Integrate Stripe payment in iOS application

API collections

IN GENERAL – all API call from server side to stipe serve using secret key which provided in stripe dashboard.

1. Create new customer using API call ‘create customer’ (<https://api.stripe.com/v1/customers>, <https://stripe.com/docs/api/customers/create>)
2. Create client secret (<https://api.stripe.com/v1/payment_intents>, <https://stripe.com/docs/api/payment_intents/create>)

This API call use next parameter:

amount – total sum in cents (for example)

currency

payment\_method\_types[]

customer – id which we get in response from previous API call

In response we will get secret key which we will use in application for payment.

1. Check all customer payment methods (<https://api.stripe.com/v1/payment_methods?customer=#customerId&type=$#type>, <https://stripe.com/docs/api/payment_methods/list>)

In first link should replace #customerId on customer id and #type on desired payment type.

1. Make payment via existed payment type (<https://api.stripe.com/v1/payment_intents>, <https://stripe.com/docs/api/payment_intents/create>)

This API call use next parameter:

amount – total sum in cents (for example)

currency

payment\_method\_types[]

customer – customer id which we get in response from first API call

payment\_method – payment method id which we will get in response form third API call

off\_session

confirm

In response we will get secret key which we should use in application for check is success or we should make 3ds authorization or get new payment info from user (maybe credit card expired).

1. Create new payment method (add new card) (<https://api.stripe.com/v1/payment_methods>, <https://stripe.com/docs/api/payment_methods/create>)

Use this API call for create new payment method with credit card info or token generated in application based on credit card information which user filled.

Parameters for create payment method from credit card token:

type - card

card[token] – token from application

1. Attach created previously payment method to existed customer (<https://api.stripe.com/v1/payment_methods/#paymentId/attach>,

<https://stripe.com/docs/api/payment_methods/attach>)  
In first link should change #paymentId on payment method id which we will get in response from previously API call, and send in parameter   
customer – existed customer id  
  
If all successful we can check new payment method via third API call.

iOS Application

**Variables:**

publishKey – public key which we can find in stipe dashboard

**Functions:**

testPaymentWithMockData – check payment with test credit card and secret key which we should generate via second (!!!) API call.

IMPORTANT - didn’t use in this function secret key from fourth API call, it’s will never work because fourth API call charge money from user and return secret key only for check is all was done or need handle error

generateTokenFromCreditCardInfo – generate token based on data which user fill and after that we will sent this token to the server (fifth API call)

handleResultAfterPaymentViaExistedCreditCard – handle result of charge money from user via existed payment method. This function use secret key which server should sent to application from fourth API call, in it we should check is success and if yes return, if no show error and if we get authentication\_required error show 3ds authentication screen (configure payment intent and make payment, stripe will show web view with confirmation) in other case we need new payment info and make a payment.

For Apple pay we need secret key which we get from second API call.

Useful links:

<https://stripe.com/docs/payments/save-during-payment?platform=ios#ios-check-status>

<https://stripe.com/docs/apple-pay>

<https://stripe.com/docs/payments/integration-builder>

<https://therightsw.com/stripe-ios-integration/>

<https://stripe.dev/stripe-ios/docs/Classes/STPCardParams.html>