</code>	Yes	A <code>ButtonCustomization</code> object.
<code>buttonType</code>	Yes	Implementer-specific button type. The value of the <code>buttonType</code> is case-insensitive.

## setButtonCustomization Return Value

None.

## setButtonCustomization Exceptions

**Table 4.31: setButtonCustomization Exceptions**

Exception	Description
InvalidInputException	This exception is thrown if an input parameter is invalid. For more information, see Class <code>InvalidInputException</code> .

### 4.5.3 setToolbarCustomization

The `setToolbarCustomization` method shall accept a `ToolbarCustomization` object. The 3DS SDK uses this object for customizing toolbars.

The following Java code snippet shows the signature of the `setToolbarCustomization` method:

```
public void setToolbarCustomization(ToolbarCustomization
toolbarCustomization) throws InvalidInputException
```

## setToolbarCustomization Parameters

**Table 4.32: setToolbarCustomization Parameters**

Parameter	Mandatory	Description
<code>toolbarCustomization</code>	Yes	A <code>ToolbarCustomization</code> object.

## setToolbarCustomization Return Value

None.

## setToolbarCustomization Exceptions

**Table 4.33: setToolbarCustomization Exceptions**

Exception	Description
InvalidInputException	This exception shall be thrown if an input parameter is invalid. For more information, see Class <code>InvalidInputException</code> .

### 4.5.4 setLabelCustomization

The `setLabelCustomization` method shall accept a `LabelCustomization` object. The 3DS SDK uses this object for customizing labels.

The following Java code snippet shows the signature of the `setLabelCustomization` method:

```
public void setLabelCustomization (LabelCustomization  
labelCustomization) throws InvalidInputException
```

### setLabelCustomization Parameters

**Table 4.34: setLabelCustomization Parameters**

Parameter	Mandatory	Description
labelCustomization	Yes	A LabelCustomization object.

### setLabelCustomization Return Value

None.

### setLabelCustomization Exceptions

**Table 4.35: setLabelCustomization Exceptions**

Exception	Description
InvalidInputException	This exception shall be thrown if an input parameter is invalid. For more information, see Class InvalidInputException.

## 4.5.5 setTextBoxCustomization

The `setTextBoxCustomization` method shall accept a `TextBoxCustomization` object. The 3DS SDK uses this object for customizing text boxes.

The following Java code snippet shows the signature of the `setTextBoxCustomization` method:

```
public void setTextBoxCustomization (TextBoxCustomization  
textBoxCustomization) throws InvalidInputException
```

### setTextBoxCustomization Parameters

**Table 4.36: setTextBoxCustomization Parameters**

Parameter	Mandatory	Description
textBoxCustomization	Yes	A TextBoxCustomization object.

### setTextBoxCustomization Return Value

None.

## setTextBoxCustomization Exceptions

**Table 4.37: setTextBoxCustomization Exceptions**

Exception	Description
<code>InvalidInputException</code>	This exception is thrown if an input parameter is invalid. For more information, see Class <code>InvalidInputException</code> .

### 4.5.6 getButtonCustomization

The `getButtonCustomization` method shall return a `ButtonCustomization` object for a specified button type.

The following Java code snippet shows the signature of the `getButtonCustomization` method:

```
public ButtonCustomization getButtonCustomization (ButtonType  
buttonType) throws InvalidInputException;
```

## getButtonCustomization Parameters

**Table 4.38: getButtonCustomization Parameters**

Parameter	Mandatory	Description
<code>buttonType</code>	Yes	A pre-defined list of button types. For more information, see Enum <code>ButtonType</code>

## getButtonCustomization Return Value

This method returns a `ButtonCustomization` object. If the `ButtonCustomization` object was not set, then this method returns null.

## getButtonCustomization Exceptions

**Table 4.39: getButtonCustomization Exceptions**

Exception	Description
<code>InvalidInputException</code>	This exception is thrown if an input parameter is invalid. For more information, see Class <code>InvalidInputException</code> .

### 4.5.7 getButtonCustomization

The `getButtonCustomization` method returns a `ButtonCustomization` object for an implementer-specific button type.

The following Java code snippet shows the signature of the `getButtonCustomization` method:

```
public ButtonCustomization getButtonCustomization (String  
buttonType) throws InvalidInputException;
```

### getButtonCustomization Parameters

**Table 4.40: getButtonCustomization Parameters**

Parameter	Mandatory	Description
buttonType	Yes	Implementer-specific button type.

### getButtonCustomization Return Value

This method returns a `ButtonCustomization` object. If the `ButtonCustomization` object was not set, then this method returns null.

### getButtonCustomization Exceptions

**Table 4.41: getButtonCustomization Parameters**

Exception	Description
<code>InvalidInputException</code>	This exception is thrown if an input parameter is invalid. For more information, see Class <code>InvalidInputException</code> .

## 4.5.8 getToolbarCustomization

The `getToolbarCustomization` method returns a `ToolbarCustomization` object for a toolbar.

The following Java code snippet shows the signature of the `getToolbarCustomization` method:

```
public ToolbarCustomization getToolbarCustomization();
```

### getToolbarCustomization Parameters

None.

### getToolbarCustomization Return Value

This method returns a `ToolbarCustomization` object. If the `ToolbarCustomization` object was not set, then this method returns null.

### getToolbarCustomization Exceptions

None.

### 4.5.9 getLabelCustomization

The `getLabelCustomization` method returns a `LabelCustomization` object.

The following Java code snippet shows the signature of the `getLabelCustomization` method:

```
public LabelCustomization getLabelCustomization()
```

#### getLabelCustomization Parameters

None.

#### getLabelCustomization Return Value

This method returns a `LabelCustomization` object. If the `LabelCustomization` object was not set, then this method returns null.

#### getLabelCustomization Exceptions

None.

### 4.5.10 getTextBoxCustomization

The `getTextBoxCustomization` method shall return a `TextBoxCustomization` object.

The following Java code snippet shows the signature of the `getTextBoxCustomization` method:

```
public TextBoxCustomization getTextBoxCustomization()
```

#### getTextBoxCustomization Parameters

None.

#### getTextBoxCustomization Return Value

This method returns a `TextBoxCustomization` object. If the `TextBoxCustomization` object was not set, then this method returns null.

#### getTextBoxCustomization Exceptions

None.

## 4.6 Class Customization

The `Customization` class shall serve as a superclass for the `ButtonCustomization` class, `ToolbarCustomization` class, `LabelCustomization` class, and `TextBoxCustomization` class. This class provides methods to pass UI customization parameters to the 3DS SDK.

The following Java code snippet shows the definition of the `Customization` class:

```
public class Customization {
    public void setTextFontName(...)
    public void setTextColor(...)
    public void setTextFontSize(...)
    public String getFontName()
    public String getTextColor()
    public int getFontSize()
}
```

Table 4.42 summarizes the methods provided by the `Customization` class.

**Table 4.42: Customization Class Methods**

Method	Description
<code>setFontName</code>	Sets the font type for a UI element.
<code>setTextColor</code>	Sets the text color for a UI element.
<code>setTextFontSize</code>	Sets the font size for a UI element.
<code>getFontName</code>	Returns the font type for a UI element.
<code>getTextColor</code>	Returns the text color for a UI element.
<code>getFontSize</code>	Returns the font size for a UI element.

#### 4.6.1 `setFontName`

The `setFontName` method sets the font type for a UI element.

The following Java code snippet shows the signature of the `setFontName` method:

```
public void setFontName (String fontName) throws
InvalidInputException
```

#### `setFontName` Parameters

**Table 4.43: `setFontName` Parameters**

Parameter	Mandatory	Description
<code>fontName</code>	Yes	Font type for the UI element.

#### `setFontName` Return Value

None.

## setTextFontName Exceptions

**Table 4.44: setTextFontName Exceptions**

Exception	Description
InvalidInputException	This exception shall be thrown if an input parameter is invalid. For more information, see Class <code>InvalidInputException</code> .

### 4.6.2 setColor

The `setColor` method sets the text color for a UI element.

The following Java code snippet shows the signature of the `setColor` method:

```
public void setColor (String hexColorCode) throws  
InvalidInputException
```

## setColor Parameters

**Table 4.45: setColor Parameters**

Parameter	Mandatory	Description
hexColorCode	Yes	Color code in Hex format. For example, the color code can be "#999999".

## setColor Return Value

None.

## setColor Exceptions

**Table 4.46: setColor Exceptions**

Exception	Description
InvalidInputException	This exception shall be thrown if an input parameter is invalid. For more information, see Class <code>InvalidInputException</code> .

### 4.6.3 setFontSize

The `setFontSize` method shall set the font size for a UI element.

The following Java code snippet shows the signature of the `setFontSize` method:

```
public void setFontSize (int fontSize) throws  
InvalidInputException
```

## setTextFontSize Parameters

**Table 4.47: setTextFontSize Parameters**

Parameter	Mandatory	Description
fontSize	Yes	Font size for the UI element.

## setTextFontSize Return Value

None.

## setTextFontSize Exceptions

**Table 4.48: setTextFontSize Exceptions**

Exception	Description
InvalidInputException	This exception shall be thrown if an input parameter is invalid. For more information, see Class <code>InvalidInputException</code> .

### 4.6.4 getTextFontName

The `getTextFontName` method returns the font type for a UI element.

The following Java code snippet shows the signature of the `getTextFontName` method:

```
public String getTextFontName()
```

## getTextFontName Parameters

None.

## getTextFontName Return Value

The `getTextFontName` method returns the font type as a string.

## getTextFontName Exceptions

None.

### 4.6.5 getTextColor

The `getTextColor` method returns the hex color code for a UI element.

The following Java code snippet shows the signature of the `getTextColor` method:

```
public String getTextColor()
```

## getTextColor Parameters

None.

### **getTextColor Return Value**

The `getTextColor` method returns the hex color code as a string.

### **getTextColor Exceptions**

None.

## **4.6.6 getTextFontSize**

The `getTextFontSize` method returns the font size for a UI element.

The following Java code snippet shows the signature of the `getTextFontSize` method:

```
public int getTextFontSize()
```

### **getTextFontSize Parameters**

None.

### **getTextFontSize Return Value**

The `getTextFontSize` method returns the font size as an integer.

### **getTextFontSize Exceptions**

None.

## **4.7 Class ButtonCustomization**

The `ButtonCustomization` class provides methods for the 3DS Requestor App to pass button customization parameters to the 3DS SDK. This class shall extend the `Customization` class. The methods that are inherited from the `Customization` class can be used to work with button labels.

The following Java code snippet shows the definition of the `ButtonCustomization` class:

```
public class ButtonCustomization extends Customization {  
  
    public void setBackgroundColor(...)   
    public void setCornerRadius(...)   
    public String getBackgroundColor()   
    public int getCornerRadius()   
  
}
```

Table 4.49 summarizes the methods provided by the `ButtonCustomization` class.

**Table 4.49: ButtonCustomization Class Methods**

Method	Description
setBackgroundColor	Sets the background colour of the button.
setCornerRadius	Sets the radius of the button corners.
getBackgroundColor	Returns the background colour of the button.
getCornerRadius	Returns the radius of the button corners.

The `ButtonCustomization` class inherits the following methods from the `Customization` class:

- `setTextFontName`
- `setTextColor`
- `setTextFontSize`
- `getTextFontName`
- `getTextColor`
- `getTextFontSize`

#### 4.7.1 setBackgroundColor

The `setBackgroundColor` method sets the background colour of the button.

The following Java code snippet shows the signature of the `setBackgroundColor` method:

```
public void setBackgroundColor(String hexColorCode) throws  
InvalidInputException
```

#### setBackgroundColor Parameters

**Table 4.50: setBackgroundColor Parameters**

Parameter	Mandatory	Description
hexColorCode	Yes	Colour code in Hex format. For example, the colour code can be "#999999".

