

Reference Link: <http://docs.usehover.com/>

### Add the Hover repo to your root build.gradle repositories:

```
allprojects {
    repositories {
        ...
        google()
        maven { url "http://maven.usehover.com/releases" }
    }
}
```

### Add the SDK to your app-level build.gradle dependencies:

```
dependencies {
    ...
    implementation 'com.hover:android-sdk:1.7.2'
}
```

### Include your API token in your AndroidManifest.xml:

```
<application>
    ...
    <meta-data
        android:name="com.hover.ApiKey"
        android:value="<YOUR_API_TOKEN>"/>
</application>
```

## Initialize

Your actions are downloaded and the SDK is initialized by calling `Hover.initialize()`. This needs to be done once, ideally in your main launch activity. Please do not do this in your Application class.

```
import com.hover.sdk.api.Hover;
...

public class MainActivity extends AppCompatActivity {
    ...
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        ...

        Hover.initialize(this);
    }
    ...
}
```

## Make the USSD request

When the user clicks a button or takes another action, start the USSD session. Specify the `action_id`, and names and values for any variables.

```
Button button= (Button) findViewById(R.id.action_button);
button.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View v) {
        Intent i = new HoverParameters.Builder(this)
            .request("action_id")
            .extra("step_variable_name", variable_value_as_string) // Only if
your action has variables
            .buildIntent();
        startActivityForResult(i, 0);
    }
});
```