# Whisqr API

Use our API to integrate your Whisqr Loyalty or Membership program with your Mobile App, POS System or Web Application.

# **Overview**

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Create your Membership or Loyalty Program on our website (https://whisqr.com (https://whisqr.com)); where you will find detailed information about the capabilities of our programs. The website is also where you will be able to manage your program, view reports, change settings, and much more.

# **Punches and Redemptions**

A Punch Action is the term we use for a single act of adding Punches and/or Redemptions to a Card. A Punch Action might consist of any number of Punches or none at all. The number of Punches actually awarded to the Customer or Member is calculated by the platform based on a combination of the business's settings and the parameters passed in the request. A Redemption is always associated with a Punch Action (i.e. you must initialize a Punch Action, even if it is for 0 Punches, before issuing a redemption).

If the program awards punches based on a purchase amount; then the Punch Initialize and Update endpoints will return a number of Punches based on a combination of the purchase value submitted and the settings from the Basic Punch Behaviour (in the Administrator console).

# **Users and Cards**

Often physical cards are used that are not Registered. Therefore Cards do not necessarily have a User account. Also; multiple Cards can be associated with a single User account. The Punches and Redemptions are pooled together from all of the Cards to calculate the User's total. Punch Actions are always associated with Cards.

# **Authentication**

Generate public/private key pairs using the API section of your Administrator Console. We encourage you to generate and replace key pairs frequently.

Most calls to the API require both a Public Key and a Content Hash. The Content Hash is generated using sha256 hash of the request body content, using the private key. In PHP generating a hash would look something like this:

```
$contentHash = hash hmac('sha256', $content, $privateHash);
```

This page provides examples for generating hmac/sha256 hashes in a variety of languages: https://www.jokecamp.com/blog/examples-of-creating-base64-hashes-using-hmac-sha256-in-different-languages/ (https://www.jokecamp.com/blog/examples-of-creating-base64-hashes-using-hmac-sha256-

# **Error Codes**

All responses to JSON requests contain a "status" parameter which has three possible states: "success", "pending" or "failure". There is also a "message" parameter which contains human readable details regarding the status of the response.

# **POST** App Key Create

https://whisqr.com/api/v1.2/apikeys

Generate keys for apps from within the API using an administrator secret key. We encourage you to generate and replace app keys frequently and to delete retired keys using the DELETE request type.

**HEADERS** 

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#### X-Public

### Content-Type

application/json

### **Example Request**

```
Create App Key
```

```
POST /api/v1.2/apikeys HTTP/1.1
```

Host: whisqr.com

Content-Type: application/json

# **DEL** App Key Delete

https://whisqr.com/api/v1.2/apikeys

We strongly encourage you to generate app keys frequently and delete keys that you know to be no longer in use.

**HEADERS** 

### X-Public

### X-Hash

Generate a keyed hash of the Body using the HMAC method; using the corresponding secret key as a key

### **Content-Type**

application/json

**BODY** raw

### **Example Request**

Delete Ann Kev

```
200 - OK
```

```
{
  "status": "success",
  "message": "key pair deleted"
}
```

### **POST** Customer Create

https://whisqr.com/api/v1.2/user/customer

Create a new customer (loyalty program)

If the user is created using only their email address; the platform will create a partial user record, send the user an email letting them know that they have been added to the program in question, and inviting them to set the name and password. This endpoint will return a status of "pending".

If the user is created using an email address, first name and password; the platform will create a complete user record and no follow-up action will be required by the user.

In both cases this endpoint will return a card code for the customer.

**HEADERS** 

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#### X-Public

### X-Hash

Generate a keyed hash of the Body using the HMAC method; using the corresponding secret key as a key

### Content-Type

application/json

**BODY** raw

```
"email": "doesnotexist@whisqr.com",
    "phone": "(234) 567-8900",
    "firstname": "testname",
    "password": "password",
    "token":"cus_FELksedIdQLMLM"
}
```

```
200 - OK

{
    "status": "success",
    "message": "Complete customer account created. No further action required.",
    "email": "doesnotexist@whisqr.com",
    "firstname": "testname",
    "cardcode": "3NtnwRK"
}
```

### **POST** Member Create

https://whisgr.com/api/v1.2/user/member

Create a new member (membership program)

If the user is created using only their email address; the platform will create a partial user record, send the user an email letting them know that they have been added to the program in question, and inviting them to pay for their membership and to set their name and password.

