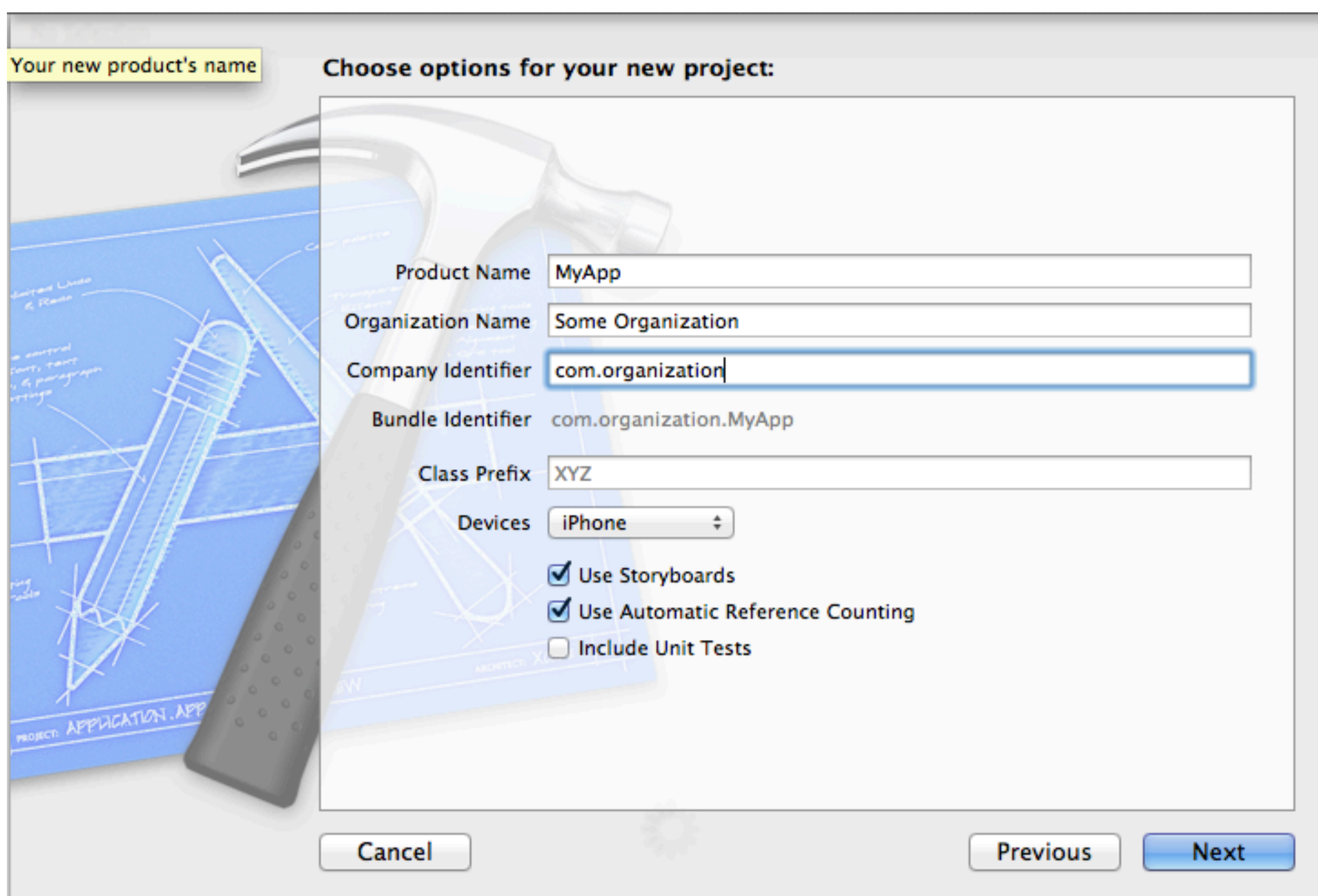
