eShopOnline shop app

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Introduction

Requirements

In order to run and test the app you need:

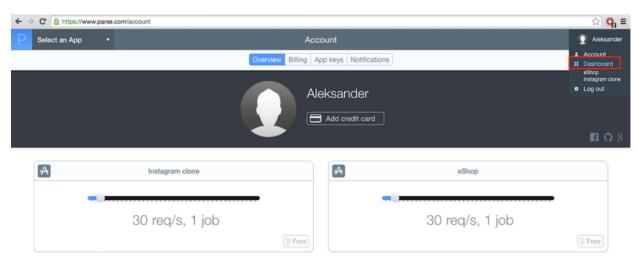
- a machine with OS X Yosemite
- minimum iOS version required to run the app is iOS 7.1
- XCode version 6 or later

Installation

Before you configure the XCode project you have to setup Parse, Facebook and PayPal. The flow is explained in details below.

1. Parse setup

1. Go to Parse (https://parse.com) and make a new account if you do not possess one, else just login with your credentials. After you are logged in, go to the dashboard.

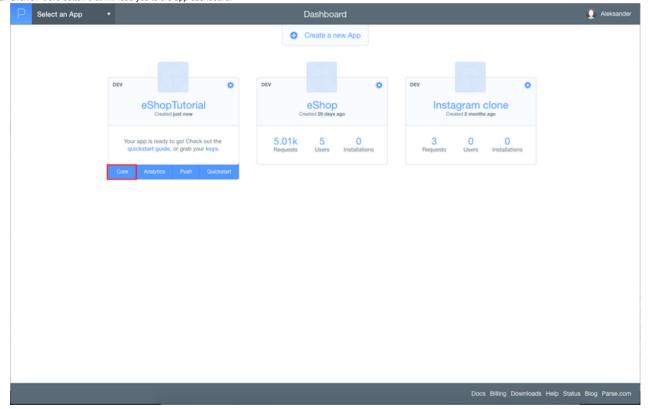




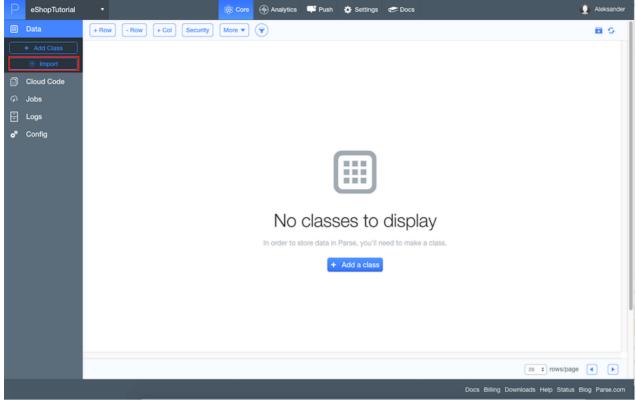
2. Click in Create New App button, choose an app name e.g. eShop or something of your choice and then click Create.



3. Click on **Core** button that will lead you to the app dashboard.

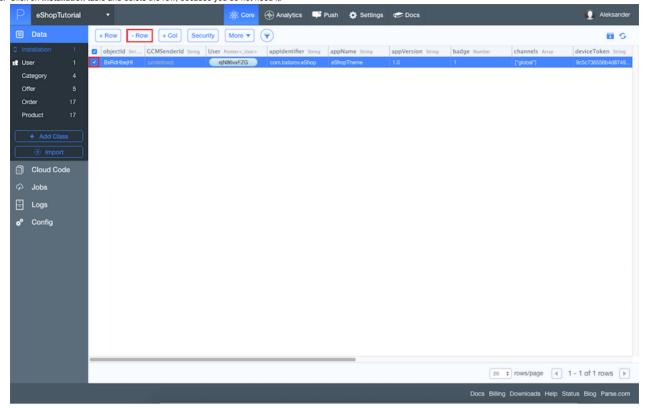


4. In this step you will add all of the required tables in Parse which you can find in the download folder under the name of Parse Data. Click on Import.

