Mobile SDK Specifications for Android (Version 4.1.2) Last updated Dec 16, 2014

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1. Prerequisite

Please provide below information to verify merchant identity from MOLPay Server in order for merchant's app to use the payment channel:

- merchant ID
- verify key
- appname
- username
- password

All the values above are in one word without whitespace.

The information should be submitted to MOLPay support team and the email address is **support@molpay.com**

2. System Requirements

- Minimum required android OS vesion: 2.3
- Internet Connection is essential for the MOLPay SDK to successfully connected with the MOLPay API

3. MOLPay Android Payment Library

This section explains details about the library API, and it explains the instructions and example to be follow to develop an Android apps that using mobile payment channel.

The information should be submitted to MOLPay support team and the email address is **support@molpay.com**

3.1 How the Library Works

The flow of the library is as below:

- 1. Library is in JAR format;
- 2. Initiate the library;
- 3. Merchant app to pass buyer's information to the SDK library and will be sent to MOLPay server;
- 4. After payment is completed, MOLPay will return the result for transaction id and payment status;
- 5. Library will return the result back to application.



3.2 Declaring Permissions and Activity in AndroidManifest.xml

To use the payment channel, Internet Permission is required for the application to avoid any error during payment make.

3.2.1 Declaring Permission

<uses-permission android:name="android.permission.INTERNET"/>
3.2.1 Declaring Activity

<activity
 android:name="com.molpay.molpaylib.MOLPayActivity"
 android:configChanges="keyboardHidden|orientation|screenSize">
</activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity></activity><activity><activity><activity><activity><activity><activity><activity><activity><activity><activity><activity><activity><activity><activity><a

3.3 Adding the Library, Files and Importing Classes

Assuming that user is using the eclipse as development tools for the android application, the steps will be as follow:

- 1. Create folder name's libs and copy the molpay.jar into the folder.
- 2. Right click on your project and select "Properties"
- 3. Select "Java Build Path"
- 4. Select the "Libraries" tab
- 5. Select the "Add External Jars..." button
- 6. Choose the "molpay.jar", "gson.jar", "universal-image-loader-1.9.2.jar" and / or "android-support-v13" files from MOLPay SDK folder and click "open"
- 7. Select "Order and Export" and tick all newly add jars and click "ok"
- 8. Copy res folder and paste in the project res folder
- 9. Copy all layout in the layout folder and paste in the project layout folder

You are required to import appropriate classes into your application classes as example show below:

```
import com.molpay.molpaylib.MOLPayActivity;
import com.molpay.molpaylib.settings.MerchantInfo;
```

3.4 Listing Payment Channels

There are 2 ways for buyer to select the payment channel. First is to list out all available channels in this SDK. Second is to pass a specific channel to the SDK.

^{*}Please be careful when does copy and paste steps so that your project files not be replaced by MOLPay sdk files.

^{*}If any errors occur, try clean the project.



3.4.1 Listing all the channels

```
bundle.putString("Channel", "multi"); Type: String
```

3.4.2 Specific channel

```
bundle.putString("Channel", "MB2u"); Type: String
```

3.5 Initiate the Payment Activity

MOLPayActivity is to start payment activity. For example:

```
public static final int REQUEST_CODE=1; //Any number

Intent intent = new Intent(this, MOLPayActivity.class);
startActivityForResult(intent, REQUEST_CODE);
```