#### setBackgroundColor Return Value

None.

## setBackgroundColors Exceptions

**Table 4.51: setBackgroundColors Exceptions**

Exception	Description
InvalidInputException	This exception is thrown if an input parameter is invalid. For more information, see Class InvalidInputException.

### 4.7.2 setCornerRadius

The `setCornerRadius` method sets the radius of the button corners.

The following Java code snippet shows the signature of the `setCornerRadius` method:

```
public void setCornerRadius(int cornerRadius) throws  
InvalidInputException
```

## setCornerRadius Parameters

**Table 4.52: setCornerRadius Parameters**

Parameter	Mandatory	Description
cornerRadius	Yes	Radius (integer value) for the button corners.

## setCornerRadius Return Value

None.

## setCornerRadius Exceptions

**Table 4.53: setCornerRadius Exceptions**

Exception	Description
InvalidInputException	This exception is thrown if an input parameter is invalid. For more information, see Class InvalidInputException.

### 4.7.3 getBackgroundColor

The `getBackgroundColor` method returns the background colour of the button.

The following Java code snippet shows the signature of the `getBackgroundColor` method:

```
public String getBackgroundColor()
```

### **getBackgroundColor Parameters**

None.

### **getBackgroundColor Return Value**

The `getBackgroundColor` method returns the background colour code (as a string) of the button.

### **getBackgroundColor Exceptions**

None.

## **4.7.4 getCornerRadius**

The `getCornerRadius` method returns the radius of the button corners.

The following Java code snippet shows the signature of the `getCornerRadius` method:

```
public int getCornerRadius()
```

### **getCornerRadius Parameters**

None.

### **getCornerRadius Return Value**

The `getCornerRadius` method returns the radius (as an integer) of the button corners.

### **getCornerRadius Exceptions**

None.

## **4.8 Class ToolbarCustomization**

The `ToolbarCustomization` class provides methods for the 3DS Requestor App to pass toolbar customization parameters to the 3DS SDK. This class extends the `Customization` class. The methods that are inherited from the `Customization` class can be used to work with toolbar labels.

The following Java code snippet shows the definition of the `ToolbarCustomization` class:

```
public class ToolbarCustomization extends Customization {

    public void setBackgroundColor(...)
    public String getBackgroundColor()
    public void setHeaderText(...)
    public String getHeaderText()
    public void setButtonText(...)
    public String getButtonText()
}
```

```
}
```

As seen in the definition, the `ToolbarCustomization` class shall provide the methods listed in Table 4.54.

**Table 4.54: ToolbarCustomization Class Methods**

Method	Description
<code>setBackgroundColor</code>	Sets the background colour for the toolbar.
<code>getBackgroundColor</code>	Returns the background colour for the toolbar.
<code>setHeaderText</code>	Sets the header text of the toolbar.
<code>getHeaderText</code>	Returns the header text of the toolbar.
<code>setButtonText</code>	Sets the button text of the toolbar.
<code>getButtonText</code>	Returns the button text of the toolbar.

The `ToolbarCustomization` class inherits the following methods from the `Customization` class:

- `setTextFontName`
- `setTextColor`
- `setTextFontSize`
- `getTextFontName`
- `getTextColor`
- `getTextFontSize`

#### 4.8.1 setBackgroundColor

The `setBackgroundColor` method sets the background colour for the toolbar.

The following Java code snippet shows the signature of the `setBackgroundColor` method:

```
public void setBackgroundColor(String hexColorCode) throws
InvalidInputException
```

## setBackgroundColor Parameters

**Table 4.55: setBackgroundColor Parameters**

Parameter	Mandatory	Description
hexColorCode	Yes	Colour code in Hex format. For example, the colour code can be "#999999".

## setBackgroundColor Return Value

None.

## setBackgroundColor Exceptions

**Table 4.56: setBackgroundColor Exceptions**

Exception	Description
InvalidInputException	This exception is thrown if an input parameter is invalid. For more information, see Class <code>InvalidInputException</code> .

### 4.8.2 getBackgroundColor

The `getBackgroundColor` method returns the background colour for the toolbar.

The following Java code snippet shows the signature of the `getBackgroundColor` method:

```
public String getBackgroundColor()
```

## getBackgroundColor Parameters

None.

## getBackgroundColor Return Value

The `getBackgroundColor` method returns the background colour code (as a `String`) for the toolbar.

## getBackgroundColor Exceptions

None.

### 4.8.3 setHeaderText

The `setHeaderText` method sets the header text of the toolbar.

The following Java code snippet shows the signature of the `setHeaderText` method:

```
public void setHeaderText (String headerText) throws  
InvalidInputException
```

## setHeaderText Parameters

**Table 4.57: setHeaderText Parameters**

Parameter	Mandatory	Description
headerText	Yes	Text for the header.

## setHeaderText Return Value

None.

## setHeaderText Exceptions

**Table 4.58: setHeaderText Exceptions**

Exception	Description
InvalidInputException	This exception is thrown if an input parameter is invalid. For more information, see <code>Class InvalidInputException</code> .

### 4.8.4 getHeaderText

The `getHeaderText` method returns the header text of the toolbar.

The following Java code snippet shows the signature of the `getHeaderText` method:

```
public String getHeaderText()
```

## getHeaderText Parameters

None.

## getHeaderText Return Value

The `getHeaderText` method returns the header text (as a `String`) of the toolbar. If the header text is blank or null, the default value of “SECURE CHECKOUT” or its localized equivalent is used by the 3DS SDK.

## getHeaderText Exceptions

None.

### 4.8.5 setButtonText

The `setButtonText` method sets the button text of the toolbar.

The following Java code snippet shows the signature of the `setButtonText` method:

```
public void setButtonText(String buttonText) throws  
InvalidInputException
```

## setButtonText Parameters

**Table 4.59: setButtonText Parameters**

Parameter	Mandatory	Description
buttonText	Yes	Text for the button. For example, "Cancel".

## setButtonText Return Value

None.

## setButtonText Exceptions

**Table 4.60: setButtonText Exceptions**

Exception	Description
InvalidInputException	This exception is thrown if an input parameter is invalid. For more information, see <code>Class InvalidInputException</code> .

### 4.8.6 getButtonText

The `getButtonText` method returns the button text of the toolbar.

The following Java code snippet shows the signature of the `getButtonText` method:

```
public String getButtonText()
```

## getButtonText Parameters

None.

## getButtonText Return Value

The `getButtonText` method returns the button text (as a `String`) of the toolbar.

## getButtonText Exceptions

None.

## 4.9 Class LabelCustomization

The `LabelCustomization` class provides methods for the 3DS Requestor App to pass label customization parameters to the 3DS SDK. This class shall extend the `Customization` class. The methods that are inherited from the `Customization` class can be used to work with non-heading labels in the UI.

The following Java code snippet shows the definition of the `LabelCustomization` class:

```
public class LabelCustomization extends Customization {

    public void setHeadingTextColor(...)
    public void setHeadingTextFontName(...)
    public void setHeadingTextFontSize(...)
    public String getHeadingTextColor()
    public String getHeadingTextFontName()
    public int getHeadingTextFontSize()

}
```

Table 4.61 summarizes the methods that are provided by the `LabelCustomization` class.

**Table 4.61: LabelCustomization Class Methods**

Method	Description
<code>setHeadingTextColor</code>	Sets the colour of the heading label text.
<code>setHeadingTextFontName</code>	Sets the font type of the heading label text.
<code>setHeadingTextFontSize</code>	Sets the font size of the heading label text.
<code>getHeadingTextColor</code>	Returns the colour of the heading label text.
<code>getHeadingTextFontName</code>	Returns the font type of the heading label text.
<code>getHeadingTextFontSize</code>	Returns the font size of the heading label text.

The `LabelCustomization` class shall inherit the following methods from the `Customization` class:

- `setTextFontName`
- `setTextColor`
- `setTextFontSize`
- `getTextFontName`
- `getTextColor`
- `getTextFontSize`

#### 4.9.1 setHeadingTextColor

The `setHeadingTextColor` method sets the colour of the heading label text.

The following Java code snippet shows the signature of the `setHeadingTextColor` method:

```
public void setHeadingTextColor(String hexColorCode) throws  
InvalidInputException
```

### setHeadingTextColor Parameters

**Table 4.62: setHeadingTextColor Parameters**

Parameter	Mandatory	Description
hexColorCode	Yes	Colour code in Hex format. For example, the colour code can be “#999999”.

### setHeadingTextColor Return Value

None.

### setHeadingTextColor Exceptions

**Table 4.63: setHeadingTextColor Exceptions**

Exception	Description
InvalidInputException	This exception is thrown if an input parameter is invalid. For more information, see Class <code>InvalidInputException</code> .

## 4.9.2 setHeadingTextFontName

The `setHeadingTextFontName` method shall set the font type of the heading label text.

The following Java code snippet shows the signature of the `setHeadingTextFontName` method:

```
public void setHeadingTextFontName(String fontName) throws  
InvalidInputException
```

### setHeadingTextFontName Parameters

**Table 4.64: setHeadingTextFontName Parameters**

Parameter	Mandatory	Description
fontName	Yes	Font type for the heading label text.

### setHeadingTextFontName Return Value

None.

## setHeadingTextFontName Exceptions

**Table 4.65: setHeadingTextFontName Exceptions**

Exception	Description
InvalidInputException	This exception is thrown if an input parameter is invalid. For more information, see Class <code>InvalidInputException</code> .

### 4.9.3 setHeadingTextFontSize

The `setHeadingTextFontSize` method shall set the font size of the heading label text.

The following Java code snippet shows the signature of the `setHeadingTextFontSize` method:

```
public void setHeadingTextFontSize(int fontSize) throws  
InvalidInputException
```

## setHeadingTextFontSize Parameters

**Table 4.66: setHeadingTextFontSize Parameters**

Parameter	Mandatory	Description
fontSize	Yes	Font size for the heading label text.

## setHeadingTextFontSize Return Value

None.

## setHeadingTextFontSize Exceptions

**Table 4.67: setHeadingTextFontSize Exceptions**

Exception	Description
InvalidInputException	This exception is thrown if an input parameter is invalid. For more information, see Class <code>InvalidInputException</code> .

### 4.9.4 getHeadingTextColor

The `getHeadingTextColor` method shall return the hex colour code of the heading label text.

The following Java code snippet shows the signature of the `getHeadingTextColor` method:

```
public String getHeadingTextColor()
```

#### **getHeadingTextColor Parameters**

None.

#### **getHeadingTextColor Return Value**

The `getHeadingTextColor` method returns the hex color code of the heading label text as a string.

#### **getHeadingTextColor Exceptions**

None.

### **4.9.5 getHeadingTextFontName**

The `getHeadingTextFontName` method returns the font type of the heading label text.

The following Java code snippet shows the signature of the `getHeadingTextFontName` method:

```
public String getHeadingTextFontName()
```

#### **getHeadingTextFontName Parameters**

None.

#### **getHeadingTextFontName Return Value**

The `getHeadingTextFontName` method returns the font type of the heading label text as a string.

#### **getHeadingTextFontName Exceptions**

None.

### **4.9.6 getHeadingTextFontSize**

The `getHeadingTextFontSize` method returns the font size of the heading label text.

The following Java code snippet shows the signature of the `getHeadingTextFontSize` method:

```
public int getHeadingTextFontSize()
```

#### **getHeadingTextFontSize Parameters**

None.

#### **getHeadingTextFontSize Return Value**

The `getHeadingTextFontSize` method returns the heading text font size as an integer.