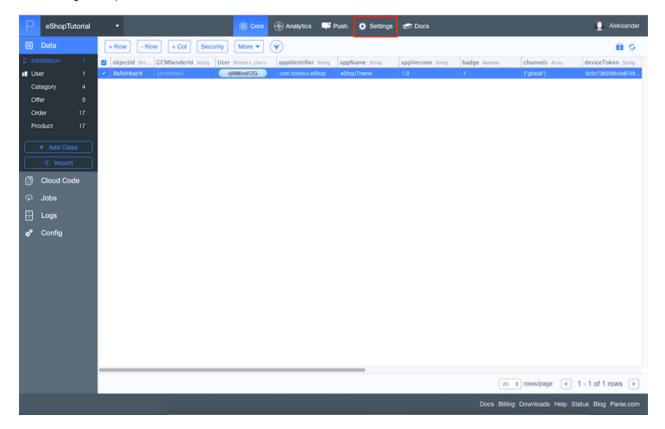


- 5. Please add the tables in the sequence that is shown below:
 - Click Upload a file and navigate to Parse Data folder, choose _User.json and choose User from the drop down menu.Click Import and wait Parse to do its things before proceeding.
 - Click on Import and Upload a file again and navigate to Parse Data folder, choose _Installation.json and choose Installation from the drop down menu. Click Import and wait Parse to do its things before proceeding.
 - Click on Import and Upload a file again and navigate to Parse Data folder, choose Category.json and type Category in the Class Name field. Click import and wait Parse to do its things before proceeding.
 - Click on Import and Upload a file again and navigate to Parse Data folder, choose Product.json and type Product in the Class Name field. Click import and wait Parse to do its things before proceeding.
 - Click on Import and Upload a file again and navigate to Parse Data folder, choose Order.json and type Order in the Class Name field. Click import and wait Parse to do its things before proceeding.
 - Click on Import and Upload a file again and navigate to Parse Data folder, choose Offer.json and type Offer in the Class Name field. Click import and wait Parse to do its things before proceeding.

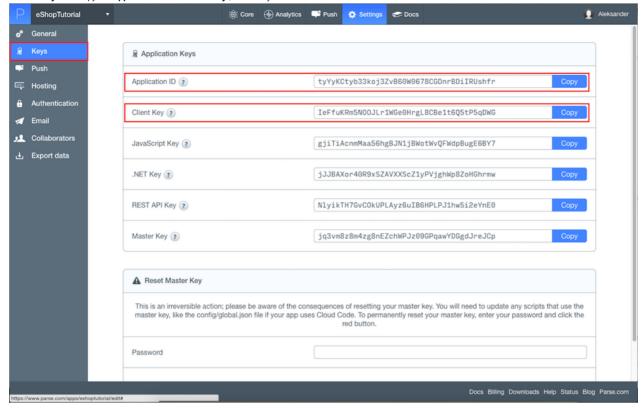
At the end your dashboard should look like this: eShopTutorial Core
⊕ Analytics
□ Push
⇔ Settings
⇔ Docs **6** 9 objectId Stri... username String password String authData authData emailVerified Boolean address String email String firstName String lastName □ ejN86vxFZG a S Role jk jsk s@sh.hj Aleksander dsfd Category Order o° Config 20 \$ rows/page 4 1 - 1 of 1 rows > 6. Click on Installation table and delete the row, because you do not need it.



7. Click on **Settings** at the top.



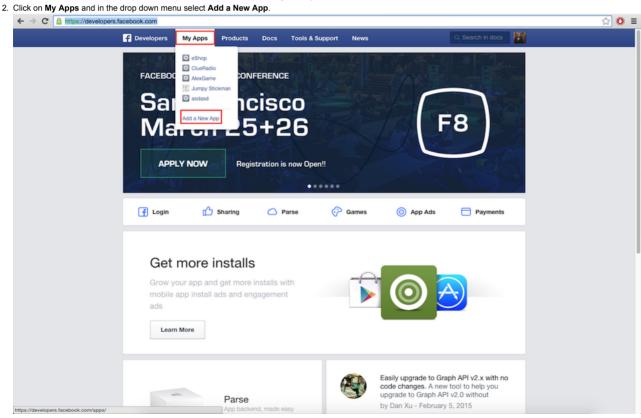
8. Click on Keys and copy the Application ID and Client Key, because you will need them later.