To pass the payment information to the activity, please refer to following example:

```
Intent intent = new Intent(this, MOLPayActivity.class);
 Bundle bundle = new Bundle();
//Merchant Info
 bundle.putString("MerchantId", merchantId) Type: String
 bundle.putString("AppName", appName); Type: String bundle.putString("VerifyKey", verifykey); Type: String bundle.putString("Username", username); Type: String
 bundle.putString("Password", password); Type: String
//Buyer Info
 bundle.putString("OrderId", orderid ); Type: String
 bundle.putString("BillName", bill_Name); Type: String
 bundle.putString("BillDesc", bill_Desc); Type: String
 bundle.putString("BillMobile", bill_Mobile); Type: String
bundle.putString("BillEmail", bill_Email); Type: String
 bundle.putString("Channel", Channel); Type: String bundle.putString("Currency", Currency); Type: String bundle.putString("Country", Country); Type: String
 bundle.putFloat("Amount", Amount); Type: Float
 bundle.putBoolean("debug", false); Type: Boolean //Make this true to
 enable debugging
 bundle.putBoolean("editable", false); Type: Boolean //Make this true to
 make the sdk fields editable
 bundle.putBoolean("is_escrow", false); Type: Boolean //Make this true
 to enable to enable escrow
 intent.putExtras(bundle);
 startActivityForResult(intent, REQUEST_CODE);
```

To Start the MOLPay SDK as the example below:

^{*} **Note**: Please refer to last page of this document for the full lists of "Channel" value.

^{*} **Note:** Please refer to MOLPay API for the full lists of "Channel" value.



```
Intent intent = new Intent(this, MOLPayActivity.class);
Bundle bundle = new Bundle();
intent.putExtras(bundle);
startActivityForResult(intent, REQUEST_CODE);
```

• **Note**: Hitting the back button while MOLPay SDK is running will cause the payment page to exit after a warning dialog box

3.6 Payment Result (Auto-return Payment Status)

You can either implement auto-return payment result or manual request for the payment result.

To receive the result automatically from library, you need to call onActivityResult.

```
public class MainActivity extends FragmentActivity implements
@Override
protected void onActivityResult(int requestCode, int resultCode, Intent
data) {
if (resultCode == RESULT_OK && requestCode == REQUEST_CODE) {
Bundle bundle = data.getExtras().getBundle("bundle"); String
amount = bundle.getString(MerchantInfo.PAY_AMOUNT); String
transaction id = bundle.getString(MerchantInfo.TXN ID);
String transaction status = bundle.getString(MerchantInfo.STATUS CODE);
String error_desc = bundle.getString(MerchantInfo.ERR_DESC);
String currency = bundle.getString(MerchantInfo.CURRENCY);
String orderId = bundle.getString(MerchantInfo.ORDER ID);
String payDate = bundle.getString(MerchantInfo.PAYDATE);
String bill_name = bundle.getString(MerchantInfo.BILL_NAME);
String bill_email = bundle.getString(MerchantInfo.BILL_EMAIL);
String bill_mobile = bundle.getString(MerchantInfo.BILL_MOBILE);
String bill_desc = bundle.getString(MerchantInfo.BILL_DESC);
//transaction_status = 00 (SUCCESS), 11(FAIL) & 22(PENDING)
```



3.7 Payment Result (Manual Payment Status Request)

To use manual approach, developer needs to pass the request status information to the fragment, please refer to following example:

```
String merchant_id = MerchandId (String);
String txn id = TransactionId (String);
float amount = Amount (float);
String verifyKey = VerifyKey (String);
String [] request = {merchant_id, txn_id, ""+amount, verifyKey};
new RequestResult().execute(request);
private class RequestResult extends AsyncTask<String, Void, Boolean> {
      String HTMLResult;
      @Override
      protected Bolean doInBackground(String... param) {
      String merchant_id = ""+param[0];
      String txn id = ""+param[1];
      float amount = Float.parseFloat(param[2]);
      String verifyKey =""+param[3];
      HTMLResult = JSONnString.requestResult(merchant_id, txn_id, amount,
      verifyKey);
      return true;
       }
      @Override
      protected void onPostExecute(Boolean result) {
      super.onPostExecute(result);
             if (result)
             try {
             JSONObject jsonObj = new JSONObject(HTMLResult);
             String transactionID = jsonObj.getString("txn_ID");
             String amount = jsonObj.getString("amount");
             String status code = jsonObj.getString("status code");
             String app_code = jsonObj.getString("app_code");
             String pay_date = jsonObj.getString("paydate");
             catch (JSONException e) {
             e.printStackTrace();
   }
}
```



If multiple or duplicated order ID found in MOBRay systemethe Patestrywhere transaction status will be returned.