#### **getHeadingTextFontSize Exceptions**

None.

## 4.10 Class TextBoxCustomization

The `TextBoxCustomization` class provides methods for the 3DS Requestor App to pass text box customization parameters to the 3DS SDK. This class extends the `Customization` class. The methods that are inherited from the `Customization` class can be used to set the properties of user-entered text in text boxes.

The following Java code snippet shows the definition of the `TextBoxCustomization` class:

```
public class TextBoxCustomization extends Customization {

    public void setBorderWidth(...)
    public int getBorderWidth()
    public void setBorderColor(...)
    public String getBorderColor()
    public void setCornerRadius(...)
    public int getCornerRadius()

}
```

Table 4.68 summarizes the methods that are provided by the `TextBoxCustomization` class.

**Table 4.68: TextBoxCustomization Class Methods**

Method	Description
<code>setBorderWidth</code>	Sets the width of the text box border.
<code>getBorderWidth</code>	Returns the width of the text box border.
<code>setBorderColor</code>	Sets the color of the text box border.
<code>getBorderColor</code>	Returns the color of the text box border in hex colour code.
<code>setCornerRadius</code>	Sets the corner radius of the text box corners.
<code>getCornerRadius</code>	Gets the corner radius of the text box corners.

The `TextBoxCustomization` class shall inherit the following methods from the `Customization` class:

- `setTextFontName`
- `setTextColor`
- `setTextFontSize`

- `getTextFontName`
- `getTextColor`
- `getTextFontSize`

#### 4.10.1 `setBorderWidth`

The `setBorderWidth` method sets the width of the text box border.

The following Java code snippet shows the signature of the `setBorderWidth` method:

```
public void setBorderWidth (int borderWidth) throws  
InvalidInputException
```

##### `setBorderWidth` Parameters

**Table 4.69: `setBorderWidth` Parameters**

Parameter	Mandatory	Description
<code>borderWidth</code>	Yes	Width (integer value) of the text box border.

##### `setBorderWidth` Return Value

None.

##### `setBorderWidth` Exceptions

**Table 4.70: `setBorderWidth` Exceptions**

Exception	Description
<code>InvalidInputException</code>	This exception is thrown if an input parameter is invalid. For more information, see Class <code>InvalidInputException</code> .

#### 4.10.2 `getBorderWidth`

The `getBorderWidth` method shall return the width of the text box border. The SDK implementer shall ensure that the border exists before this method is called.

The following Java code snippet shows the signature of the `getBorderWidth` method:

```
public int getBorderWidth ()
```

##### `getBorderWidth` Parameters

None.

##### `getBorderWidth` Return Value

The `getBorderWidth` method returns the width (as an integer) of the text box border.

## getBorderWidth Exceptions

None.

### 4.10.3 setBorderColor

The `setBorderColor` method sets the color for the border of the text box.

The following Java code snippet shows the signature of the `setBorderColor` method:

```
public void setBorderColor(String hexColorCode) throws  
InvalidInputException
```

## setBorderColor Parameters

**Table 4.71: setBorderColor Parameters**

Parameter	Mandatory	Description
hexColorCode	Yes	Color code in Hex format. For example, the color code can be "#999999".

## setBorderColor Return Value

None.

## setBorderColor Exceptions

**Table 4.72: setBorderColor Exceptions**

Exception	Description
InvalidInputException	This exception is thrown if an input parameter is invalid. For more information, see <code>Class InvalidInputException</code> .

### 4.10.4 getBorderColor

The `getBorderColor` method returns the color of the text box border. The SDK implementer should ensure that the border exists before this method is called.

The following Java code snippet shows the signature of the `getBorderColor` method:

```
public String getBorderColor()
```

## getBorderColor Parameters

None.

## getBorderColor Return Value

The `getBorderColor` method returns the hex color code (as a string) of the text box border.

## getBorderColor Exceptions

None.

### 4.10.5 setCornerRadius

The `setCornerRadius` method sets the radius of the text box corners.

The following Java code snippet shows the signature of the `setCornerRadius` method:

```
public void setCornerRadius(int cornerRadius) throws  
InvalidInputException
```

## setCornerRadius Parameters

Table 4.73: setCornerRadius Parameters

Parameter	Mandatory	Description
cornerRadius	Yes	Radius (integer value) for the text box corners.

## setCornerRadius Return Value

None.

## setCornerRadius Exceptions

Table 4.74: setCornerRadius Exceptions

Exception	Description
InvalidInputException	This exception shall be thrown if an input parameter is invalid. For more information, see Class <code>InvalidInputException</code> .

### 4.10.6 getCornerRadius

The `getCornerRadius` method returns the radius of the text box corners.

The following Java code snippet shows the signature of the `getCornerRadius` method:

```
public int getCornerRadius()
```

## getCornerRadius Parameters

None.

## getCornerRadius Return Value

The `getCornerRadius` method returns the radius (as an integer) of the text box corners.

## getCornerRadius Exceptions

None.

## 4.11 Class ChallengeParameters

The `ChallengeParameters` class holds the parameters that are required to conduct the challenge process.

**Note: It is mandatory to set values for these parameters.**

The following Java code snippet shows the definition of the `ChallengeParameters` class:

```
public class ChallengeParameters {  
    public void set3DSSTransactionID(...)  
    public void setAcSTransactionID(...)  
    public void setAcSRefNumber(...)  
    public void setAcSSignedContent(...)  
    public void setThreeDSRequestorAppURL(...)  
    public String get3DSSTransactionID(...)  
    public String getAcSTransactionID(...)  
    public String getAcSRefNumber(...)  
    public String getAcSSignedContent(...)  
    public String getThreeDSRequestorAppURL(...)  
}
```

Table 4.75 summarizes the methods that are provided by the `ChallengeParameters` class.

**Table 4.75: ChallengeParameters Class Methods**

Method	Description
<code>set3DSSTransactionID</code>	Sets the 3DS Server Transaction ID.
<code>setAcSTransactionID</code>	Sets the ACS Transaction ID.
<code>setAcSRefNumber</code>	Sets the ACS Reference Number.
<code>setAcSSignedContent</code>	Sets the ACS signed content. This data includes the ACS URL, ACS ephemeral public key, and SDK ephemeral public key.
<code>setThreeDSRequestorAppURL</code>	Sets the 3DS Requestor App URL.



### 4.11.2 set3DSServerTransactionID

The `set3DSServerTransactionID` method sets the 3DS Server Transaction ID. This ID is a transaction identifier assigned by the 3DS Server to uniquely identify a single transaction.

The following Java code snippet shows the signature of the `set3DSServerTransactionID` method:

```
public void set3DSServerTransactionID(String  
tdsServerTransactionID)
```

#### set3DSServerTransactionID Parameters

**Table 4.76: set3DSServerTransactionID Parameters**

Parameter	Mandatory	Description
<code>tdsServerTransactionID</code>	Yes	Transaction identifier assigned by the 3DS Server to uniquely identify a single transaction.

#### set3DSServerTransactionID Return Value

None.

#### set3DSServerTransactionID Exceptions

None.

### 4.11.3 setAcsTransactionID

The `setAcsTransactionID` method sets the ACS Transaction ID.

The following Java code snippet shows the signature of the `setAcsTransactionID` method:

```
public void setAcsTransactionID(String acsTransactionID)
```

#### setAcsTransactionID Parameters

**Table 4.77: setAcsTransactionID Parameters**

Parameter	Mandatory	Description
<code>acsTransactionID</code>	Yes	Transaction ID assigned by the ACS to uniquely identify a single transaction.

#### setAcsTransactionID Return Value

None.

## setAcsTransactionID Exceptions

None.

### 4.11.4 setAcsRefNumber

The `setAcsRefNumber` method sets the ACS Reference Number.

The following Java code snippet shows the signature of the `setAcsRefNumber` method:

```
public void setAcsRefNumber(String acsRefNumber)
```

## setAcsRefNumber Parameters

Table 4.78: setAcsRefNumber Parameters

Parameter	Mandatory	Description
acsRefNumber	Yes	EMVCo assigns the ACS this identifier after running the EMV 3-D Secure Testing and Approvals process on the ACS.

## setAcsRefNumber Return Value

None.

## setAcsRefNumber Exceptions

None.

### 4.11.5 setAcsSignedContent

The `setAcsSignedContent` method sets the ACS signed content. This content includes the ACS URL, ACS ephemeral public key, and SDK ephemeral public key.

The following Java code snippet shows the signature of the `setAcsSignedContent` method:

```
public void setAcsSignedContent(String acsSignedContent)
```

## setAcsSignedContent Parameters

Table 4.79: setAcsSignedContent Parameters

Parameter	Mandatory	Description
acsSignedContent	Yes	ACS signed content. This data includes the ACS URL, ACS ephemeral public key, and SDK ephemeral public key.

## setAcsSignedContent Return Value

None.

## **setAcsSignedContent Exceptions**

None.

### **4.11.6 setThreeDSRequestorAppURL**

The `setThreeDSRequestorAppURL` method may set the 3DS Requestor App URL. If the App sets the URL, then the SDK shall pass the URL in the CReq message.

The following Java code snippet shows the signature of the `setThreeDSRequestorAppURL` method:

```
public void setThreeDSRequestorAppURL (String  
threeDSRequestorAppURL)
```

## **setThreeDSRequestorAppURL Parameters**

**Table 4.80: setThreeDSRequestorAppURL Parameters**

Parameter	Mandatory	Description
<code>threeDSRequestorAppURL</code>	Yes	3DS Requestor App URL.

## **setThreeDSRequestorAppURL Return Value**

None.

## **setThreeDSRequestorAppURL Exceptions**

None.

### **4.11.7 get3DSServerTransactionID**

The `get3DSServerTransactionID` method returns the 3DS Server Transaction ID.

The following Java code snippet shows the signature of the `get3DSServerTransactionID` method:

```
public String get3DSServerTransactionID()
```

## **get3DSServerTransactionID Parameters**

None.

## **get3DSServerTransactionID Return Value**

This method returns the 3DS Server Transaction ID as a string.

## **get3DSServerTransactionID Exceptions**

None.

### **4.11.8 getAcsTransactionID**

The `getAcsTransactionID` method returns the ACS Transaction ID.

The following Java code snippet shows the signature of the `getAcsTransactionID` method:

```
public String getAcsTransactionID()
```

#### **getAcsTransactionID Parameters**

None.

#### **getAcsTransactionID Return Value**

This method returns the ACS Transaction ID as a string.

#### **getAcsTransactionID Exceptions**

None.

### **4.11.9 getAcsRefNumber**

The `getAcsRefNumber` method returns the ACS Reference Number.

The following Java code snippet shows the signature of the `getAcsRefNumber` method:

```
public String getAcsRefNumber()
```

#### **getAcsRefNumber Parameters**

None.

#### **getAcsRefNumber Return Value**

This method returns the ACS Reference Number as a string.

#### **getAcsRefNumber Exceptions**

None.

### **4.11.10 getAcsSignedContent**

The `getAcsSignedContent` method returns the ACS signed content.

The following Java code snippet shows the signature of the `getAcsSignedContent` method:

```
public String getAcsSignedContent()
```

#### **getAcsSignedContent Parameters**

None.

#### **getAcsSignedContent Return Value**

This method returns the ACS signed content as a string.

#### **getAcsSignedContent Exceptions**

None.

#### 4.11.11 **getThreeDSRequestorAppURL**

The `getThreeDSRequestorAppURL` may return the 3DS Requestor App URL.

The following Java code snippet shows the signature of the `getThreeDSRequestorAppURL` method:

```
public String getThreeDSRequestorAppURL()
```

##### **getThreeDSRequestorAppURL Parameters**

None

##### **getThreeDSRequestorAppURL Return Value**

This method returns the 3DS Requestor App URL as a string.