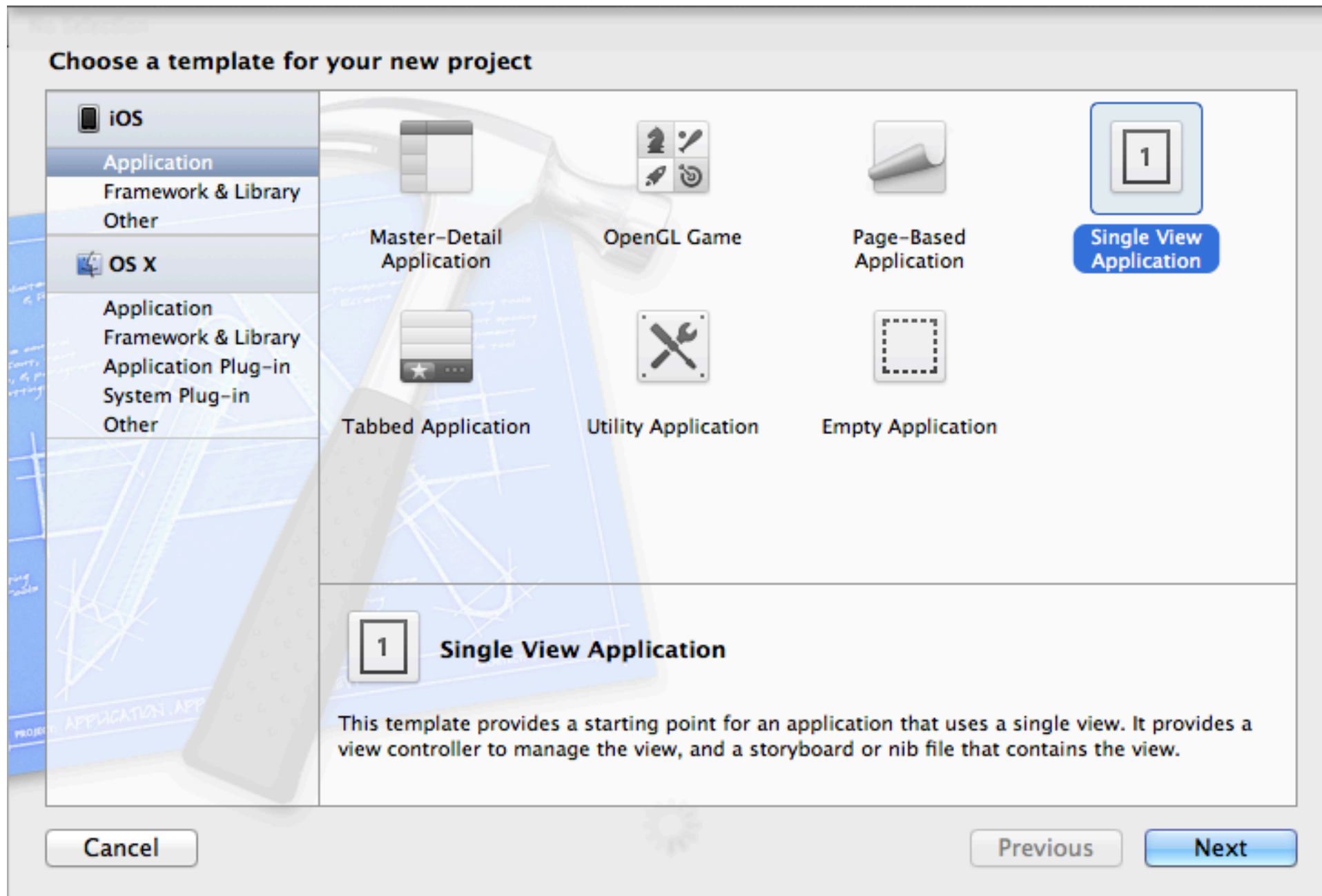


