Coupon Author iOS SDK

Version 1.1
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Slyce

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Getting Started

Overview

The Coupon Author SDK enables iOS Developers easy interaction with the Coupon Author platform.

Coupon Author (CA) is a web-based coupon content management system, built to enable retailers and agencies to create and distribute mobile and digital-coupon content across multiple channels.

The SDK acts as a lightweight wrapper for the Coupon Author advertiser service, enabling a brand or retailer app to retrieve all of the necessary coupon details to display an offer. It makes use of the Slyce SDK in order to support the Snap-to-Coupon use case (not supported in the current version).
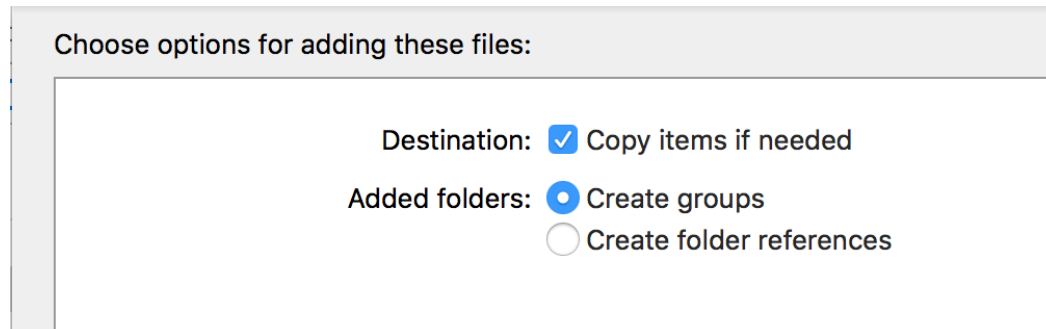
Prerequisites

*   iOS 7+
*   Coupon Author SDK framework
*   Coupon Author Api Key
*   Bucket ID

Setup

1. Get a copy of the Coupon Author SDK from Slyce. Unzip the distribution. in CouponAuthorSDK directory you will find CouponAuthorSDK.framework.

2. Import the framework into your XCode project by dragging it into the **Embedded Binaries section:**

▼ **Embedded Binaries**

🗄 CouponAuthorSDK.framework

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Make sure that "Copy items if needed" is checked and "Create groups" is selected:

Choose options for adding these files:

Destination: ☑ Copy items if needed

Added folders: ⦿ Create groups
⦾ Create folder references

3. Set *Enable Bitcode* flag to NO in Targets -> Build Settings -> Build Options

Embedded Content Contains Swift Code	No ⇕
▶ **Enable Bitcode**	**No ⇕**
Enable Testability	No ⇕
Require Only App-Extension-Safe API	No ⇕

4. Add *NSAllowsArbitraryLoads* flag and set it to YES in your app's info plist file

▼ NSAppTransportSecurity	⇕	Dictionary	(1 item)
NSAllowsArbitraryLoads		Boolean	YES

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Initialization

Please add the following lines to your AppDelegate file.

1. Add the following import statement to the top of the .m file for the App Delegate:

```
#import <CouponAuthorSDK/CouponAuthorSDK.h>
```

2. Add the following 2 lines to the bottom of the **didFinishLaunchingWithOptions**: method of the AppDelegate.

```
CouponAuthorSDK *couponAuthor = [CouponAuthorSDK sharedInstance];
[couponAuthor initWithApiKey:@"Your Api Key"];
```

Important: Make sure to fill in the parameter **initWithApiKey** with your Api Key, provided by us.

You should now be able to build your app and successfully use the Coupon Author SDK.

Using the SDK

In viewDidLoad get the sharedInstance of the couponAuthorSDK and set the <CouponAuthorDelegate> delegate:

```
CouponAuthorSDK *CA = [CouponAuthorSDK sharedInstance];
CA.delegate = self;
```

The following methods are available:

- -(void)getBucketWithId:(int)bucketId; - *Used to asynchronously retrieve a Bucket by id. A Bucket(**SSBucket**) contains an array of coupons(**SSCoupon**).*

- -(void)getCouponWithId:(int)couponId; - *Used to asynchronously retrieve a* coupon *by id.*

- -(void)getCouponWithBarcodeValue:(NSString *)barcodeValue; - *Used to asynchronously retrieve a* coupon *by b*arcode Value.

As soon as the results are retrieved, the delegate will be notified:

In case of a success (depending on the requested operation):

- -(void)didReceiveBucketById:(SSBucket *)bucket;

- -(void)didReceiveCouponById:(SSCoupon *)coupon;

- -(void)didReceiveCouponByBarcodeValue:(SSCoupon *)coupon;

In case of a failure:

- -(void)didFailWithError:(NSError *)error;

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Sample Application

The SDK comes packaged with a sample application that demonstrates some of the SDK functionality. To find and run this sample:

1. Download the SDK
2. Unzip the package
3. Open the project in Xcode by double clicking on CADemoApp.xcodeproj

Before running the application, make sure to first open AppDelegate.m and modify the constant CA_API_KEY of the sample project to use your Api Key (it's required to authenticate against the Coupon Author API).

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