##### **getThreeDSRequestorAppURL Exceptions**

None.

### 4.12 Class **AuthenticationRequestParameters**

The `AuthenticationRequestParameters` class holds transaction data that the App passes to the 3DS Server for creating the AReq message.

The following Java code snippet shows the definition of the `AuthenticationRequestParameters` class:

```
public class AuthenticationRequestParameters {  
  
    public AuthenticationRequestParameters(...)  
    public String getDeviceData()  
    public String getSDKTransactionID()  
    public String getSDKAppID()  
    public String getSDKReferenceNumber()  
    public String getSDKEphemeralPublicKey()  
    public String getMessageVersion()  
  
}
```

Table 4.81 summarizes the methods that to be provided by the `AuthenticationRequestParameters` class.

**Table 4.81: AuthenticationRequestParameters Class Methods**

Method	Description
AuthenticationRequestParameters	Constructs an AuthenticationRequestParameters object.
getDeviceData	Returns a string that represents the encrypted device data.
getSDKTransactionID	Returns the SDK Transaction ID.
getSDKAppID	Returns the SDK App ID.
getSDKReferenceNumber	Returns the SDK Reference Number.
getSDKEphemeralPublicKey	Returns the SDK Ephemeral Public Key as a String representation of a JWK object.
getMessageVersion	Returns the protocol version that is used for the transaction.

#### 4.12.1 AuthenticationRequestParameters

The AuthenticationRequestParameters constructor creates an object to be used by the 3DS Server to obtain authentication parameters for creating the AReq message.

The following Java code snippet shows the signature of the AuthenticationRequestParameters constructor:

```
public AuthenticationRequestParameters (String sdkTransactionID,
String deviceData, String sdkEphemeralPublicKey, String sdkAppID,
String sdkReferenceNumber, String messageVersion) throws
InvalidInputException
```

#### AuthenticationRequestParameters Parameters

**Table 4.82: AuthenticationRequestParameters Parameters**

Parameter	Mandatory	Description
sdkTransactionID	Yes	SDK Transaction ID.
deviceData	Conditional	Device data collected by the SDK.
sdkEphemeralPublicKey	Yes	SDK Ephemeral Public Key (Qc).
sdkAppID	Yes	SDK App ID.
sdkReferenceNumber	Yes	SDK Reference Number.

Parameter	Mandatory	Description
messageVersion	Yes	Protocol version that is supported by the SDK and used for the transaction.

## AuthenticationRequestParameters Exceptions

**Table 4.83: AuthenticationRequestParameters Exceptions**

Exception	Description
InvalidInputException	This exception shall be thrown if an input parameter is invalid. For more information, see <code>Class InvalidInputException</code> .

### 4.12.2 getDeviceData

The `getDeviceData` method shall return the encrypted device data as a string.

The following Java code snippet shows the signature of the `getDeviceData` method:

```
public String getDeviceData()
```

#### getDeviceData Parameters

None.

#### getDeviceData Return Value

This method returns the encrypted device data as a JWE string.

#### getDeviceData Exceptions

None.

### 4.12.3 getSDKTransactionID

The `getSDKTransactionID` method returns the SDK Transaction ID. During each transaction, the `createTransaction` method generates a Transaction ID in UUID format and the `getSDKTransactionID` method returns the Transaction ID as a String.

For information about the Transaction ID, see SDK Transaction ID in Table A.1 of the EMV 3DS Protocol Specification.

The following Java code snippet shows the signature of the `getSDKTransactionID` method:

```
public String getSDKTransactionID()
```

#### getSDKTransactionID Parameters

None.

### **getSDKTransactionID Return Value**

The `getSDKTransactionID` method returns this Transaction ID as a string.

### **getSDKTransactionID Exceptions**

None.

### **4.12.4 getSDKAppID**

The `getSDKAppID` method returns the SDK App ID. The 3DS SDK uses a secure random function to generate the App ID in UUID format. This ID is unique and is generated during installation and update of the 3DS Requestor App on the Cardholder's device.

For information see SDK App ID in Table A.1 of the EMV 3DS Protocol Specification.

The following Java code snippet shows the signature of the `getSDKAppID` method:

```
public String getSDKAppID()
```

### **getSDKAppID Parameters**

None.

### **getSDKAppID Return Value**

This method returns the SDK App ID as a string.

### **getSDKAppID Exceptions**

None.

### **4.12.5 getSDKReferenceNumber**

The `getSDKReferenceNumber` method shall return the SDK Reference Number.

The following Java code snippet shows the signature of the `getSDKReferenceNumber` method:

```
public String getSDKReferenceNumber()
```

### **getSDKReferenceNumber Parameters**

None.

### **getSDKReferenceNumber Return Value**

This method returns the SDK Reference Number as a string.

### **getSDKReferenceNumber Exceptions**

None.

#### 4.12.6 getSDKEphemeralPublicKey

The `getSDKEphemeralPublicKey` method returns the SDK Ephemeral Public Key. An ephemeral key pair is used to establish a secure session between the 3DS SDK and the ACS. During each transaction, the `createTransaction` method generates a fresh ephemeral key pair and the `getSDKEphemeralPublicKey` method returns the public key component of the same as a String representation of a JWK object.

For information about the SDK ephemeral public key, see SDK Ephemeral Public Key in Table A.1 of the EMV 3DS Protocol Specification.

The following Java code snippet shows the signature of the `getSDKEphemeralPublicKey` method:

```
public String getSDKEphemeralPublicKey()
```

##### getSDKEphemeralPublicKey Parameters

None.

##### getSDKEphemeralPublicKey Return Value

The `getSDKEphemeralPublicKey` method returns the public key component of the ephemeral key pair as a String representation of a JWK object.

##### getSDKEphemeralPublicKey Exceptions

None.

#### 4.12.7 getMessageVersion

The `getMessageVersion` method returns the protocol version that is used for the transaction.

The SDK receives the protocol version as a parameter in the `createTransaction` method and determines whether it supports the version.

If the SDK does not receive the protocol version as a parameter in the `createTransaction` method, then it returns the latest version that it supports. For information about protocol version lookup support, refer to **[Req 68]**.

The following Java code snippet shows the signature of the `getMessageVersion` method:

```
public String getMessageVersion()
```

##### getMessageVersion Parameters

None.

##### getMessageVersion Return Value

This method returns the protocol version as a string.

##### getMessageVersion Exceptions

None.

## 4.13 Class ErrorMessage

The `ErrorMessage` class represents an error message that is returned by the ACS to the 3DS SDK or an error message that is generated by the 3DS SDK to be returned to the ACS. For more information about error messages, refer to Section A.9 and Table B.10 in the EMV 3DS Protocol Specification.

The following Java code snippet shows the definition of the `ErrorMessage` class:

```
public class ErrorMessage {

    public ErrorMessage(...)
    public String getErrorCode()
    public String getErrorComponent()
    public String getErrorDescription()
    public String getErrorDetails()
    public String getErrorMessageType()
    public String getMessageVersionNumber()

}
```

Table 4.84 summarizes the methods that shall be provided by the `ErrorMessage` class.

**Table 4.84: ErrorMessage Class Methods**

Method	Description
<code>ErrorMessage</code>	Constructs an <code>ErrorMessage</code> object.
<code>getErrorCode</code>	Returns the error code.
<code>getErrorComponent</code>	Returns the 3-D Secure component that identified the error.
<code>getErrorDescription</code>	Returns the error description.
<code>getErrorDetails</code>	Returns the error details.
<code>getErrorMessageType</code>	Returns the Message Type that was identified as erroneous.
<code>getMessageVersionNumber</code>	Returns the protocol version identifier.

### 4.13.1 ErrorMessage

The `ErrorMessage` constructor creates an `ErrorMessage` object.

The following Java code snippet shows the signature of the `ErrorMessage` constructor:

```
public ErrorMessage(String errorCode, String errorComponent,  
String errorDescription, String errorDetails, String  
errorMessageType, String messageVersionNumber)
```

## ErrorMessage Parameters

**Table 4.85: ErrorMessage Parameters**

Parameter	Mandatory	Description
errorCode	Yes	Error code.
errorComponent	Yes	Component that identified the error.
errorDescription	Yes	Text describing the error.
errorDetails	No	Additional error details.
errorMessageType	No	Message Type that was identified as erroneous.
messageVersionNumber	Yes	Protocol version identifier.

## ErrorMessage Exceptions

None.

### 4.13.2 getErrorCode

The `getErrorCode` method returns the error code.

The following Java code snippet shows the signature of the `getErrorCode` method:

```
public String getErrorCode()
```

## getErrorCode Parameters

None.

## getErrorCode Return Value

This method returns the error code as a string.

## getErrorCode Exceptions

None.

### 4.13.3 getErrorComponent

The `getErrorComponent` method returns the 3-D Secure component that identified the error. The EMV 3DS Protocol Specification defines the components.

The following Java code snippet shows the signature of the `getErrorComponent` method:

```
public String getErrorComponent()
```

#### **getErrorComponent Parameters**

None.

#### **getErrorComponent Return Value**

This method returns the 3-D Secure component as a string.

#### **getErrorComponent Exceptions**

None.

### **4.13.4 getErrorDescription**

The `getErrorDescription` method returns text describing the error. The EMV 3DS Protocol Specification defines error descriptions for a transaction.

The following Java code snippet shows the signature of the `getErrorDescription` method:

```
public String getErrorDescription()
```

#### **getErrorDescription Parameters**

None.

#### **getErrorDescription Return Value**

This method returns the error description as a string.

#### **getErrorDescription Exceptions**

None.

### **4.13.5 getErrorDetails**

The `getErrorDetails` method provides error details. The EMV 3DS Protocol Specification defines error details for a transaction.

The following Java code snippet shows the signature of the `getErrorDetails` method:

```
public String getErrorDetails()
```

#### **getErrorDetails Parameters**

None.

#### **getErrorDetails Return Value**

This method returns error details as a string.

#### **getErrorDetails Exceptions**

None.

### 4.13.6 `getErrorMessageType`

The `getErrorMessageType` method returns the Message Type that was identified as erroneous. The EMV 3DS Protocol Specification defines the Message Type.

The following Java code snippet shows the signature of the `getErrorMessageType` method:

```
public String getErrorMessageType()
```

#### **`getErrorMessageType` Parameters**

None.

#### **`getErrorMessageType` Return Value**

This method returns the Message Type as a string.

#### **`getErrorMessageType` Exceptions**

None.

### 4.13.7 `getMessageVersionNumber`

The `getMessageVersionNumber` method returns the protocol version identifier.

The following Java code snippet shows the signature of the `getMessageVersionNumber` method:

```
public String getMessageVersionNumber()
```

#### **`getMessageVersionNumber` Parameters**

None.

#### **`getMessageVersionNumber` Return Value**

This method returns the protocol version identifier as a string.

#### **`getMessageVersionNumber` Exceptions**

None.

## 4.14 Class `CompletionEvent`

The `CompletionEvent` class holds data about completion of the challenge process.

```
The following Java code snippet shows the definition of the
CompletionEvent class:
public class CompletionEvent {

    public CompletionEvent(...)

    public String getSDKTransactionID()
```

```
public String getTransactionStatus()
}
```

Table 4.86 summarizes the methods that shall be provided by the `CompletionEvent` class.

**Table 4.86: CompletionEvent Class Methods**

Method	Description
<code>CompletionEvent</code>	Constructs an object with the specified inputs.
<code>getSDKTransactionID</code>	Returns the SDK Transaction ID. The EMV 3DS Protocol Specification defines the SDK Transaction ID.
<code>getTransactionStatus</code>	Returns the transaction status that was received in the final CRes message.