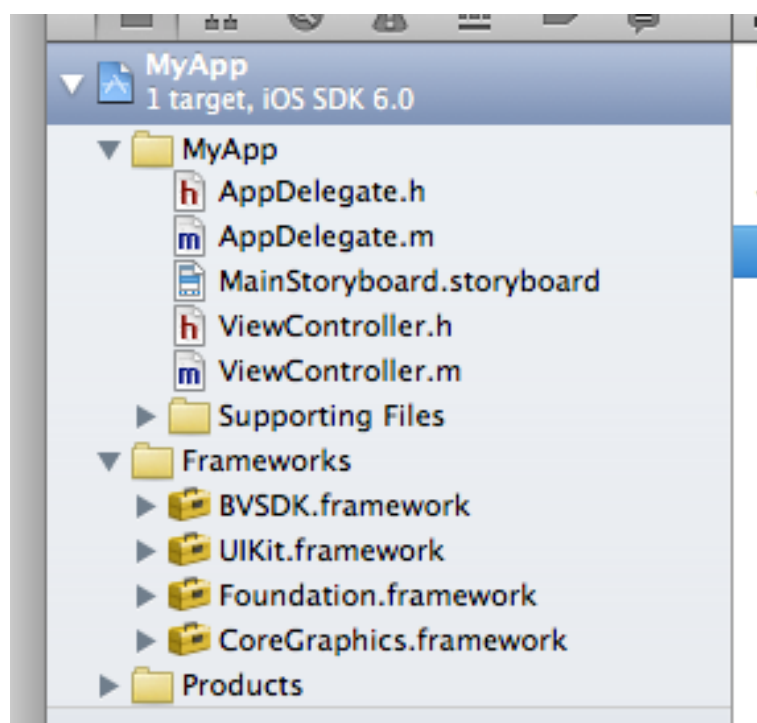
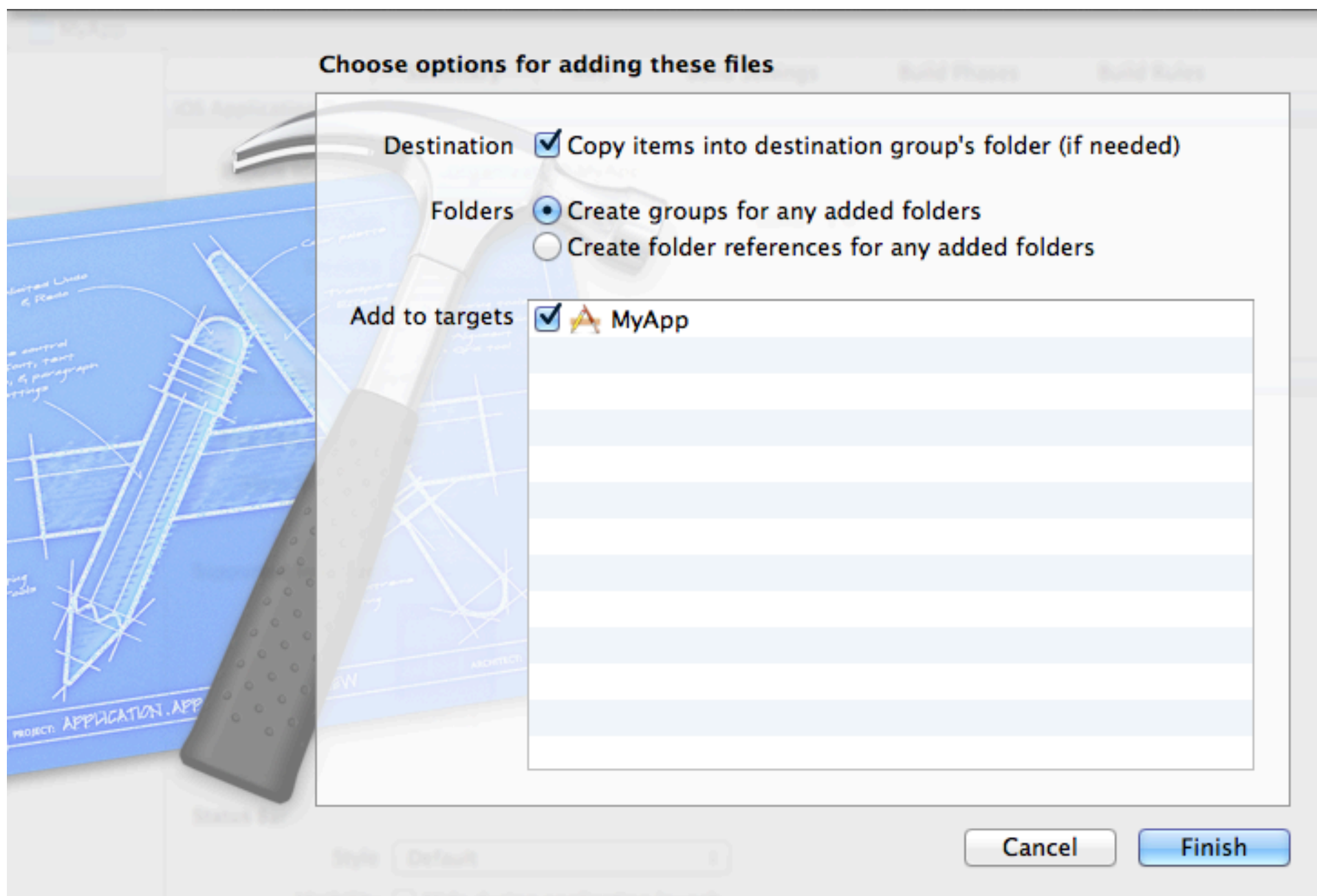
Quick Start with the iOS SDK