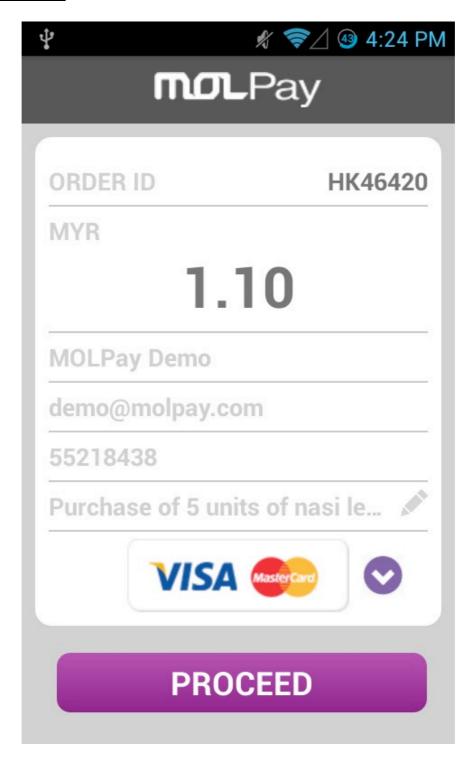
3.8 Transaction Details Using Orderld (Manual Payment Status Request)

The SDK allows grabbing the transaction details using the orderld after the transaction already created, please refer to following example:

```
String merchant_id = MerchandId (String);
String order_id = OrderId (String);
float amount = Amount (float);
String verifyKey = VerifyKey (String);
String [] request = {merchant_id, order_id, String.valueOf (amount),
verifyKey};
new RequestResult().execute(request);
private class RequestResult extends AsyncTask<String, Void, Boolean> {
      String HTMLResult;
      @Override
      protected Bolean doInBackground(String... param) {
      String merchant_id = ""+param[0];
      String order_id = ""+param[1];
      float amount = Float.parseFloat(param[2]);
      String verifyKey =""+param[3];
      HTMLResult = JSONnString. GetTxnIdManually (merchant id, order id,
      amount, verifyKey);
      return true;
       }
      @Override
      protected void onPostExecute(Boolean result) {
      super.onPostExecute(result);
             if (result)
             {
             try {
             JSONObject jsonObj = new JSONObject(HTMLResult);
             String transactionID = jsonObj.getString("txn_ID");
             String amount = jsonObj.getString("amount");
             String status_code = jsonObj.getString("status_code");
             String app_code = jsonObj.getString("app_code");
             String pay date = jsonObj.getString("paydate");
             catch (JSONException e) {
             e.printStackTrace();
             }
    }
}
```

