<!DOCTYPE html>

<head>

<meta http-equiv="X-UA-Compatible" content="IE=edge" />

<meta name="viewport" content="width=device-width, initial-scale=1">

<script src="https://www.paypalobjects.com/api/checkout.js"></script>

</head>

<body>

<div id="paypal-button-container"></div>

<script>

paypal.Button.render({

style: {

size: 'small',

color: 'blue',

shape: 'pill',

label: 'pay',

tagline: 'false',

},

env: 'sandbox', // sandbox | production

// PayPal Client IDs - replace with your own

// Create a PayPal app: https://developer.paypal.com/developer/applications/create

client: {

sandbox: 'AZDxjDScFpQtjWTOUtWKbyN\_bDt4OgqaF4eYXlewfBP4-8aqX3PiV8e1GWU6liB2CUXlkA59kJXE7M6R',

production: '<insert production client id>'

},

// Show the buyer a 'Pay Now' button in the checkout flow

commit: true,

// payment() is called when the button is clicked

payment: function(data, actions) {

// Make a call to the REST api to create the payment

return actions.payment.create({

payment: {

transactions: [

{

amount: { total: '0.01', currency: 'USD' }

}

]

}

});

},

// onAuthorize() is called when the buyer approves the payment

onAuthorize: function(data, actions) {

// Make a call to the REST api to execute the payment

return actions.payment.execute().then(function() {

window.alert('Payment Complete!');

});

}

}, '#paypal-button-container');

</script>

</body>