1. To work with production data, you need a developer API key. Visit <http://developer.bazaarvoice.com>. If you merely would like to get familiar with the SDK, you can use the baseUrl (apitestcustomer.bazaarvoice.com) and passKey (kuy3zj9pr3n7i0wxajrzj04xo) provided for testing in the Bazaarvoice Developer Portal.
2. Open Xcode and Create a Single View Application ---- we'll use ARC and Storyboards.



3. Download the SDK from github or simply clone this repository.
4. If downloaded, unzip the downloaded SDK into a temporary folder.
5. Drag and drop the BVSDK.framework folder (which is inside the unzipped folder) into your Xcode project's

"Frameworks" directory. Check the "Copy into destination's group folder" checkbox if it is not clicked.



6. Inside the **ViewController.h** add the following import:

```
#import <BVSDK/BVSDK.h>
```

7. Also inside the **ViewController.h** file, set the **UIViewController** to conform to the **BVDelegate** protocol by adding "<BVDelegate>" to the **UIViewController**:

```
@interface ViewController : UIViewController<BVDelegate>
@end
```

8. Inside the **ViewController.m** implement the **didReceiveResponse** method with the following code:

```
- (void)didReceiveResponse:(NSDictionary *)response forRequest:(id)request {
    // This is just going to log the response out. You probably want to
    // do something more useful eventually.
    NSLog(@"Raw Response: %@", response);
}
```

9. In the **ViewController.m**, locate the **viewDidLoad** method. Copy the following code in order to set up your **passKey**, your **baseUrl** and to specify that we will be using the **staging** server:

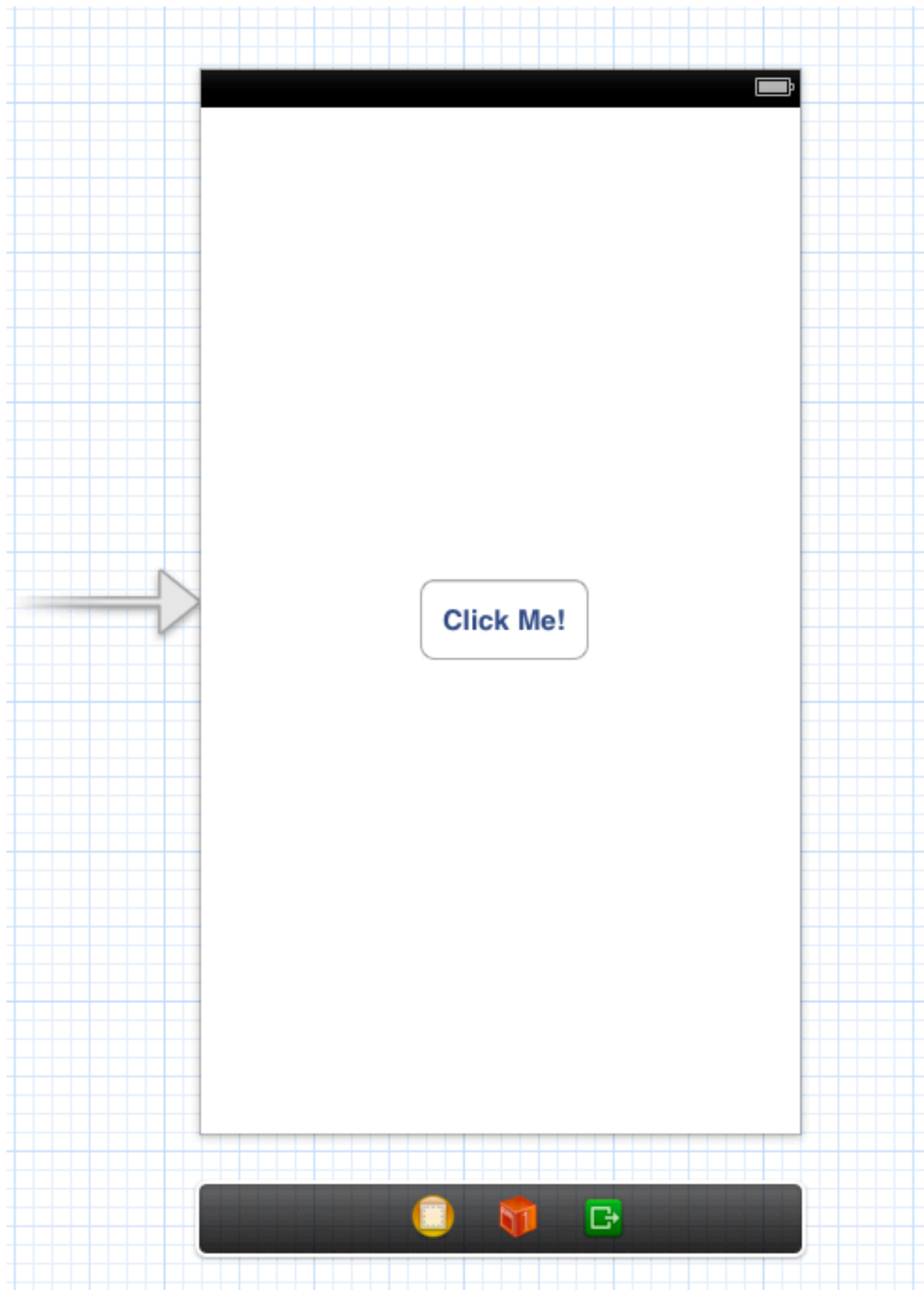
```
- (void)viewDidLoad
{
    [super viewDidLoad];
    // Do any additional setup after loading the view, typically from
    // a nib.
    [BVSettings instance].passKey = @"kuy3zj9pr3n7i0wxajrzj04xo";
}
```

```

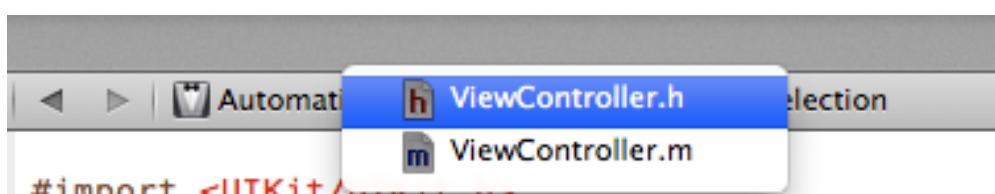
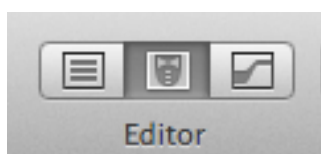
    [BVSettings instance].baseUrl = @"reviews.apitestcustomer.bazaarvoice.com";
    [BVSettings instance].staging = YES;
}

