

EasyPay iOS SDK Installation

- Create Simple xCode Project or use your Application Project
- Drag and Drop EasyPay.framework and EasyPay.bundle into your xCode Project
- Import Easy Pay Header File

```
#import <EasyPay/EasyPayPurchase.h>
```
- Implement "EasyPayPurchaseDelegate" Protocol

Example `@interface Your-ViewController ()<EasyPayPurchaseDelegate>`
`@end`

- Create Purchase method and Integrate the following code

`NSDictionary *params = [[NSDictionary alloc] initWithObjectsAndKeys:`

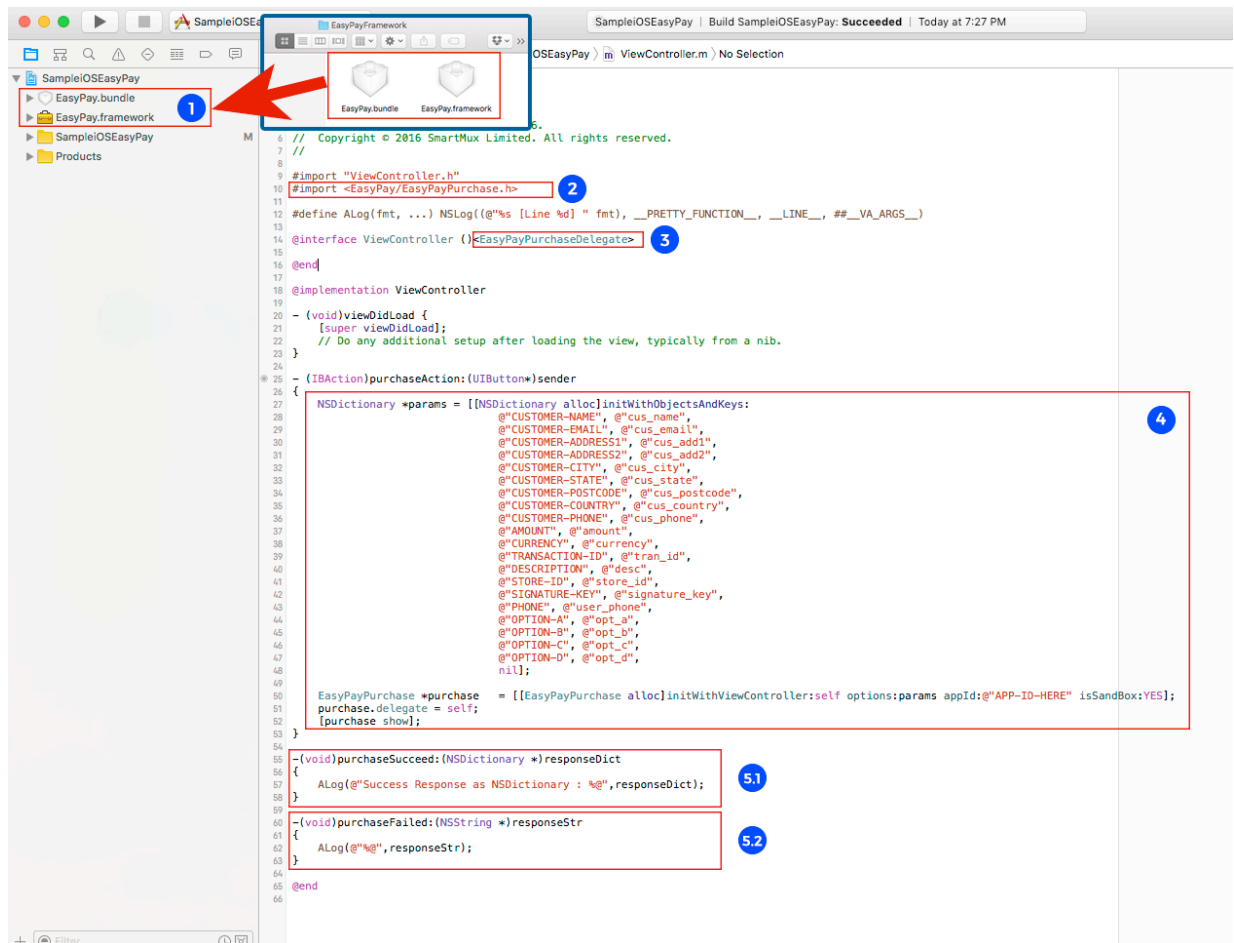
```
@"CUSTOMER-NAME", @"cus_name",  
@"CUSTOMER-EMAIL", @"cus_email",  
@"CUSTOMER-ADDRESS1", @"cus_add1",  
@"CUSTOMER-ADDRESS2", @"cus_add2",  
@"CUSTOMER-CITY", @"cus_city",  
@"CUSTOMER-STATE", @"cus_state",  
@"CUSTOMER-POSTCODE", @"cus_postcode",  
@"CUSTOMER-COUNTRY", @"cus_country",  
@"CUSTOMER-PHONE", @"cus_phone",  
@"AMOUNT", @"amount",  
@"CURRENCY", @"currency",  
@"TRANSACTION-ID", @"tran_id",  
@"DESCRIPTION", @"desc",  
@"STORE-ID", @"store_id",  
@"SIGNATURE-KEY", @"signature_key",  
@"PHONE", @"user_phone",  
@"OPTION-A", @"opt_a",  
@"OPTION-B", @"opt_b",  
@"OPTION-C", @"opt_c",  
@"OPTION-D", @"opt_d",nil];
```

```
EasyPayPurchase *purchase = [[EasyPayPurchase alloc] initWithViewController:self  
options:params appld:@"APP-ID-HERE" isSandBox:YES];  
purchase.delegate = self;  
[purchase show];
```

- **Implement delegate methods**

```
-(void)purchaseSucceed:(NSDictionary *)response{
    NSLog(@"Success Response as NSDictionary : %@", response);
}
```

```
-(void)purchaseFailed:(NSString *)error{
    NSLog(@"Error : %@", error);
}
```



Run Sample iOS Project "SampleiOSEasyPay/SampleiOSEasyPay.xcodeproj"