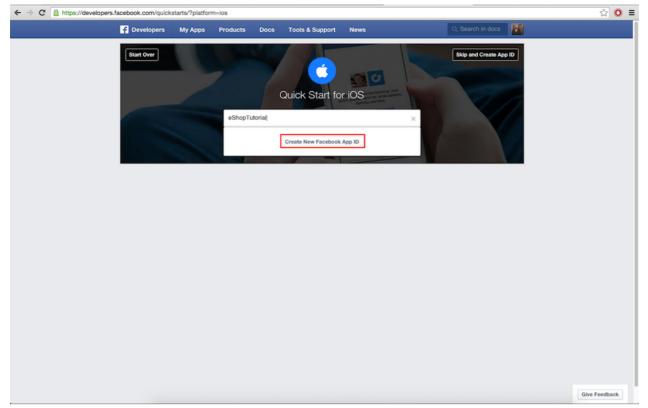
9. That is all you have to do with Parse for now!

2. Facebook setup

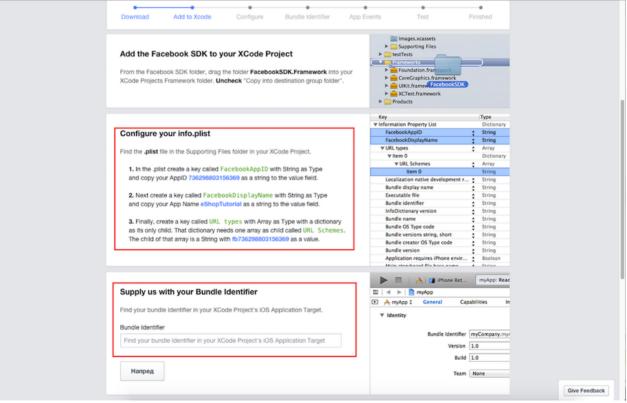
1. Go to Facebook Developer (https://developers.facebook.com/) and login with your facebook account.



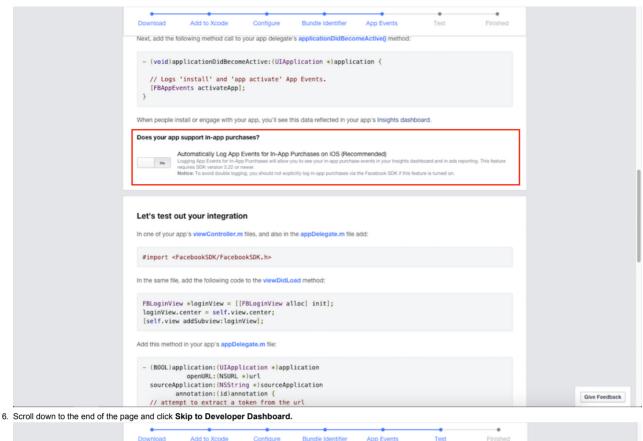
3. Choose a name of your choice, it can be different than eShopTutorial and click Create New Facebook App ID. Select No for the test version, because it is not a test version of another app. Choose Shopping in the category drop down menu and click Create App ID.