If the user is created using an email address, first name and password; the platform will create a complete user record. The member will still be required to pay for their membership before their membership status is set to active.

In both cases; the endpoint will return a card code.

**HEADERS** 

#### X-Public

#### X-Hash

Generate a keyed hash of the Body using the HMAC method; using the corresponding secret key as a key

### **Content-Type**

application/json

**BODY** raw

```
"email": "doesnotexist@whisqr.com",
    "phone": "(234) 567-8900",
    "firstname": "testname",
    "password": "password",
    "token":"cus_FELksedIdQLMLM"
}
```

) Example Request

Example Response

```
200 - OK

{
    "status": "pending",
    "message": "member account initialized. Enrollment email sent to customer.",
    "email": "doesnotexist@whisqr.com",
    "cardcode": "3Ntp2GB"
}
```

# **POST** User Login

```
https://whisqr.com/api/v1.2/user/login
```

This method provides a means for applications to retrieve a app key using employee login credentials.

If the user is an employee for multiple businesses and if the platform is not able to determine which business the user is logging into, the API will return a status of "pending" and a list of the businesses that the user has access to. If a status of "pending" is returned; retransmit the login request, specifying the required business code. If the employee only has access to one business; the business code is not required.

**HEADERS** 

### **Content-Type**

application/json

**BODY** raw

)

```
"email": "apitest@whisqr.com",
    "password": "password",
    "businesscode": "coffeetime"
}
```

### **Example Request**

```
POST /api/v1.2/user/login HTTP/1.1
Host: whisqr.com
Content-Type: application/json

{
    "email": "apitest@whisqr.com",
    "password": "password",
    "businesscode": "coffeetime"
}
```

### **POST** Punch Initialize (email)

https://whisqr.com/api/v1.2/punch

Initiates a "punch action". Use this method to punch a customer or member's card. Cards can be punched using a customer or member's email address or card code.

The request will return a punchcode which can be used to update the details of this punch; using the Punch Update endpoint.

Endpoint returns the punch details; including any automatic values applied as part of applicable behaviours (e.g. if the "First Customer of the Day" behaviour applies to this punch action, the details will be included in the response). When a behaviour is selected in the administrator console, and any of those active behaviours affect this punch action, then that punch action is applied and the details of that application is included as part of the response. Any susquent update applied to the details of a punch action is an active arbitor in what settings can be updated and to what extent. For instance, an app could upate the customer's friend count but not how many punches reward should be rewarded for theat number. The number of punches a customer might be rewarded for bringing friends is determined by an administrator using the administrator console.

#### **HEADERS**

#### X-Public

### X-Hash

Generate a keyed hash of the Body using the HMAC method; using the corresponding secret key as a key

### **Content-Type**

application/json

### **BODY** raw

```
{
    "email": "apitest@whisqr.com",
    "locationcode": "xyz321"
}
```

### **Example Request**

Punch Initialize (email)

```
200 - OK

{
    "status": "success",
    "message": "card punched",
    "fullname": "Test Name",
    "punchcode": "4CWPG9b",
    "cardcode": "2Kso2AK",
    "punchcount": 3,
    "punchtotal": 146,
    "details": {
        "basicpunch": {
```

### **POST** Punch Initialize (business user token)

```
https://whisqr.com/api/v1.2/punch
```

Initiates a "punch action". Use this method to punch a customer or member's card. Cards can be punched using a customer or member's email address or card code.

The request will return a punchcode which can be used to update the details of this punch; using the Punch Update endpoint.

Endpoint returns the punch details; including any automatic values applied as part of applicable behaviours (e.g. if the "First Customer of the Day" behaviour applies to this punch action, the details will be included in the response). When a behaviour is selected in the administrator console, and any of those active behaviours affect this punch action, then that punch action is applied and the details of that application is included as part of the response. Any susquent update applied to the details of a punch action is an active arbitor in what settings can be updated and to what extent. For instance, an app could upate the customer's friend count but not how many punches reward should be rewarded for theat number. The number of punches a customer might be rewarded for bringing friends is determined by an administrator using the administrator console.

