ANDROID SDK
v1.1

Contents

Introduction

Mimopay Android SDK is designed to help you integrate your android application or games to Mimopay's payment gateway. Mimopay Android SDK equipped with a built-in UI as well as quiet mode operation. Quiet mode means that after you initiate execution, the SDK will do the payment process in background instead of popping up its built-in UI. This will allow you to continue with other process that you want to do. All information, whether an error occurs or a successful payment, will be notified via 'onReturn' callback method.

Supported Channels

Topup:

1. Smartfren
2. Sevelin
3. ATM BCA

Airtime:

1. UPoint

Prerequisites

Before you begin, you need to make sure that you are a registerred merchant at Mimopay payment gateway since the SDK will be useless without user ID, merchant code, and secret key that required to pass at initialization

Download the SDK

The SDK is available at https://github.com/mimopay/Mimopay-Android-SDK. You can clone it with whatever git tool you have or use command line as shown below

```
git clone https://github.com/mimopay/Mimopay-Android-SDK.git
```

Integrating the SDK

Before you start, you need to follow these steps below

1. You need to copy the Mimopay.jar into libs directory of your project.
2. The SDK require several android permissions so you need to add lines of codes below into the AndroidManifest.xml file of your project

```
<uses-permission android:name="android.permission.INTERNET" />
<uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE" />
<uses-permission android:name="android.permission.READ_PHONE_STATE" />
<uses-permission android:name="android.permission.SEND_SMS"/>
<uses-permission android:name="android.permission.READ_SMS" />
```

3. The SDK has it own built-in UI that will pops up during execution, so you need to add several line of codes below into the AndroidManifest.xml file of your project

```
<activity
        android:name="com.mimopay.MimopayActivity"
        android:theme="@android:style/Theme.NoTitleBar"
        android:windowSoftInputMode="stateUnspecified|adjustPan"
        >
</activity>
```

4. You also need to add these two line of codes into your java source.

```
import com.mimopay.Mimopay;
import com.mimopay.MimopayInterface;
```

Class and Interface

The following is the description of the SDK class and interface that you have imported in your java source code

```
public class Mimopay {
        public Mimopay(Context context,
                String emailOrUserId, String merchantCode, String productName,
                String transactionId, String secretKey, String currency,
                MimopayInterface mimopayinterface
        )
        public void executeTopup()
        public void executeTopup(String channel)
        public void executeTopup(String channel, String code)
        public void executeUPointAirtime()
        public void executeUPointAirtime(String amount, String phoneNumber,
                boolean autosendsms)
        public String getSdkVersion()
        public void enableGateway(boolean enable)
        public void enableLog(boolean enable)
        public String[] getLastResult()
}

public interface MimopayInterface {
        public void onReturn(String info, ArrayList<String> params);
}
```

Initialization

The SDK initialization require you to fill all your merchant stuffs into its parameters. Please refer to http://staging.mimopay.com/api.

```
Mimopay mimopay = new Mimopay(
        Context context,                // your android application context
        String emailOrUserId,
        String merchantCode,
        String productName,
        String transactionId,
        String secretKey,
        String currency,
        MimopayInterface mi             // you callback interface
);
```

transactionId may set to empty (transactioID = "") which cause the library to generate a unique value based on unix timestamp.

Callback

To obtain any information from the SDK during and after execution, you need to use MimopayInterface interface and override its oReturn method as decribed below.

```
MimopayInterface mimopayinterface = new MimopayInterface()
{
        public void onReturn(String info, ArrayList<String> params)
        {
                if(info.equals("Success")) {
                        // do what you want to do
                } else if(info.equals("Error")) {
                        // do what you want to do
                } else if(info.equals("FatalError")) {
                        // do what you want to do
                }
        }
};
```

Use ‘info’ as indicator whether it is success, error, or fatal error status. Use ‘params’ to obtain the details. Be noticed that ‘params’ may set to **null** so you need to test first whether it equal to null or not. After that, you should obtain its size. Here is the ilustration

```
if(params != null) {
        int j = params.size();
        // ....
}
```

The following table visualize onReturn's info string

info	params		Meaning
Error	0	MerchantLoadUrlNull	You pass the channel string other than listed in this document
	0	ErrorConnectingToMimopayServer	Internet connection problem
	0	ErrorValidatingVoucherCode	Occurs when SDK receive other then 'ok' status from server.
	0	UnsupportedPaymentMethod	Requested payment method does not exist
	0	UnspecifiedChannelRequest	Requested payment channel does not exist
Success	0..2	Depends on the channel	Message retrieved from server
Fatal Error	0	Depends on the uncaughtException message	Occurs when the SDK suddenly force closed by the Android OS

Executing Payment

The following table will help you to understand the SDK's methods and how they are categorized.

Pymt Method	Channel	Built-in UI	Quiet
Topup	smartfren sevelin Atm_bca	executeTopup() executeTopup(String channel)	executeTopup(String channel, String code)
Airtime	upoint	executeUPointAirtime()	executeUPointAirtime(String amount, String phoneNumber, boolean autosendsms)

On Airtime UPoint, the result that received from mimopay server would be SMS content: up <code> and the destination phone number. The SDK would not go automatically send SMS without user intervention. So for Airtime UPoint, the quiet mode operation will not be completely quiet. The built-in UI will pops up to allow user to type that codes

Parameter explanation:

String channel

channel should be one of the followings

smartfren
sevelin
atm_bca

String code

If channel is equal to smartfren or sevelin, it will be a voucher code string
If channel is equal to atm_bca then it will be a mimocard value

Other Important Methods

- For some reason you may want to know the current SDK version. You may call getSdkVersion() to obtain the current SDK version

- By default, the SDK points to staging.mimopay.com during execution. On your production release, you should use gateway.mimopay.com instead of staging. To enable it you call enableGateway(boolean enable) with enable sets to true

- The last successful transaction always be recorded. You can call getLastResult() to obtain those transaction messages.

- Sometimes we need to visualize SDK's log activities during process. You may enable it by calling enableLog(boolean enable) with enable sets to true

SDK Build

The SDK builds with Android API Level 17

Queries

If you have any queries or issues please email me at jimmy@mimopay.com or skype to jimmybas