```

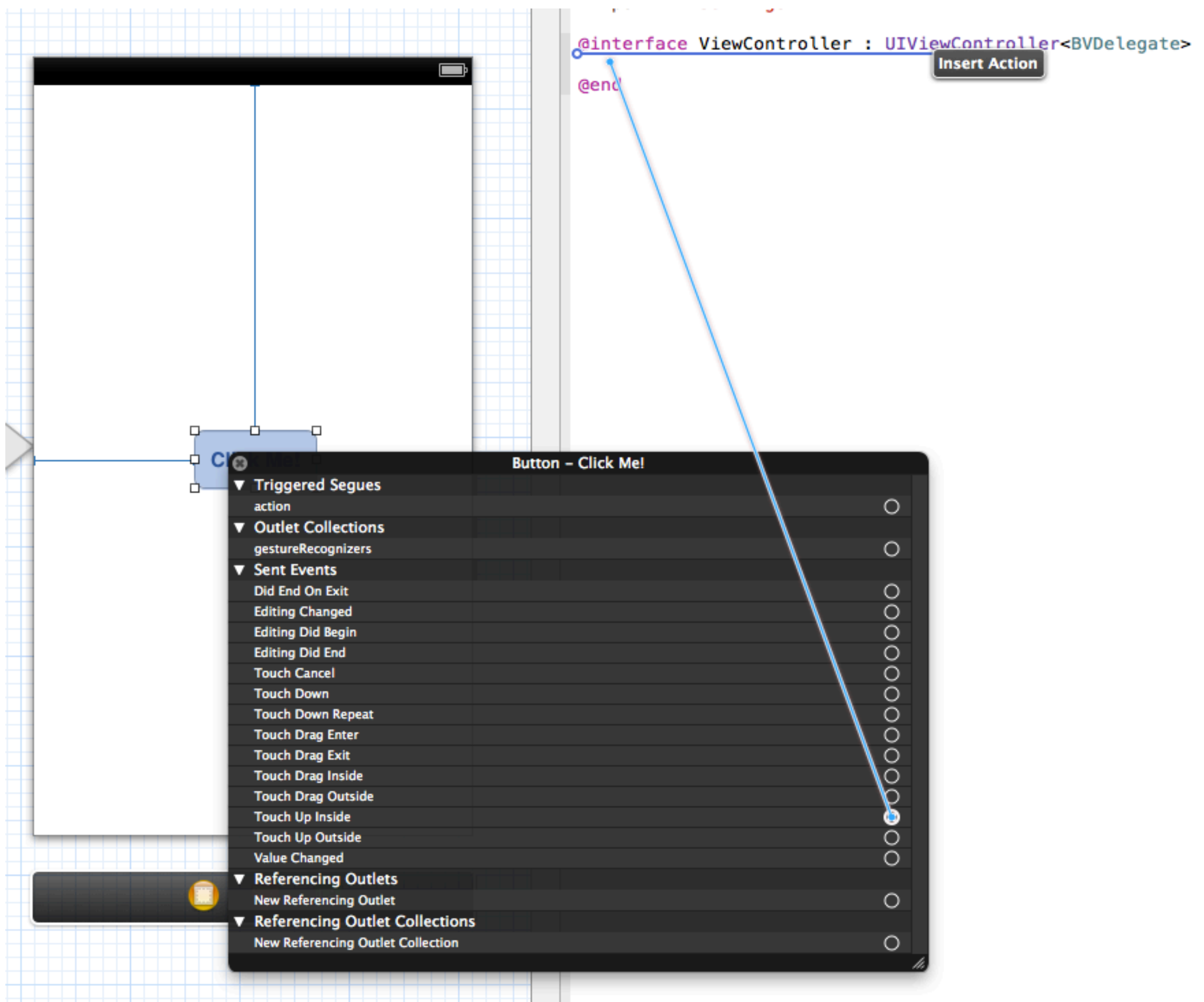
10. Click on the **MainStoryboard.storyboard** file.
11. Drag/drop a button onto the View in the storyboard.
12. Double click the button and label it "Click Me!"



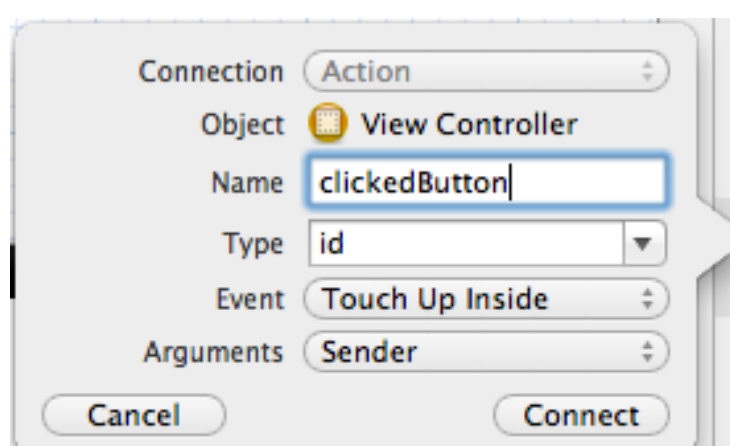
13. In the upper right hand corner, click the middle Editor icon to open the assistant editor. This should result in two visible editors, the left displaying the **MainStoryboard.storyboard** file and the right displaying the **ViewController.h** file. If this does not occur, use the breadcrumbs at the top to select the appropriate file(s).