#### 4.14.1 CompletionEvent

The `CompletionEvent` constructor creates an object with the specified inputs.

The following Java code snippet shows the signature of the `CompletionEvent` constructor:

```
public CompletionEvent(String sdkTransactionID, String
transactionStatus)
```

#### CompletionEvent Parameters

**Table 4.87: CompletionEvent Parameters**

Parameter	Mandatory	Description
<code>sdkTransactionID</code>	Yes	Transaction ID of the 3DS SDK.
<code>transactionStatus</code>	Yes	Transaction status that was received in the CRes.

#### CompletionEvent Return Value

None.

#### CompletionEvent Exceptions

None.

#### 4.14.2 getSDKTransactionID

The `getSDKTransactionID` method returns the 3DS SDK Transaction ID.

The EMV 3DS Protocol Specification defines the 3DS SDK Transaction ID.

The following Java code snippet shows the signature of the `getSDKTransactionID` method:

```
public String getSDKTransactionID()
```

#### **getSDKTransactionID Parameters**

None.

#### **getSDKTransactionID Return Value**

This method returns the 3DS SDK Transaction ID as a string.

#### **getSDKTransactionID Exceptions**

None.

### **4.14.3 getTransactionStatus**

The `getTransactionStatus` method returns the transaction status that was received by the 3DS SDK in the final CRes message.

The following Java code snippet shows the signature of the `getTransactionStatus` method:

```
public String getTransactionStatus()
```

#### **getTransactionStatus Parameters**

None.

#### **getTransactionStatus Return Value**

This method returns the transaction status as a String.

#### **getTransactionStatus Exceptions**

None.

## **4.15 Class RuntimeExceptionEvent**

The `RuntimeExceptionEvent` class holds details of run-time errors that are encountered by the 3DS SDK during authentication.

**Note: A run-time error is not the same as a protocol error. For information about protocol errors, refer to [Class ProtocolErrorEvent](#).**

The implementer incorporates code that handles run-time errors. The following are examples of run-time errors:

- ACS is unreachable
- Unparseable message
- Network issues

The following Java code snippet shows the definition of the `RuntimeExceptionEvent` class:

```
public class RuntimeExceptionEvent{

    public RuntimeExceptionEvent(...)

    public String getErrorCode()

    public String getErrorMessage()

}
```

Table 4.88 summarizes the methods that are provided by the `RuntimeExceptionEvent` class.

**Table 4.88: RuntimeExceptionEvent Class Methods**

Method	Description
<code>RuntimeExceptionEvent</code>	Constructs a <code>RuntimeExceptionEvent</code> object.
<code>getErrorCode</code>	Returns the implementer-specific error code. Note: As the 3DS SDK implementer, you define this error code.
<code>getErrorMessage</code>	Returns details about the error.

#### 4.15.1 RuntimeExceptionEvent

The `RuntimeExceptionEvent` constructor creates an object with the specified inputs.

The following Java code snippet shows the signature of the `RuntimeExceptionEvent` constructor:

```
public RuntimeExceptionEvent(String errorCode, String errorMessage)
```

#### RuntimeExceptionEvent Parameters

**Table 4.89: RuntimeExceptionEvent Parameters**

Parameter	Mandatory	Description
<code>errorCode</code>	No	Implementer-specific error code. Note: As the 3DS SDK implementer, you set this error code.
<code>errorMessage</code>	Yes	Error message.

## **RuntimeErrorEvent Exceptions**

None.

### **4.15.2 getErrorMessage**

The `getErrorMessage` method returns the error message.

The following Java code snippet shows the signature of the `getErrorMessage` method:

```
public String getErrorMessage()
```

#### **getErrorMessage Parameters**

None.

#### **getErrorMessage Return Value**

This method returns the error message as a string.

#### **getErrorMessage Exceptions**

None.

### **4.15.3 getErrorCode**

The `getErrorCode` method returns the implementer-specific error code. The 3DS SDK implementer defines this error code.

The following Java code snippet shows the signature of the `getErrorCode` method:

```
public String getErrorCode() {  
    ...  
}
```

#### **getErrorCode Parameters**

None.

#### **getErrorCode Return Value**

This method returns the implementer-specific error code as a string. The 3DS SDK implementer defines this error code.

#### **getErrorCode Exceptions**

None.

## 4.16 Class ProtocolErrorEvent

In the 3DS SDK context, a protocol error is any error message that is returned by the ACS or an error message that is generated by the 3DS SDK to be returned to the ACS. The `ProtocolErrorEvent` class represents an error message of this type. The 3DS SDK sends the error code and details from this error message as part of the notification to the 3DS Requestor App.

**Note:** This error message is not a run-time error that is encountered by the 3DS SDK. For information about run-time errors, refer to [Class RuntimeErrorEvent](#).

For more information about error messages, refer to Section A.9 and Table B.10 in the EMV 3DS Protocol Specification.

The following Java code snippet shows the definition of the `ProtocolErrorEvent` class:

```
public class ProtocolErrorEvent {

    public ProtocolErrorEvent(...)

    public ErrorMessage getErrorMessage()

    public String getSDKTransactionID()

}
```

Table 4.90 summarizes the methods that are provided by the `ProtocolErrorEvent` class.

**Table 4.90: ProtocolErrorEvent Class Methods**

Method	Description
<code>ProtocolErrorEvent</code>	Constructs a <code>ProtocolErrorEvent</code> object.
<code>getErrorMessage</code>	Returns the error message.
<code>getSDKTransactionID</code>	Returns the SDK Transaction ID.

### 4.16.1 ProtocolErrorEvent

The `ProtocolErrorEvent` constructor creates an object with the specified inputs.

The following Java code snippet shows the signature of the `ProtocolErrorEvent` constructor:

```
public ProtocolErrorEvent(String sdkTransactionID,
    ErrorMessage errorMessage)
```

## ProtocolErrorEvent Parameters

**Table 4.91: ProtocolErrorEvent Parameters**

Parameter	Mandatory	Description
sdkTransactionID	Yes	SDK Transaction ID.
errorMessage	Yes	Error message.

## ProtocolErrorEvent Exceptions

None.

### 4.16.2 getErrorMessage

The `getErrorMessage` method returns the error message.

The following Java code snippet shows the signature of the `getErrorMessage` method:

```
public String getErrorMessage()
```

## getErrorMessage Parameters

None.

## getErrorMessage Return Value

This method returns the error message as a string.

## getErrorMessage Exceptions

None.

### 4.16.3 getSDKTransactionID

The `getSDKTransactionID` method returns the SDK Transaction ID.

The following Java code snippet shows the signature of the `getSDKTransactionID` method:

```
public String getSDKTransactionID()
```

## getSDKTransactionID Parameters

None.

## getSDKTransactionID Return Value

This method returns the SDK Transaction ID as a string.

## getSDKTransactionID Exceptions

None.

## 4.17 Class Warning

The `Warning` class represents a warning that is produced by the 3DS SDK while performing security checks during initialization.

For information about the security checks, see Table 8.1.

The following Java code snippet shows the definition of the `Warning` class:

```
public class Warning {  
  
    public enum Severity {LOW, MEDIUM, HIGH}  
    public Warning(...)  
    public String getID()  
    public String getMessage()  
    public Severity getSeverity()  
  
}
```

Table 4.92 summarizes the methods that are provided by the `Warning` class.

**Table 4.92: Warning Class Methods**

Method	Description
<code>Warning</code>	Constructs a <code>Warning</code> object.
<code>getID</code>	Returns the warning ID.
<code>getMessage</code>	Returns the warning message.
<code>getSeverity</code>	Returns the severity level of the warning.

### 4.17.1 Warning

The `Warning` constructor creates an object with the specified inputs.

The following Java code snippet shows the signature of the `Warning` constructor:

```
public Warning(String id, String message, Severity severity)
```

## Warning Parameters

**Table 4.93: Warning Parameters**

Parameter	Mandatory	Description
id	Yes	Warning ID.
message	Yes	Warning message.
severity	Yes	Warning severity level.

## Warning Exceptions

None.

### 4.17.2 getID

The `getID` method returns the warning ID.

The following Java code snippet shows the signature of the `getID` method:

```
public String getID()
```

## getID Parameters

None.

## getID Return Value

This method returns the warning ID as a string.

## getID Exceptions

None.

### 4.17.3 getMessage

The `getMessage` method returns the warning message.

The following Java code snippet shows the signature of the `getMessage` method:

```
public String getMessage()
```

## getMessage Parameters

None.

## getMessage Return Value

This method returns the warning message as a string.

## getMessage Exceptions

None.

#### 4.17.4 getSeverity

The `getSeverity` method returns the severity level of the warning produced by the 3DS SDK.

The following Java code snippet shows the signature of the `getSeverity` method:

```
public Severity getSeverity()
```

##### getSeverity Parameters

None.

##### getSeverity Return Value

This method returns the severity level of the warning as a `Severity` enum type.

##### getSeverity Exceptions

None.

### 4.18 Class InvalidInputException

The `InvalidInputException` class represents a run-time exception that occurs due to one of the following reasons:

- Parameter value is mandatory but was not provided.
- Parameter value does not conform to the business requirement.
- Parameter value exceeds the maximum limit.
- Parameter value does not meet the minimum length criteria.

The following Java code snippet shows the definition of the `InvalidInputException` class:

```
public class InvalidInputException extends RuntimeException {  
  
    public InvalidInputException(String message, Throwable cause)  
  
}
```

Table 4.94 summarizes the methods that are provided by the `InvalidInputException` class.

**Table 4.94: InvalidInputException Class Methods**

Method	Description
<code>InvalidInputException</code>	Creates an <code>InvalidInputException</code> object.

### 4.18.1 InvalidInputException

The `InvalidInputException` constructor creates an object with the specified error details.

The following Java code snippet shows the signature of the `InvalidInputException` constructor:

```
public InvalidInputException(String message, Throwable cause)
```

#### InvalidInputException Parameters

**Table 4.95: InvalidInputException Parameters**

Parameter	Mandatory	Description
message	Yes	Description of the exception.
cause	Conditional (mandatory only if the platform supports it)	Cause of the exception.

## 4.19 Class SDKAlreadyInitializedException

The `SDKAlreadyInitializedException` class represents an exception that is thrown if the 3DS SDK instance has already been initialized.

The following Java code snippet shows the definition of the `SDKAlreadyInitializedException` class:

```
public class SDKAlreadyInitializedException extends
RuntimeException {

    public SDKAlreadyInitializedException(String message,
    Throwable cause) {

        ...

    }

}
```

Table 4.96 summarizes the methods that are provided by the `SDKAlreadyInitializedException` class.

**Table 4.96: SDKAlreadyInitializedException Class Methods**

Method	Description
SDKAlreadyInitializedException	Creates an SDKAlreadyInitializedException object.

#### 4.19.1 SDKAlreadyInitializedException

The SDKAlreadyInitializedException constructor creates an object with the specified error details.

The following Java code snippet shows the signature of the SDKAlreadyInitializedException constructor:

```
public SDKAlreadyInitializedException (String message, Throwable cause)
```

#### SDKAlreadyInitializedException Parameters

**Table 4.97: SDKAlreadyInitializedException Parameters**

Parameter	Mandatory	Description
message	Yes	Description of the exception.
cause	Conditional (mandatory only if the platform supports it)	Cause of the exception.

## 4.20 Class SDKNotInitializedException

The SDKNotInitializedException class represents an exception that is thrown if the 3DS SDK has not been initialized.

The 3DS SDK is initialized by calling the initialize method on the ThreeDS2Service object.

