



# iOS - Swift/ObjectiveC Content SDK Integration Guide

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Wexer provides iOS SDK that enables developers to show On Demand content in the app in the form of different types of collections, list of classes, filter/search content, and play the videos.

This guide will show you how to install the WexerContent SDK.

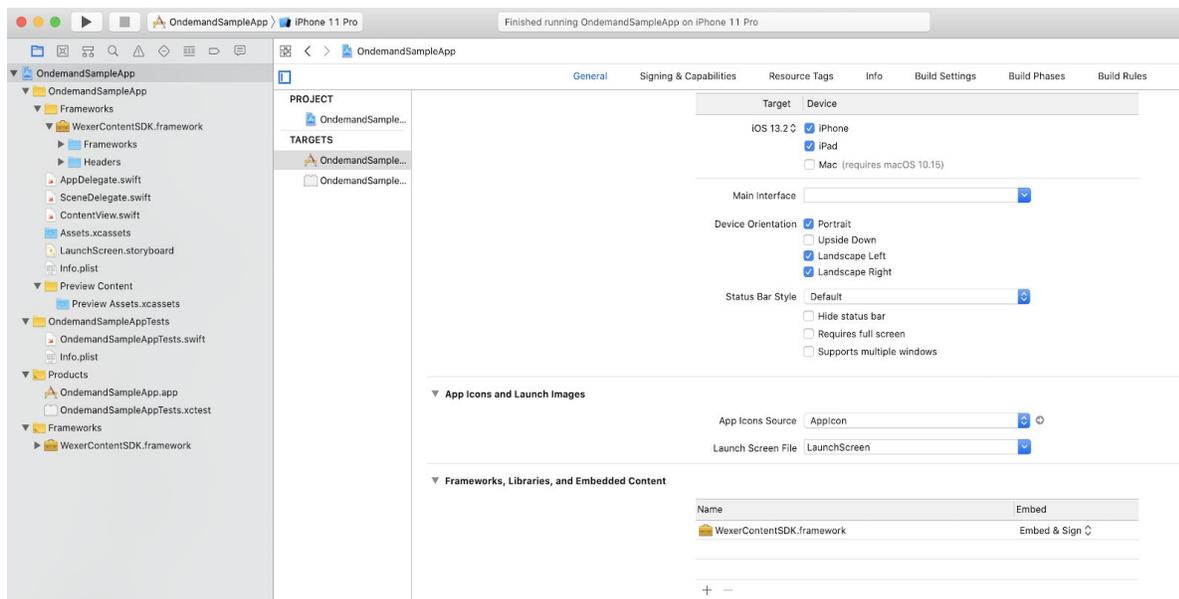
## Step 1: Install SDK

### Prerequisites:

- Xcode 9.0 or higher with at least iOS SDK 11.0 or higher
- Grab the following details to configure SDK
  1. API BaseURL
  2. Client Secret
  3. API Key
  4. TenantId
  5. LocalyticsKey

### Option 1: Manually

1. Unzip shared WexerContent SDK folder.
2. Drag the **WexerContentSDK.framework** inside your project under the main project file.
3. Embed the framework. Select your app.xcodeproj file. Under "**General**", add the WexerContentSDK framework as an **embedded binary**.
4. Expand WexerContentSDK.framework. Drag & embed **Localytics.framework** as an embedded binary.



## Option 2: CocoaPods

Details will be available once we will publish the framework on CocoaPods.

## Step 2: Initialize WexerContentSDK

1. Import WexerContentSDK in AppDelegate.

```
1 //
2 // AppDelegate.swift
3 // OndemandSampleApp
4 //
5 // Created by Ishita Agarwal on 08/01/20.
6 // Copyright © 2020 DMI. All rights reserved.
7 //
8
9 import UIKit
10 import WexerContentSDK
11
12
13 @UIApplicationMain
14 class AppDelegate: UIResponder, UIApplicationDelegate {
15
16
```

2. Initialize configuration object for SDK in AppDelegate with shared API baseURL,client,secretKey,tenantId & localyticsKey details. Please contact the Wexer sales team to obtain test keys.

```
..func initializeSDK() {
...#error("Fill info")
.....let config = WCSDKConfig(baseURL: "",
.....secretKey: "",
.....apiKey: "", tenantId: "",
.....localyticsKey: "")
.....WCSDK.initialize(config: config)
..}
```

## Step 3: Call SDK methods

(Class Reference <https://wexersdk.firebaseio.com/Classes/WCSDK.html>)

### 1. On Demand Collections -

```
WCSDK.getOndemandCollections(collectionId: nil,  
                             maxResults: nil)  
    { (collections, error) in  
    }
```

### 2. On Demand Classes - It allows to fetch response with pagination which can be sorted on date/alphabet with "asc"/"dsc"

```
WCSDK.getOndemandClasses(page: 1,  
                          pageSize: 10,  
                          sort: "date",  
                          order: "asc")  
    { (response, error) in  
    }
```

### 3. On Demand class detail - for single class having tag as "43794"

```
WCSDK.getOndemandClassDetails(for: "43794")  
    { (classobj, response) in  
    }
```

### 4. Show On Demand classes filter parameters

```
WCSDK.getOndemandMetaData { (response, error) in  
}
```

### 5. Search & filter On Demand classes - sorting can be applied on date/alpha

```
var filterObj = WCSDKOndemandFilterRequest()  
filterObj.classLanguage = "en"  
filterObj.query = "yoga" // provide search text in query parameters  
filterObj.provider = "cycling"  
WCSDK.getOndemandClassesForCriteria(with: filterObj)  
    { (response, error) in  
    }
```

6. Perform On Demand content: On Demand class can be performed only when the user has logged in with valid subscription.

a. Create user session with providing user name which could be any alphanumeric unique value.

```
WCSDK.startSession(userName: "test1")
    { (response, error) in
    }
```

b. Activate subscription

```
let subscriptionObj = WCSDKUserSubscriptionRequest(startDate: Date(),
    subscriptionId:"monthly")

WCSDK.activateSubscription(subscription: subscriptionObj)
    { (response, error) in
    }
```

c. Play On Demand - pass viewController reference on which player shall be presented.

```
WCSDK.performOndemandContent(for: "43794",
    controller: self.window.rootViewController!)
    {(error) in
    }
```

It will work if a user has logged in with a valid subscription.. It will throw an error as NSError having code & userInfo with details .

Error - 403 - Not Subscribed

Step 1: Call startSession method for login

Step 2: call activateSubscription method

d. Define custom behaviours on play/pause/exit events.

```
WCSDK.shared.playerExitCallBack = { value in
    self.playedDuration = value // custom behaviour }
```