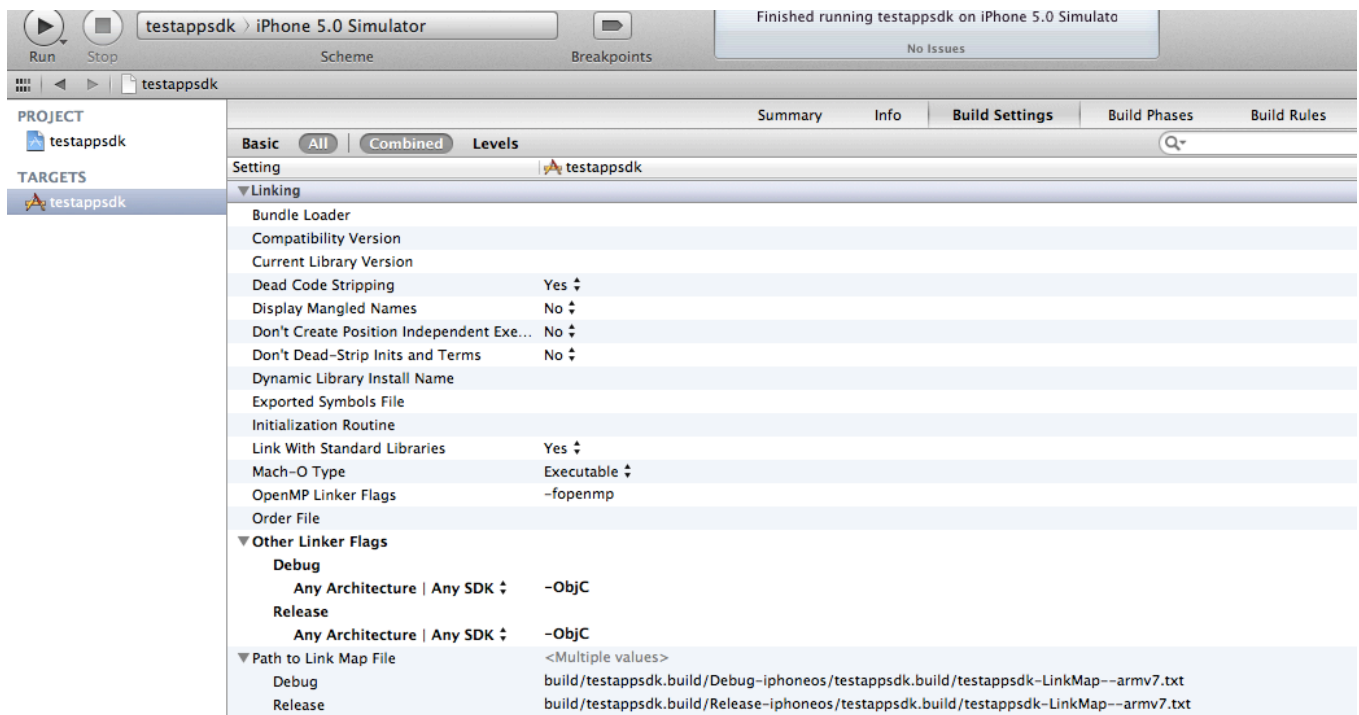


Quick Start with the iOS SDK

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 sender:(BVBase *)
senderID{
// 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 startAsynchRequest];  
}
```

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.