#### **HEADERS**

#### X-Public

#### X-Hash

Generate a keyed hash of the Body using the HMAC method; using the corresponding secret key as a key

### **Content-Type**

application/json

**BODY** raw

```
{
    "email": "apitest@whisqr.com",
    "locationcode": "xyz321"
}
```

**Example Request** 

)

```
200 - OK

{
    "status": "success",
    "message": "card punched",
    "fullname": "Test Name",
    "punchcode": "4CWPG9b",
    "cardcode": "2Kso2AK",
    "punchcount": 3,
    "punchtotal": 146,
    "details": {
        "basicpunch": {
```

https://whisqr.com/api/v1.2/punch

Initiates a "punch action". Use this method to punch a customer or member's card. Cards can be punched using a customer or member's email address or card code.

The request will return a punchcode which can be used to update the details of this punch; using the Punch Update endpoint.

Endpoint returns the punch details; including any automatic values applied as part of applicable behaviours (e.g. if the "First Customer of the Day" behaviour applies to this punch action, the details will be included in the response).

**HEADERS** 

#### X-Public

### ) X-Hash

Generate a keyed hash of the Body using the HMAC method; using the corresponding secret key as a key

### **Content-Type**

application/json

BODY raw

```
"cardcode": "abc123",
    "locationcode": "xyz321"
}
```

### **Example Request**

```
Punch Initialize (cardcode)
```

```
200 - OK

{
    "status": "success",
    "message": "card punched",
    "fullname": "Test Name",
    "punchcode": "4CWLyCP",
    "cardcode": "2Kso2AK",
    "punchcount": 3,
    "punchtotal": 137,
    "details": {
        "basicpunch": {
```

# **PUT** Punch Update

https://whisqr.com/api/v1.2/punch/4CcnEZs

Updates a "punch action". Use this method to change or add to the details of a punch action that has been initialized using either a customer's email address or card code.

Endpoint returns a revised set of details; including any automatic values applied as part of applicable behaviours (e.g. if the "First Customer of the Day" behaviour applies to this punch action, the details will be included in the response).

**HEADERS** 

)

### X-Public

#### X-Hash

Generate a keyed hash of the Body using the HMAC method; using the corresponding secret key as a key

### **Content-Type**

application/json

#### **Event-Counter**

123

Optional: An Integer value that should be incremented with each call to this endpoint. If the Event-Counter value is less than the value used in any of the previous requests; the request is ignored.

**BODY** raw

```
"details": {
    "basicpunch": {
        "punches": 8
    },
    "broughtfriend": {
        "friendcount": 3
    },
    "mytreat": {
        "treatspurchasedlist": [
```

### **Example Request**

### **Example Response**

```
200 - OK

{
    "status": "success",
    "message": "card punch updated",
    "fullname": "Test Name",
    "punchcode": "4CVYEwz",
    "cardcode": "2Kso2AK",
    "punchcount": 7,
    "punchtotal": 143,
    "details": {
        "dailyrepeater": {
```

# **PUT** Punch Update (with purchase value)

```
https://whisqr.com/api/v1.2/punch/4CcohSn
```

Updates a "punch action". Use this method to change or add to the details of a punch action that has been initialized using either a customer's email address or card code.

Endpoint returns a revised set of details; including any automatic values applied as part of applicable behaviours (e.g. if the "First Customer of the Day" behaviour applies to this punch action, the details will be included in the response).

#### **HEADERS**

### X-Public

#### X-Hash

Generate a keyed hash of the Body using the HMAC method; using the corresponding secret key as a key

### **Content-Type**

application/json

### **Event-Counter**

123

)

Optional: An Integer value that should be incremented with each call to this endpoint. If the Event-Counter value is less than the value used in any of the previous requests; the request is ignored.

### BODY raw

```
"details": {
    "basicpunch": {
        "purchasevalue": 750,
        "purchasetax": 91,
        "purchasedetails": "{\"objects\":[{\"type\":\"ITEM\",\"id\":\"W62UWFY35CWMYGVWK6T
     },
        "broughtfriend": {
        "friendcount": 3
     },
```

### **Example Request**

Punch Update (detailed)

)

```
200 - OK

{
    "status": "success",
    "message": "card punch updated",
    "fullname": "Test Name",
    "punchcode": "4CVYEwz",
    "cardcode": "2Kso2AK",
    "punches": 21,
    "punchtotal": 194,
    "details": {
        "basicpunch": {
```

# **PUT** Redemption Update

```
https://whisqr.com/api/v1.2/redeem/4CVYEwz
```

Updates or creates redemption details for a "punch action".

Use this method to submit a redemption. Redemptions must always be associated with a punch action; even if the punch action is for zero punches.