The following Java code snippet shows the definition of the SDKNotInitializedException class:

```
public class SDKNotInitializedException extends RuntimeException {  
  
    public SDKNotInitializedException(String message, Throwable cause)  
  
}
```

Table 4.98 summarizes the methods that are provided by the `SDKNotInitializedException` class.

**Table 4.98: SDKNotInitializedException Class Methods**

Method	Description
<code>SDKNotInitializedException</code>	Creates an <code>SDKNotInitializedException</code> object.

#### 4.20.1 SDKNotInitializedException

The `SDKNotInitializedException` constructor creates an object with the specified error details.

The following Java code snippet shows the signature of the `SDKNotInitializedException` constructor:

```
public SDKNotInitializedException (String message, Throwable cause)
```

#### SDKNotInitializedException Parameters

**Table 4.99: SDKNotInitializedException Parameters**

Parameter	Mandatory	Description
message	Yes	Description of the exception.
cause	Conditional (mandatory only if the platform supports it)	Cause of the exception.

## 4.21 Class SDKRuntimeException

This exception is thrown if an internal error is encountered by the 3DS SDK.

The following Java code snippet shows the definition of the `SDKRuntimeException` class:

```
public class SDKRuntimeException extends RuntimeException {  
  
    public SDKRuntimeException(...)  
    public String getErrorCode();  
  
}
```

Table 4.100 summarizes the methods that are provided by the `SDKRuntimeException` class.

**Table 4.100: SDKRuntimeException Class Methods**

Method	Description
SDKRuntimeException	Creates an SDKRuntimeException object.
getErrorCode	Returns an implementer-specific error code.

#### 4.21.1 SDKRuntimeException

The `SDKRuntimeException` constructor creates an object with the specified error details.

The following Java code snippet shows the signature of the `SDKRuntimeException` constructor:

```
public SDKRuntimeException(String message, String errorCode,
    Throwable cause)
```

#### SDKRuntimeException Parameters

**Table 4.101: SDKRuntimeException Parameters**

Parameter	Mandatory	Description
message	Yes	Description of the exception.
errorCode	No	Implementer-specific error code. Note: As the 3DS SDK implementer, you define this error code.
cause	Conditional (mandatory only if the platform supports it)	Cause of the exception.

#### 4.21.2 getErrorCode

The `getErrorCode` method returns the implementer-specific error code.

The following Java code snippet shows the signature of the `getErrorCode` method:

```
public String getErrorCode()
```

#### getErrorCode Parameters

None.

#### getErrorCode Return Value

This method returns the error code as a string.

## getErrorCode Exceptions

None.

## 4.22 Enum Severity

The `Severity` enum defines the severity levels of warnings produced by the 3DS SDK while conducting security checks during initialization.

```
The following Java code snippet shows the definition of the  
Severity enum:  
public enum Severity {LOW, MEDIUM, HIGH}
```

Table 4.102 summarizes the severity levels that are defined by the `Severity` enum.

**Table 4.102: Severity Enum**

Severity Level	Description
LOW	A low-severity warning.
MEDIUM	A medium-severity warning.
HIGH	A high-severity warning.

## 4.23 Enum ButtonType

The `ButtonType` enum defines the button types. The usage of these button types is shown in section 4.2.3 in the EMV 3DS Protocol Specification.

```
The following Java code snippet shows the definition of the  
ButtonType enum:  
public enum ButtonType {SUBMIT, CONTINUE, NEXT, CANCEL, RESEND},  
OPEN_OOB_APP, ADD_CHOICE}
```

Table 4.103 summarizes the button types that are defined by the `ButtonType` enum.

**Table 4.103: ButtonType Enum**

Button Type	Description
SUBMIT	Submit button
CONTINUE	Continue button
NEXT	Next button

Button Type	Description
CANCEL	Cancel button
RESEND	Resend button
OPEN_OOB_APP	Open OOB App button
ADD_CHOICE	Additional Choice button

## 4.24 Enum UICustomization Type

The `UICustomizationType` enum defines the `UICustomization` types. These types indicate when the `UICustomization` object is applicable, depending on the SDK UI mode.

```
The following Java code snippet shows the definition of the  
UICustomizationType enum:  
public enum UICustomizationType {DEFAULT, DARK, MONOCHROME}
```

Table 4.103 summarizes the `UICustomization` types that are defined by the `UICustomizationType` enum.

**Table 4.104: UICustomizationType Enum**

UICustomization Type	Description
DEFAULT	Customization for SDK UI in default mode
DARK	Customization for SDK UI in dark mode
MONOCHROME	Customization for SDK UI in monochrome mode

## 5 Message Processing

This chapter provides information about the role of the 3DS SDK in the authentication and challenge flows.

### 5.1 Authentication

To request authentication for a transaction, the 3DS Requestor App collects some data elements from the 3DS SDK and sends them to the 3DS Server over a secure link. The 3DS Server uses this information to create an Authentication Request (AReq) message that is to be sent to the DS. The DS forwards this message to the ACS.

In Table 5.1, the inclusion criteria can be R (Required) or C (Conditional). The data identified is the minimum set that the 3DS SDK should provide to the 3DS Requestor App. 3DS SDK implementations have the flexibility to include additional data as required.

**Table 5.1: Data Elements Generated by 3DS SDK for Authentication**

Data Element	Inclusion Criterion	Details
Device Information (encrypted)	C	Cardholder's device identification data. If there is no market or regional mandate to restrict sending this information, then this field shall be collected and sent. The data is encrypted using the DS Public Key and is in JWE format.  This data element is part of <b>[Req 16]</b> in Table 3.2.
SDK Reference Number	R	Implementer and version of the 3DS SDK that is integrated with the 3DS Requestor App, assigned by EMVCo through the EMV 3-D Secure Testing and Approvals process when the 3DS SDK is Approved. This reference number is a security asset of the 3DS SDK, and it shall be securely stored. During each transaction, this reference number shall be securely retrieved by the 3DS SDK and returned to the 3DS Requestor App.  This data element is part of <b>[Req 16]</b> in Table 3.2.
SDK Transaction ID	R	Transaction identifier assigned by the 3DS SDK to uniquely identify each transaction. The 3DS SDK uses a secure random function to generate a Transaction ID in UUID format.  This data element is part of <b>[Req 16]</b> in Table 3.2.
SDK App ID	R	Unique ID that is generated during installation and update of the 3DS Requestor App on the Cardholder's device. The 3DS SDK uses a secure random function to generate the App ID in UUID format.  This data element is part of <b>[Req 16]</b> in Table 3.2.

Data Element	Inclusion Criterion	Details
SDK Ephemeral Public Key	R	Public key component of the temporary key pair that is generated by the 3DS SDK and used to establish session keys between the 3DS SDK and the ACS. This data element is part of <b>[Req 16]</b> in Table 3.2.
Message Version	R	Protocol version that is supported by the 3DS SDK and used for the transaction. This data element is part of <b>[Req 16]</b> in Table 3.2.

If a challenge is requested by the Issuer, then to perform the Challenge Flow, the 3DS SDK uses some data elements from the ARes message. The 3DS Requestor App passes these elements to the 3DS SDK.

Table 5.2 lists the minimum set of data elements that are required by the 3DS SDK to perform a Challenge Flow. For more information about each element, refer to Table A.1, in the EMV 3DS Protocol Specification.

**Table 5.2: Data Elements Required by the 3DS SDK for Authentication**

Data Element	Inclusion Criterion	Details
ACS Transaction ID	C	Transaction identifier assigned by the ACS. It is generated only if a challenge is requested. This data element is part of <b>[Req 13]</b> in Table 3.1.
ACS Signed Content	C	Contains the JWS object created by the ACS for the ARes. This data element is part of <b>[Req 13]</b> in Table 3.1.
3DS Server Transaction ID	C	The 3DS Server Transaction ID uniquely identifies a transaction within all messages (AReq/ARes, CReq/CRes, and RReq/RRes) that are exchanged during the authentication process. This data element is part of <b>[Req 13]</b> in Table 3.1.

## 5.2 Challenge Processing

In the Challenge Flow, the 3DS SDK communicates directly with the ACS over a secure link to display the challenge UI to the Cardholder as directed by the ACS. The 3DS SDK shall support one or both of the following formats to display the challenge content sent by the ACS:

- Native UI by using platform-specific display elements, such as button, textbox, text label and so on.
- HTML UI by using WebView.

The Cardholder's response is encrypted and MACed by the 3DS SDK using session keys (pre-established with the ACS) and then forwarded to the ACS. For details about the Challenge Request (CReq), Challenge Response (CRes) and data elements, refer to the EMV 3DS Protocol Specification.

For the processing of the OOB challenge, refer to the EMV 3DS Protocol Specification.

## 6 Device Identification

Device identification is used to uniquely identify mobile devices in the 3-D Secure ecosystem. The `initialize` method of the `ThreeDS2Service` interface implemented in the 3DS SDK collects the information required for device identification. This information is then sent to the 3DS Requestor App in JSON format. The 3DS Requestor App passes this information to the 3DS Server. The 3DS Server then uses this information to create an AReq message.

For information about the device identification parameters that are collected by the 3DS SDK, refer to *EMV 3DS—SDK Device Information*.

## 7 User Interface

**Note:** The information provided in this chapter is only a subset of the UI-related information that the 3DS SDK implementer would require while developing the SDK. For detailed information about all other aspects of the UI including security, refer to Chapter 4, "EMV 3-D Secure User Interface Templates, Requirements, and Guidelines" in the EMV 3DS Protocol Specification.

The ACS component evaluates the risk of each transaction. If the ACS detects a suspicious transaction or recognizes a situation that requires a challenge for authentication, it advises the 3DS Requestor App to Apply the Challenge Flow.

The 3DS SDK renders the UI for the Challenge Flow. The UI format to be displayed by the 3DS SDK is determined based on the ACS UI Type value obtained as part of the CRes message. For information about the ACS UI Type, see Table A.1 of the EMV 3DS Protocol Specification.

**Note:** The implementer must consider regional Accessibility rules while developing the user interface.

The 3DS SDK must support the UI element types listed in Table A.19 of the EMV 3DS Protocol Specification.

### 7.1 HTML UI

The HTML UI is rendered in a web view controlled by the 3DS SDK. Refer to Section 4.2.5 and **[Req 371]** in the EMV 3DS Protocol Specification for additional detail.

The Cardholder data (response) is captured and sent to the ACS in the CReq message. For information about the steps following the Cardholder's submission of their response, refer to Section 4.2.7.1 and **[Req 171]** of the EMV 3DS Protocol Specification.

**[Req 75]** When the Cardholder submits their response, if the 3DS SDK receives a blank response, then it shall assume that the HTML is not valid. In this event, the 3DS SDK shall return to the ACS an Error message (as defined in Section A.9 of the EMV 3DS Protocol Specification) with Error Component = C and Error Code = 203.

### 7.2 Native UI

The Native UI is rendered and controlled by the 3DS SDK.

The Native UI integrates into the 3DS Requestor App UI to facilitate a consistent user experience. The CRes message carries the information that is required to render the UI. For more information about Native UI, refer to Section 4.2 of the EMV 3DS Protocol Specification.

Seq 7.1 **[Req 71]** If the Cardholder does not enter any data in the UI, the **Challenge No Entry** field shall be sent in the CReq message with the value = Y.

## Native UI Customisation

Seq 7.2 **[Req 42]** The 3DS SDK shall allow customization of the following UI elements on the challenge screens. The information required for UI customization is passed to the 3DS SDK during initialisation.

- Text font (for Label Text, Button Text, Textbox Text)
- Text size (for Label Text, Button Text, Textbox Text)
- Text colour (for Label Text, Button Text, Textbox Text)
- Button Style
- Textbox Style
- Toolbar

For more information about UI elements customization, see section 4.5.