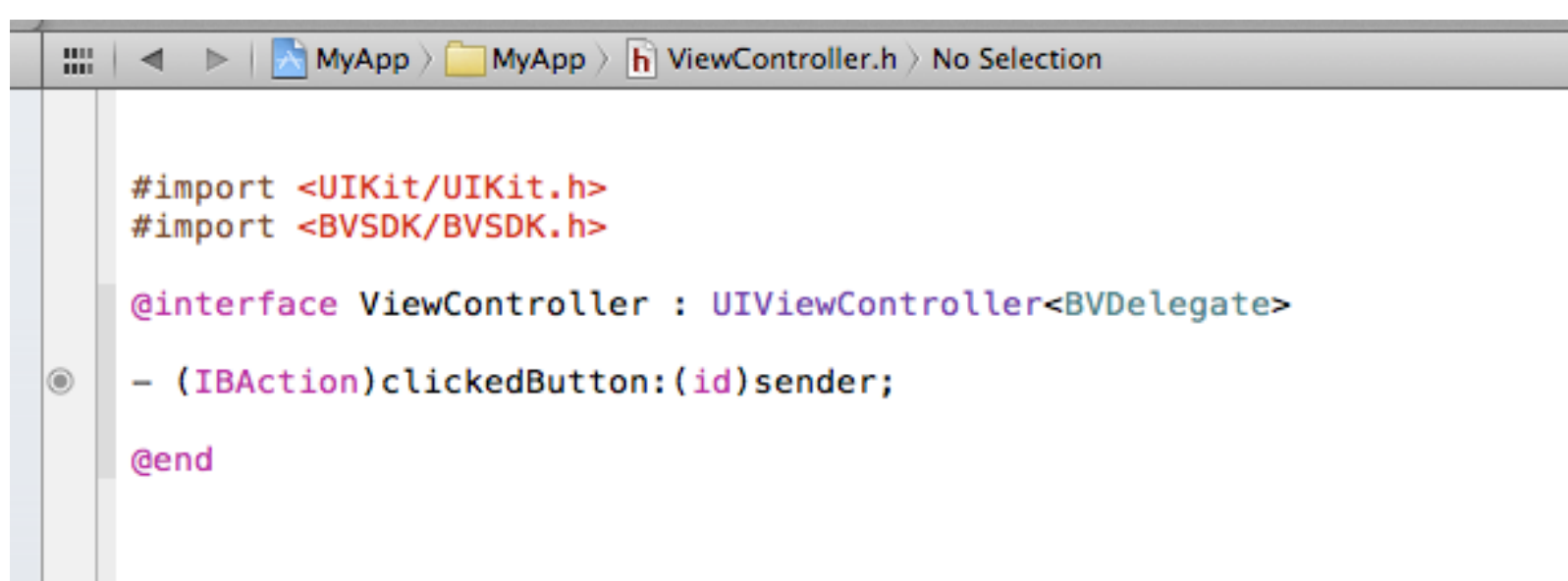
14. Control-click the newly created button.
15. From "Touch Up Inside," click and drag into the **ViewController.h** file to wire up a new action.



16. Set name to “clickedButton” and click "Connect." This will automatically insert code for the new action into **ViewController.h** and **ViewController.m**.



Your **ViewController.h** file should now appear as follows:



17. Open **ViewController.m**, find your “clickedButton” method and copy the following code. This will allocate and initialize a request to fetch reviews via the Bazaarvoice SDK. It then sends the request with the ViewController instance as the delegate.

```

- (IBAction)clickedButton:(id)sender {
    BVGet *reviewsRequest = [[BVGet alloc] initWithType:BVGetTypeReviews];
    [reviewsRequest sendRequestWithDelegate:self];
}

```

18. Build and run the app and then click the button. You should see a raw response in the console log in Xcode. If not, start from the top and make sure you have followed each step in its entirety.

NOTE: In more complex applications, it is the client's responsibility to set the request delegate to nil within the view controller's **dealloc** method. This prevents the case that the delegate is deallocated before a response is received. Since this is a single view application, it is not necessary for the purposes of this guide. See the references applications for examples.