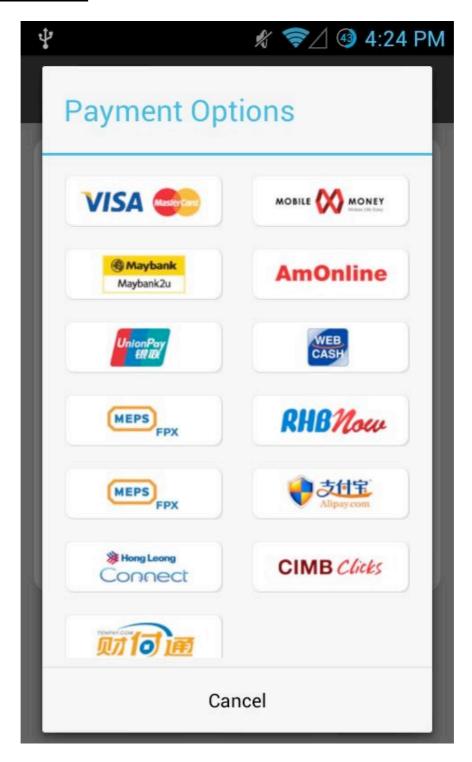


3.9 MOLPay SDK Screenshots Order details



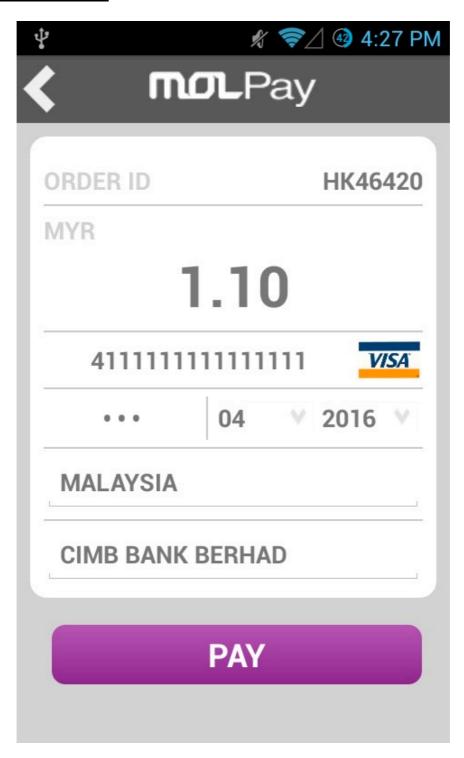


List of Channels



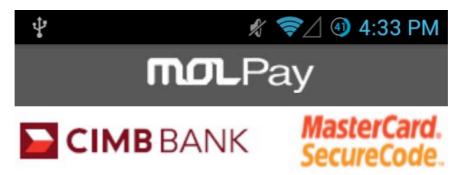


Credit / Debit Card





Payment Page



Secure ePay Code has been sent to your registered mobile phone number **+6012xxx1111**. Please enter the Secure ePay Code to authenticate this payment.

Merchant Name : Netbder Netbuilder

Amount : MYR 1.10

Transaction Date : Fri Apr 11 2014

16:32:32 GMT+0800

CIMB Bank MasterCard No. : xxxx xxxx xxxx 1111

SecureCode™ Secure ePay Code



If you do not receive Secure ePay Code within the next few minutes, please click on "Resend Secure ePay Code" button for a new secure ePay Code.

Resend Secure ePay Code

This information is not shared with the Merchant.



Please contact our Customer Service Hotline at the back of your card for assistance.



List of Channels Code and Supported Currency Code

| No | Channel Code | Channel Name | Currency Code |
|-----|--------------|----------------------|----------------------|
| 1. | credit | Visa / Mastercard | MYR |
| 2. | mobilemoney | Mobile Money | MYR |
| 3. | maybank2u | Maybank2u | MYR |
| 4. | amb | AmOnline | MYR |
| 5. | alb | Aliance Online | MYR |
| 6. | rhb | RHB Now | MYR |
| 7. | paymentasia | China Online Banking | MYR, RM, RMB and CNY |
| 8. | webcash | WEBCASH | MYR |
| 9. | paypal | PayPal | USD, AUD, GBP, CAD, |
| | | | CZK, DKK, EUR, HKD, |
| | | | HUF, ILS, JPY, MYR, |
| | | | MXN, NZD, NOK, PHP, |
| | | | PLN, SGD, SEK, CHF, |
| | | | TWD and THB |
| 10. | alipay | Alipay | MYR, RM, USD, TWD |
| | | | and RMB |
| 11. | hlb | Hong Leong Online | MYR |
| 12. | cimb | CIMB Clicks | MYR |
| 13. | fpx | MEPS FPX | MYR |
| 14. | dragonpay | DragonPay | USD and PHP |
| 15. | enetsD | eNets Debit | SGD |
| 16. | polipayment | Poli Payment | MYR, RM and AUD |
| 17. | tenpay | Tenpay | MYR, RM and USD |
| 18. | cash | 7-Eleven Cash Retail | MYR |
| 19. | esapay | Esapay Cash Retail | MYR |
| 20. | singpost | SingPost | SGD |