### 7.2.1 Input and Output Formats for Native UI

The following sections describe the format of the Challenge Selection Information field and Challenge Data Entry field for each challenge type.

#### Single Text Input

The Single Text Input challenge type is used to prompt for and collect a single-text response from the Cardholder.

For example: Enter the OTP that we have sent to your registered mobile number.

In this example, the following are the field formats:

Challenge Selection Information field: No format for this challenge type

Challenge Data Entry or Challenge Data Entry 2 field:

```
"challengeDataEntry": "432525"
```

#### Single Select

The Single Select challenge type is used to prompt for and collect the Cardholder's selection of a single item from multiple items.

For example: Where do you want us to send the OTP? Select one of the following:

- Your mobile: \*\*\*\* \* 329
- Your email address: s\*\*\*\*\*k\*\*@g\*\*\*.com

In this example, the following are the field formats:

Challenge Selection Information field (JSON):

```
"challengeSelectInfo": [  
    {  
        "phone": "Mobile **** * 321"},  
        "mail": "Email a*****g**@g***.com"  
    }  
]
```

Challenge Data Entry field:

```
"challengeDataEntry": "phone"
```

### Multi Select (Checkbox)

The Multi Select challenge type is used to prompt for and collect the Cardholder's selection of a subset of items from multiple items. For example: Select the cities that you have lived in:

- Chicago, Illinois
- St Louis, Missouri
- Portland, Oregon

In this example, the following are the field formats:

Challenge Selection Information field (JSON):

```
"challengeSelectInfo": [  
    {"chicago_illinois": "Chicago, Illinois"},  
    {"st_louis_missouri": "St Louis, Missouri"},  
    {"portland_oregon": "Portland, Oregon"}  
]
```

Challenge Data Entry field (comma-separated):

```
"challengeDataEntry": "chicago_illinois,portland_oregon"
```

### Out-of-Band

The Out-of-Band challenge type is used to direct the Cardholder to perform out-of-band authentication. The 3DS SDK shall not collect any information from the Cardholder in this challenge type. Instead, the 3DS SDK displays a user interface containing instructions explaining the authentication process to the Cardholder. These instructions will come from the ACS.

## 7.2.2 UI Templates for Native UI

The 3DS SDK must have predefined UI templates for the challenge screens for each challenge type. For more information about Native UI templates, refer to section 4.2.2 of the EMV 3DS Protocol Specification.

## 8 SDK Security

This chapter describes an overview of the basic security requirements that are to be implemented by a 3DS SDK. The PCI 3DS SDK security requirements are published on the PCI SSC website. Compliance to the PCI 3DS SDK Security Standard is at the discretion of the Applicable payment brand.

### 8.1 Security Goals of the 3DS SDK

The 3-D Secure ecosystem processes sensitive information that comes from Cardholders and payment processing systems. Therefore, security is a fundamental aspect of each 3-D Secure component, including the 3DS SDK.

There are three primary security goals for the 3DS SDK:

- Protect sensitive Cardholder information while being transferred, being processed, or at rest. A Cardholder's response to an authentication challenge is an example of sensitive Cardholder information.
- Protect sensitive 3-D Secure system information while being transferred, being processed, or at rest. In the SDK context, this information is used to connect the SDK to the ACS.
- Control access to the process and information that is used during interactions between the 3DS Requestor App and 3DS SDK.

The 3-D Secure architecture is aimed at addressing most of the threats that stand in the path of these security goals. A securely implemented 3DS SDK can strengthen this line of defence.

There is no guaranteed approach to fully secure an IT system or network. Mobile devices are no exception to this rule. The security requirements are aimed at making attacks on the SDK difficult, expensive and time-consuming for any attacker.

### 8.2 SDK Initialization Security Checks

Table 8.1 describes the checks that the 3DS SDK conducts during initialization. The SDK makes the result of the checks available as a list of warnings to the 3DS Requestor App and include them in the Device Information JSON data with key as "SW". For more information, refer to *EMV 3DS SDK—Device Information*.

**Table 8.1: 3DS SDK Initialization Security Checks**

Security Warning ID	Description	Severity Level
SW01	The device is jailbroken.	HIGH
SW02	The integrity of the SDK has been tampered.	HIGH
SW03	An emulator is being used to run the App.	HIGH

Security Warning ID	Description	Severity Level
SW04	A debugger is attached to the App.	MEDIUM
SW05	The OS or the OS version is not supported.	HIGH

## 8.3 3DS SDK Versioning Requirements and Protocol Versioning Support

Seq 8.1 **[Req 58]** 3DS SDK implementers shall apply a versioning system for the SDK that they develop to differentiate versions. For better readability, it is recommended that vendors follow their own nomenclature to determine the version number adhering to the platform-specific versioning standard. For example, the version number may be a string value with the format <major>.<minor>.<build>.<revision>.

The version number shall be securely stored in the 3DS SDK code to prevent any modification. It shall be used to determine whether the SDK requires an update. The SDK implementer shall implement the mechanism and frequency of the version check.

Seq 8.2 **[Req 59]** On successful Approval by the EMVCo testing and Approval process, a unique SDK Reference Number is assigned to the SDK. The SDK Reference Number uniquely identifies the SDK implementer and the protocol version that was tested.

The SDK Reference Number shall be securely stored in the 3DS SDK code to prevent any modification. During authentication, the 3DS SDK shall forward the SDK Reference Number to the 3DS Requestor App. The App then sends the SDK Reference Number to the 3DS Server, which forwards the SDK Reference Number to the DS (in the AReq message) for validation.

Seq 8.3 **[Req 68]** The SDK shall maintain a lookup of the protocol versions that it supports and use this lookup to identify the latest protocol version.

It is recommended that the 3DS Requestor App always use the latest available version of the SDK.

## 8.4 3DS SDK – ACS Secure Channel

Seq 8.4 **[Req 60]** The 3DS SDK and the ACS shall apply the Diffie–Hellman key exchange protocol to establish keys for a secure channel for protecting CReq/CRes messages that are exchanged during the Challenge Flow. During a particular transaction, the 3DS SDK shall select the encryption and decryption algorithm (A128CBC-HS256 or A128GCM) for the Challenge Flow. The ACS uses the same algorithm for that transaction.

For more information, refer to Section 6.2.3 and Section 6.2.4 in the EMV 3DS Protocol Specification.

## Annex A EMV 3DS SDK Predefined Data and Updates

### A.1 3DS SDK Predefined Data

Seq 8.5 **[Req 61]** Predefined data refers to data that shall be bundled with the 3DS SDK. Table A.1 describes this predefined data.

**Table A.1: Predefined Data**

Predefined Data	Description
DS Public Certificate	A public certificate provided by the DS for encryption of device data.
CA Public Certificate of the DS-CA	CA public certificate (root) of the DS-CA. This certificate is used to validate the ACS Signed Content JWS object.
Card brand logos	Logos of participating card brands.
Region-specific configuration data	This data includes, for example, a flag specifying the device information that should not be collected due to regional privacy laws.

### A.2 Types of Changes That Require 3DS SDK Updates

Seq 8.6 **[Req 62]** The following types of changes shall require an update to the 3DS SDK:

- Changes to the 3DS SDK binary  
The 3DS SDK binary may change if any functional changes, bug fixes, security fixes, performance fixes, and so on are implemented.
- Changes to the predefined data in the 3DS SDK binary.  
Refer to Table A.1 for the list of predefined data items.

All updates to the 3DS SDK shall be published through a software patch as part of an update to the 3DS Requestor App through secured and trusted channels, such as Google Play, Apple App Store, and Windows Phone Store.

## **Annex B    EMV 3DS SDK Performance**

It is recommended that the implementer ensures that the 3DS SDK is responsive and adheres to the best practices related to mobile device performance parameters. The following are examples of performance parameters:

- SDK binary size
- CPU usage
- Memory usage
- Battery consumption
- Response time of the interface functions

## Annex C Code Samples

This annex provides examples that show the code elements of the 3DS SDK.

### C.1 Code Sample for iOS

The following sample shows the code elements of the 3DS SDK on iOS:

```
//Create new instance of the VendorThreeDS2ServiceImpl, class that
//implements ThreeDS2Service protocol.

let threads2service: ThreeDS2Service =
    VendorThreeDS2ServiceImpl()

//Prepare input parameters for initialize
let configParam: ConfigParam = ConfigParam()

let uiCustomization: UiCustomization = UiCustomization()
let btnCustomization: ButtonCustomization =
    ButtonCustomization()
btnCustomization.setTextCollor("#FF00FF")

let toolbarCustomization: ToolbarCustomization =
    ToolbarCustomization()
toolbarCustomization. setBackgroundColor ("#FF00FF")

let lblCustomization: LabelCustomization =
    LabelCustomization()
lblCustomization.setTextColor("#FF00FF")

let textboxCustomization: TextBoxCustomization =
    TextBoxCustomization()
txtboxCustomization.setTextColor("#FF00FF")

uiCustomization.setButtonCustomization(btnCustomization,
    ButtonType.NEXT)
uiCustomization. setToolbarCustomization
    (toolbarCustomization)
uiCustomization.setLabelCustomization(lblCustomization)
uiCustomization.setTextBoxCustomization(btnCustomization)
```

```
    let uiCustomizationMap = [UICustomizationType.DARK.rawValue :
    uiCustomization]

    let userLocale: String = "en-US"
    do {

        //Initialize the 3DSSDK
        try threads2service.initialize(configParam, locale:
            userLocale,uiCustomization: uiCustomizationMap)

    }catch ThreeDS2Error.InvalidInput(let errorMessage){
        // handle the InvalidInput ErrorType
        return
    }catch ThreeDS2Error.SDKAlreadyInitialized(let errorMessage){
        // handle the SDKAlreadyInitialized ErrorType
        return
    }catch ThreeDS2Error.SDKRuntime(let errorMessage, let
        errorCode){
        // handle the SDKRuntime ErrorType
        return
    }catch {
        ...
        return
    }
}

//Create an instance of Transaction

do {
    let directoryServerID = ...
    let messageVersion = ...
    let transaction: Transaction =
threads2service.createTransaction(directoryServerID,
messageVersion)

    }catch ThreeDS2Error.InvalidInput(let errorMessage){
        // handle the InvalidInput ErrorType
        return
    }
```

```
    }catch ThreeDS2Error.SDKNotInitialized(let errorMessage){
        // handle the SDKNotInitialized ErrorType
        return
    }catch ThreeDS2Error.SDKRuntime(let errorMessage, let
        errorCode){
        // handle the SDKRuntime ErrorType
        return
    }catch {
        ...
        return
    }

    //get handle to the progress showing view
    let sdkProgressDialog: ProgressDialog
    sdkProgressDialog = try transaction.getProgressDialog()
    sdkProgressDialog.start()

    //get the Authentication Request Parameters like Device Info,
    //SDKAppID and so on from the SDK
    do {
        let authRequestParams: AuthenticationRequestParameters
        authRequestParams = try
            transaction.getAuthenticationRequestParameters()
        let encryptedDeviceInfo: String =
            authRequestParams.deviceData
        let sdkTransactionID: String =
            authRequestParams.sdkTransactionID
        ...

    } catch ThreeDS2Error.SDKRuntime(let errorMessage, let
        errorCode){
        // handle the SDKRuntime ErrorType
        transaction.close()
        return
    }catch {
        ...
    }
```

```
        return
    }

//Challenge Processing

//Create challenge parameters object
let challengeParameters = ChallengeParameters()

//set the parameters to be sent to SDK
let acsSignedContent = ...
let acsRefNumber = ...
let tdsServerTransactionID = ...
challengeParameters.acsSignedContent = acsSignedContent
challengeParameters.acsRefNumber = acsRefNumber
challengeParameters.tdsServerTransactionID =
tdsServerTransactionID
...

// Create an instance of ChallengeStatusReceiver using
// MerchantChallengeStatusReceiverImpl, class which implements
// the ChallengeStatusReceiver protocol

let challengeStatusReceiver =
    MerchantChallengeStatusReceiverImpl()

do {
    try transaction.doChallenge(challengeParameters,
                               challengeStatusReceiver : challengeStatusReceiver,
                               timeOut: 5)

} catch ThreeDS2Error.InvalidInput(let errorMessage) {
    // handle the InvalidInput ErrorType
    transaction.close()
    return
} catch {
    ...
    return
}
}
```

```
...

// Custom Progress View Protocol
public protocol ProgressDialog {
    func start()
    func stop()
}

//Class implementing the ProgressDialog protocol
public class SDKProgressDialog: UIView, ProgressDialog {
    var textLabel: UILabel!
    var activityIndicator: UIActivityIndicatorView!
    ...

    //override required methods

    public func start(){
        //add "self" as subview to the viewcontroller wanting to
        //show the progress dialog, start the activityIndicator
        //animation here
        activityIndicator.startAnimation()
        ...
    }

    public func stop(){
        //stop the activityIndicator animation here
        //activityIndicator.stopAnimating()remove "self" from
        //super view
        ...
    }
}

//Class implementing the ChallengeStatusReceiver protocol

public class MerchantChallengeStatusReceiverImpl:
    ChallengeStatusReceiver {
```

```
        public func completed( e: CompletionEvent){
            ...
        }
        public func cancelled(){
            ...
        }

        public func timedout(){
            ...
        }

        public func protocolError(e: ProtocolErrorEvent){
            ...
        }

        public func runtimeError(e: RuntimeErrorEvent){
            ...
        }
    }
}
```

