

PayWithEaseBuzz Payment kit Integration (Xamarin):

Android :

1. Bind peb-lib.aar file in your Xamarin project using the below step's.

- Create a new Bindings Library project starting with the Android Bindings Library template.
- Add the AAR file to the project.
- Set the Build Action to LibraryProjectZip of AAR file.
- Choose a target framework that the AAR supports.
- Build the Bindings Library.

2. Install following native android dependencies using Xamarin Package Manager Commands

(Package Manager console can be found in Tools->NuGet Package Manage - > Package Manager Console)

Execute below commands on Package Manager Console

- *Install-Package Square.Retrofit2 -Version 2.4.0.1*
- *Install-Package Square.OkHttp -Version 2.4.0*
- *Install-Package Square.OkHttp.UrlConnection -Version 2.7.5.1*
- *Install-Package Square.Retrofit2.ConverterGson -Version 2.4.0.1*

Note :- Add below line into Name of Android binding library → Transforms -> Metadata.xml

```
<remove-node path="/api/package[@name='com.easebuzz.payment.kit']/class[@name='PWEDownloadImageManager']"/>
<remove-node path="/api/package[@name='datamodels']/class[@name='DiscountCodeDataModel']"/>
<remove-node path="/api/package[@name='custom_ui_components.loader']/class[@name='PWELoaderAnimation.10']" />
<remove-node path="/api/package[@name='custom_ui_components.loader']/class[@name='PWELoaderAnimation.11']" />
```

3. Sample Integration code :

- **Initiate Payment:** Generate access key using the Initiate Payment API at your backend.

(It is mandatory to integrate the Initiate Payment API at Backend only)

Initiate Payment API Doc : <https://docs.easebuzz.in/api/initiate-payment>

- **Code :**

```
var ebClass = Java.Lang.Class.ForName("com.easebuzz.payment.kit.PWECouponsActivity");
var intentProceed = new Intent(this, ebClass);
intentProceed.PutExtra("access_key", "Access key generated by the initiate payment API");
intentProceed.PutExtra("pay_mode", "production");
StartActivityForResult(intentProceed, PWESStaticDataModel.PweRequestCode);
```

- **Hash Generation :** hash is the mandatory parameter to initiate the payment request. The hash generation process is available on the link below.

<https://docs.easebuzz.in/mobile-integration-android/hash-generation>

- **Initiate Payment Parameter Description :**

The parameter description available on below link

<https://docs.easebuzz.in/mobile-integration-android/request-response-desc>

- **Handle Payment Response :**

Note: Handle the response only when the parameter 'Intent data' is not null in onActivityResult() method.

```
protected override void OnActivityResult(int requestCode, [GeneratedEnum] Result resultCode, Intent data)
{
    if(data != null )
    {
        if (requestCode == PWESStaticDataModel.PWE_REQUEST_CODE)
        {
            String result = data.GetStringExtra("result");
            String payment_response = data.GetStringExtra("payment_response");
            try {
                // Handle response here
            }catch (Exception e){
                // Handle exception here
            }
        }
    }
}
```

- **App can get the result as follows:**

String result = data.getStringExtra("result");

- **The result can be**

"payment_successfull"

"payment_failed"

"txn_session_timeout"

"back_pressed"

"user_cancelled"

"error_server_error"

"error_noretry"

"invalid_input_data"

"retry_fail_error"

"txn_not_allowed"

"Bank_back_pressed"

- **App can get the detailed response by:**

String response = data.getStringExtra("payment_response");

This response is a json string and can be parsed to get the details about the ongoing transaction.

- **Sample Detailed Response:**

<https://docs.easebuzz.in/mobile-integration-android/request-response-desc>