Endpoint accepts a details list indicating the number of redemptions (count) and the reward's index, as it appears in the reward settings. Endpoint returns information about the punch action, the total punches redeemed for the punch action, and a details list of the redemptions, corresponding to the submitted list, including the total punches deducted for each reward.

And reward not submitted is assumed to have a redemption count of zero.

**HEADERS** 

### X-Public

### X-Hash

Generate a keyed hash of the Body using the HMAC method; using the corresponding secret key as a key

### **Content-Type**

application/json

### **Event-Counter**

123

Optional: An Integer value that should be incremented with each call to this endpoint. If the Event-Counter value is less than the value used in any of the previous requests; the request is ignored.

**BODY** raw

)

### **Example Request**

```
200 - OK
```

```
{
  "status": "success",
  "message": "card redemption updated",
  "fullname": "Test Name",
  "punchcode": "4CVYEwz",
  "cardcode": "2Kso2AK",
  "details": [
    {
        "count": 2,
        "rewardindex": 2,
```

## **GET** Card Punch Total Get (email)

https://whisqr.com/api/v1.2/punch/total

Get the current number of punches associated with a registered customer using their email address.

**HEADERS** 

### X-Public

### X-Hash

Generate a keyed hash of the Body using the HMAC method; using the corresponding secret key as a key

### **Content-Type**

application/json

BODY raw

```
{
    "email": "apitest@whisqr.com"
}
```

### **Example Request**

Get Card Punch Total (email)

```
200 - OK

{
    "status": "success",
    "message": "user has 10 punches.",
    "punchtotal": 10
}
```

# **GET** Card Punch Total Get (cardcode)

https://whisqr.com/api/v1.2/punch/total

Get the current number of punches associated with a customer (registered) or card (unregistered) using a cardcode.

**HEADERS** 

### X-Public

### X-Hash

Generate a keyed hash of the Body using the HMAC method; using the corresponding secret key as a key

### Content-Type

application/json

BODY raw

```
{
    "cardcode": "abc123"
}
```

### **Example Request**

Example Response

```
200 — OK

{
    "status": "success",
    "message": "user has 146 punches.",
    "punchtotal": 146
}
```

# **GET** Active Membership Check

https://whisqr.com/api/v1.2/user/ismember

Checks to see if a user has an active membership.

This function can be used for both membership and loyalty programs.

When used with a membership program; this endpoint returns a value of "ismember", which will be set to true only if the email address belongs to a member in good standing (i.e. the membership exists and the member's dues are paid).

When used with a loyalty program; this endpoint returns a value of "ismember", which will be set to true if the email address belongs to a registered customer who has a card issued by this business or has a card who has received at least one punch from this business.

HEADERS

### X-Public

#### X-Hash

Generate a keyed hash of the Body using the HMAC method; using the corresponding secret key as a key

### **Content-Type**

application/json

**BODY** raw

```
{
    "email": "apitest@whisqr.com"
}
```

**Example Request** 

)

Example Response

```
200 - OK

{
    "status": "success",
    "message": "matching active membership",
    "ismember": true
}
```

# **GET** Behaviour Settings Get

```
https://whisqr.com/api/v1.2/business/behaviours
```

Return the details of active behaviours rewarded by the business associated with the public key.

**HEADERS** 

#### X-Public

### **Content-Type**

application/json

### **Example Request**

### **Example Response**

)

# **GET** Reward Settings Get

```
https://whisqr.com/api/v1.2/business/rewards
```

Return the list of active rewards offered by the business associated with the public key.

**HEADERS** 

### X-Public

### **Content-Type**

application/json

### **Example Request**

### **Example Response**

```
200 - OK

{
    "status": "success",
    "message": "returned rewards settings for Coffee Time",
    "shortcode": "coffeetime",
    "settings_rewards": [
    {
        "fields": {
            "rewardname": "A Free Cup of Coffee",
            "punchcost": "10",
            "retail": "",
            "retail": "",
}
```

# **GET** Location List Get (for a business)

https://whisqr.com/api/v1.2/business/locations

Returns a list of locations for the business for which a public key was issued.

**HEADERS** 

### X-Public

### **Content-Type**

application/json

### **Example Request**

Retrieve Location List (for a business)

)

```
200 - OK

{
    "status": "success",
    "message": "4 locations returned",
    "locations": [
      {
         "locationcode": "29LmZ",
         "locationname": "Test Location 1",
         "address": "Test Address 1",
         "lat": "48.879166",
         "lng": "-123.321297"
```