## C.2 Code Sample for Android

The following sample shows the code elements of the 3DS SDK on Android:

```
//Create new instance of VendorThreeDS2ServiceImpl, class that
//implements ThreeDS2Service interface

ThreeDS2Service threeDS2Service = new
    VendorThreeDS2ServiceImpl();

//Create the configuration parameter object
ConfigParam configParam = new ConfigParam(...);

//Create the UI configuration object
UiCustomization uiCustomization = new UiCustomization(...);
```

```
ButtonCustomization btnCustomization = new
    ButtonCustomization();

btnCustomization.setTextColor("#FF00FF");

ToolbarCustomization toolbarCustomization = new
    ToolbarCustomization();

toolbarCustomization. setBackgroundColor ("#FF00FF");

LabelCustomization lblCustomization = LabelCustomization();
lblCustomization.setTextColor("#FF00FF");

TextBoxCustomization txtboxCustomization =
    TextBoxCustomization()

txtboxCustomization.setTextColor ("#FF00FF");

uiCustomization.setButtonCustomization(btnCustomization,
    ButtonType.NEXT);

uiCustomization.setToolbarCustomization(toolbarCustomization);
uiCustomization.setLabelCustomization(lblCustomization);
uiCustomization.setTextBoxCustomization(txtboxCustomization);
Map<UICustomizationType, UICustomization> uiCustomizationMap =
new HashMap<,>();
    uiCustomizationMap.put(UICustomizationType.DEFAULT,
uiCustomization);

//Get the device's locale
String userLocale = "en-US";

//Get the android Application context
Context ApplicationContext = ...;

//Get the current activity instance
Activity currentActivity = ...;

try {

    //Initialize the SDK
    threeDS2Service.initialize(ApplicationContext,
        configParam, userLocale, uiCustomizationMap);
```

```
    } catch (InvalidInputException e) {
        // handle the InvalidInputException
        return;
    } catch (SDKAlreadyInitializedException e) {
        // handle the SDKAlreadyInitializedException
        return;
    } catch (SDKRuntimeException e) {
        // handle the SDKRuntimeException
        return;
    }

//Create new instance of Transaction
    try {
        String directoryServerID = ...
        String messageVersion = ...
        Transaction transaction =
threeDS2Service.createTransaction(directoryServerID,
messageVersion);

    } catch (InvalidInputException e) {
        // handle the InvalidInputException
        return;
    } catch (SDKNotInitializedException e) {
        // handle the SDKNotInitializedException
        return;
    } catch (SDKRuntimeException e) {
        // handle the SDKRuntimeException
        return;
    }

//get handle to the progress showing view
ProgressDialog progressDialog;

    try {
        progressDialog =
            transaction.getProgressView(android.App.Activity);
```

```
    } catch (InvalidInputException e) {
        // handle the InvalidInputException
        transaction.close();
        return;
    }

    //get the Authentication Request Parameters like Device Info,
    //SDKAppID and so on from the SDK.
    try {
        AuthenticationRequestParameters authRequestParams =
            transaction.getAuthenticationRequestParameters();
        String encryptedDeviceInfo =
            authRequestParams.getDeviceData();
        String sdkTransactionID =
            authRequestParams.getSDKTransactionID();
        ...

    } catch (SDKRuntimeException e) {
        // handle the SDKRuntimeException
        transaction.close();
        return;
    }

    // Challenge Processing

    //Obtain the current activity instance
    //Create challenge parameters object
    ChallengeParameters challengeParameters = new
        ChallengeParameters();

    //Set challenge parameters
    String acsSignedContent = ...
    String acsRefNumber = ...
    String tdsServerTransactionID = ...
    challengeParameters.setAcsSignedContent(acsSignedContent)
    challengeParameters.setAcsRefNumber(acsRefNumber);
```

```
challengeParameters.set3DSServerTransactionID(tdsServerTransaction
ID);

...

//SDK to timeout in 5 minutes
int timeOut = 5;

//Begin the challenge flow

try {
    transaction.doChallenge(currentActivity,
        challengeParameters,
        new ChallengeStatusReceiver () {

            @Override
            public void completed(CompletionEvent e) {

            }

            @Override
            public void cancelled() {

            }

            @Override
            public void timedout() {

            }

            @Override
            public void protocolError(ProtocolErrorEvent e) {

            }

            @Override
            public void runtimeError(RuntimeErrorEvent e) {

            }
        }
    );
}
```

```
        }, timeOut);

    } catch (InvalidInputException e) {
        // handle the InvalidInputException
        transaction.close();
        return;
    }

    ...
```

### C.3 Code Sample for Windows Phone

The following sample shows the code elements of the 3DS SDK on Windows Phone:

```
//Create new instance of VendorThreeDS2ServiceImpl, class that
//implements the ThreeDS2Service interface.

ThreeDS2Service threeDS2Service = new
    VendorThreeDS2ServiceImpl();

//Create the configuration parameter object
ConfigParam configParam = new ConfigParam(...);

//Create the UI configuration object
UiCustomization uiCustomization = new UiCustomization(...);
ButtonCustomization btnCustomization = new
    ButtonCustomization();
btnCustomization.TextColor = "#FF00FF";

ToolbarCustomization toolbarCustomization = new
    ToolbarCustomization();
toolbarCustomization.BackgroundColor = "#FF00FF";

LabelCustomization lblCustomization = LabelCustomization();
lblCustomization.TextColor = "#FF00FF";
```

```
        TextBoxCustomization txtboxCustomization =
            TextBoxCustomization()

        textboxCustomization.TextColor = "#FF00FF";

        uiCustomization.SetButtonCustomization(btnCustomization,
            ButtonType.NEXT);

        uiCustomization.ToolbarCustomization = toolbarCustomization;
        uiCustomization.LabelCustomization = lblCustomization;
        uiCustomization.TextBoxCustomization = txtboxCustomization;

        Dictionary<UICustomizationType, UICustomization>
        uiCustomizationMap = new Dictionary<UICustomizationType,
        UICustomization>();

        uiCustomizationMap[UICustomizationType.DEFAULT] =
        uiCustomization;

        //Get the device's locale
        String userLocale = "en-US";

        try {

            //Initialize the SDK
            threeDS2Service.Initialize(configParam, userLocale,
                uiCustomizationMap);

        } catch (InvalidInputException e) {
            // handle the InvalidInputException
            return;
        } catch (SDKAlreadyInitializedException e) {
            // handle the SDKAlreadyInitializedException
            return;
        } catch (SDKRuntimeException e) {
            // handle the SDKRuntimeException
            return;
        }

        //Create new instance of Transaction
        try {
```

```
        String directoryServerID = ...
        String messageVersion = ...
        Transaction transaction =
threeDS2Service.CreateTransaction(directoryServerID,
messageVersion);

    } catch (InvalidInputException e) {
        // handle the InvalidInputException
        return;
    } catch (SDKNotInitializedException e) {
        // handle the SDKNotInitializedException
        return;
    } catch (SDKRuntimeException e) {
        // handle the SDKRuntimeException
        return;
    }

    //get handle to the progress showing view
    ContentDialog progressDialog;

    progressDialog = transaction.GetProgressView();

    //get the Authentication Request Parameters like Device Info,
    //SDKAppID and so on from the SDK.
    try {
        AuthenticationRequestParameters authRequestParams =
            transaction.GetAuthenticationRequestParameters();
        String encryptedDeviceInfo =
            authRequestParams.GetDeviceData();
        String sdkTransactionID =
            authRequestParams.GetSDKTransactionID();
        ...

    } catch (SDKRuntimeException e){
        // handle the InvalidInputException
```

```
        transaction.Close();
        return;
    }

// Challenge Processing

//Create challenge parameters object
ChallengeParameters challengeParameters = new
    ChallengeParameters();

//Set challenge parameters
String acsSignedContent = ...
String acsRefNumber = ...
String tdsServerTransactionID = ...
challengeParameters.ACSSignedContent = acsSignedContent;
challengeParameters.AcsRefNumber = acsRefNumber;
challengeParameters.tdsServerTransactionID =
tdsServerTransactionID;
...

//Create ChallengeStatusReceiver
ChallengeStatusReceiver challengeStatusReceiver = new
    MerchantChallengeStatusReceiver();

//SDK to timeout in 5 minutes
int timeOut = 5;

//Begin the challenge flow
try {
    transaction.DoChallenge(challengeParameters,
        challengeStatusReceiver, timeOut);

} catch (InvalidInputException e) {
    // handle the InvalidInputException
    transaction.Close();
    return;
}
```

```
...

//Class implementing the ChallengeStatusReceiver interface

class MerchantChallengeStatusReceiver :
    ChallengeStatusReceiver {

    public override void Completed(CompletionEvent e) {
    }

    public override void Cancelled() {
    }

    public override void Timedout() {
    }

    public override void ProtocolError(ProtocolErrorEvent e) {
    }

    public override void RuntimeError(RuntimeErrorEvent e) {
    }
}
```

## Requirements

<b>[Req 1]</b> .....	24
<b>[Req 2]</b> .....	24
<b>[Req 3]</b> .....	24
<b>[Req 4]</b> .....	24
<b>[Req 5]</b> .....	24
<b>[Req 7]</b> .....	24
<b>[Req 10]</b> .....	26
<b>[Req 42]</b> .....	114
<b>[Req 58]</b> .....	117
<b>[Req 59]</b> .....	117
<b>[Req 60]</b> .....	117
<b>[Req 61]</b> .....	118
<b>[Req 62]</b> .....	118
<b>[Req 66]</b> .....	26
<b>[Req 67]</b> .....	26
<b>[Req 68]</b> .....	117
<b>[Req 69]</b> .....	52
<b>[Req 71]</b> .....	113
<b>[Req 75]</b> .....	113