**Flagright Framework iOS**

Flagright SDK gets the hardware related information from a device and send it to our server for Analytics and fraud detection purpose.

**# Integrate Flagright Framework to any iOS App**

To import this framework into your project, proceed as follows:

1. Drag and drop the FrameworkFlagright.xcproject as the topmost file in your target app’s project navigator.
2. Make sure to place the FrameworkFlagright file in the same root folder where the target app is present.
3. Open the target app (.xcworkspace) .
4. Click on your App name in the project navigator to view ‘general settings’
5. Click on the plus icon under ‘Frameworks, Libraries and Embedded Content’, select ‘FrameworkFlagright.framework’ and click on add

Note: Make sure to import FrameworkFlagright as a header file in the ViewController or any other Controller (where required).

For more information regarding adding a framework to an existing app, please visit this link or watch this [video](https://www.youtube.com/watch?v=7VH8ahi136Q&list=LL&index=7)

**# Add the following permissions to your project’s Info.Plist**

1. Privacy - Location Always Usage Description
2. Privacy - Location Always and When In Use Usage Description
3. Privacy - Location When In Use Usage Description
4. Privacy - Contacts Usage Description
5. Privacy - Bluetooth Always Usage Description

The location, Bluetooth and the read contact permissions comes under the dangerous permissions. So we also need to ask these two permissions at runtime.

**# Once we have the required permissions, we can now consume the Flagright Framework.**

In your app’s ViewController or other Controller, directly **call** the below method after importing FlagrightFramework :

*makePostRequest(userId: "1234", type: "USER\_SIGNUP")*

This method will fetch all the required attributes and send them to the Flagright Server. It accepts userID and request type as parameters.

**# Methods and Classes**

**DataCollection** – The DataCollection Class is responsible to fetch all the device data. It has the following methods –

deviceID

language

country

ram

systemOS

systemVersion

maker

modelName

jailBreakStatus

func isSimulator()

func getContacts()

func totalMemory()

func checkAccessibilityEnabled()

func isConnectedToVpn()

func getIpAddress()

To access any of the methods individually, create an object of the class and access any method

Eg. Let deviceData = DataCollection()

devicedata.getBattery() //returns the device battery percentage

**NetworkingLayer** – This class is responsible to make the API call and send all the fetched attributes to Flagright server. It has the following methods -

*makePostRequest(userId: "1234", type: "USER\_SIGNUP")*

This method will fetch all the required attributes and send them to the Flagright Server. It accepts userID and request type as parameters