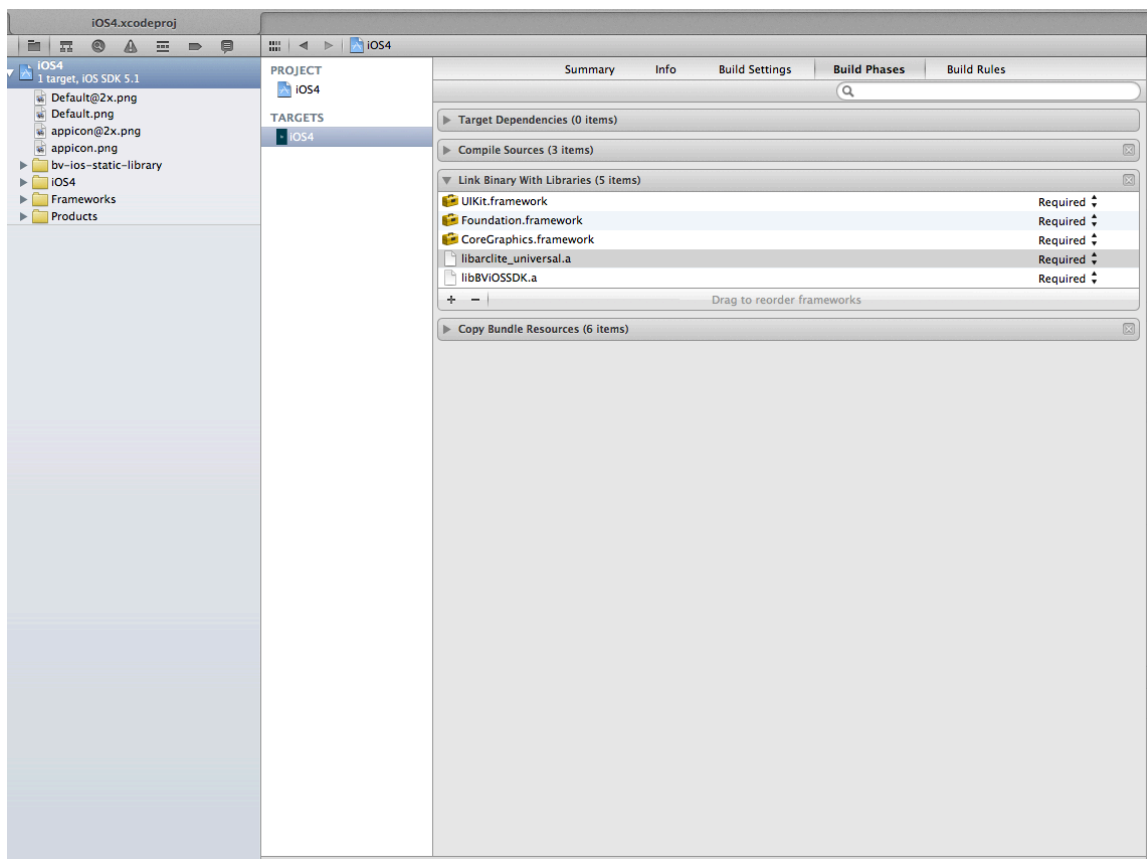


# Quick Start with the iOS SDK

1. You need a developer API key. <http://developer.bazaarvoice.com>
2. Open Xcode and Create a Single View Application -- we'll use ARC and not Storyboard.
3. Download the SDK from github or simply clone this repository.
4. Unzip the downloaded SDK into a temporary folder.
5. Drag and drop the bv-ios-static-library folder (which is inside the unzipped folder) into your Xcode project. Check the "Copy into destination's group folder" checkbox if it is not clicked.
6. Inside your Xcode project, go to your Build Settings under Targets (not Projects), Find the "Linking" section and find "Other Linker Flags". Under Debug and Release add the following value: **-ObjC**



7. Build to make sure there are no errors. If you have errors, make sure there are no quotes around the **-ObjC** flag.

8. Inside the **ViewController.h** add the following import:

```
#import "BVIncludes.h"
```

9. Also inside the **ViewController.h** file, set the **UIViewController** to conform to the **BVDelegate** protocol by adding "<**BVDelegate**>" to the **UIViewController**:

```
@interface ViewController : UIViewController<BVDelegate>
@end
```

10. Inside the **ViewController.m** we need to implement the **didReceiveResponse** method with the following code:

```
-(void) didReceiveResponse:(BVResponse*)response forRequest:(BVBase
*)request {
    // This is just going to log the response out. You probably want to
    do something more useful eventually.
    NSLog(@"Raw Response: %@", response.rawResponse);
}
```

11. In the **ViewController.m**, Setup in **viewDidLoad** method, your **passKey**, your **customerName** and **dataString**

```
(void)viewDidLoad
{
    [super viewDidLoad];
    // Do any additional setup after loading the view, typically from
    a nib.
    [BVSettings instance].passKey = @"kuy3zj9pr3n7i0wxajrzj04xo";
    [BVSettings instance].customerName = @"reviews.apitestcustomer";
    [BVSettings instance].dataString = @"bvstaging/data";
}
```

12. Click on the **ViewController.xib** file

13. Drag/drop a button onto the ViewController in Interface Builder.

14. Double click the button and label it "click me".

15. Control drag the button into the **ViewController.h** file.

16. Set your connection to "**Action**"

17. Set name to "**clickedButton**"

18. Set **arguments** to **none** and leave all other values default.

19. Click “**Connect**”

20. Open **ViewController.m** and find your “clickedButton” method paste the following code:

```
-(IBAction)clickedButton {  
    BVDisplayReview *showDisplayRequest = [[BVDisplayReview alloc] init];  
}
```

21. IMPORTANT: Set the **delegate** in the **ViewController** and call **startAsyncRequest** to fire off the request.

```
-(IBAction)clickedButton {  
    BVDisplayReview *showDisplayRequest = [[BVDisplayReview alloc] init];  
    showDisplayRequest.delegate = self;  
    [showDisplayRequest startAsyncRequest];  
}
```

22. Build the app and then click the button. You should see a raw response in the console log in Xcode. If not, start from the top and make sure you have followed each step in its entirety.