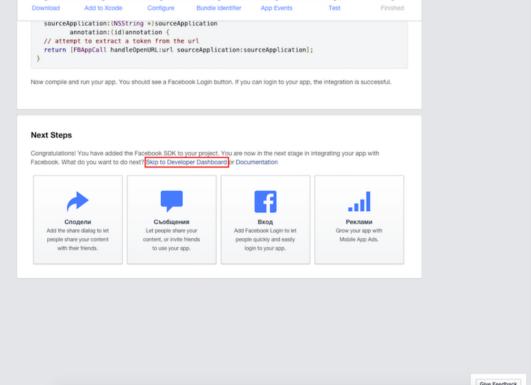


4. Follow the steps that Facebook provides you, but you can skip the first one with the import, because the SDK is already in the project. The info.plist already has the keys that are mentioned in the tutorial, you just need to change the existing values with those provided to you by Facebook. For the bundle identifier you can use the one that is already in the project com.todorov.eShop, but I advice you to use your own because later on there can be some troubles changing it. When you are ready with this step click Next.



5. Select No for the Automatically Log App Events for In-App Purchases on iOS (Recommended).



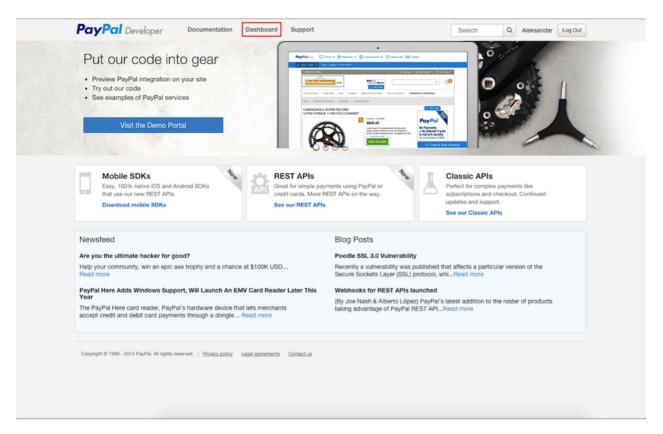


7. You should now have a fully functional Facebook App ID that will allow your users to log in with their Facebook. DO NOT FORGET TO MAKE THE APP LIVE FROM THE STATUS AND REVIEW TAB BEFORE YOU RELEASE IT IN THE APP STORE.

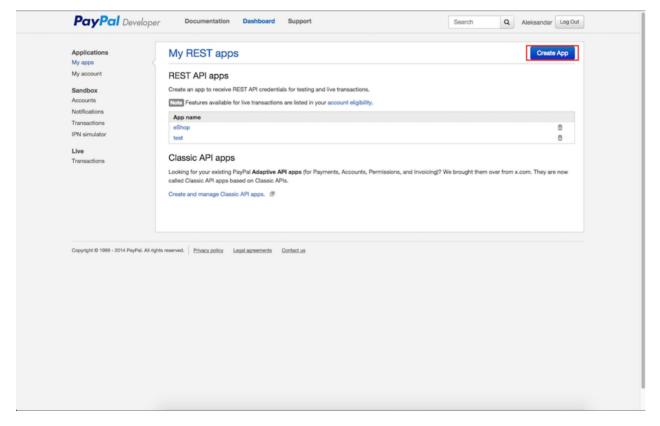
3. PayPal setup

Go to PayPal Developer (https://developer.paypal.com/) and login with your PayPal account. After you are logged:

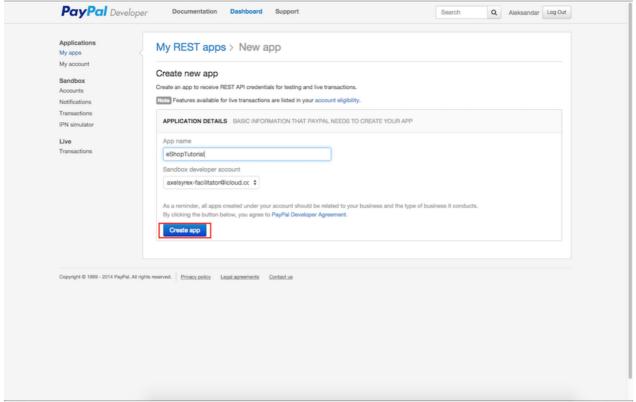
Click on Dashboard



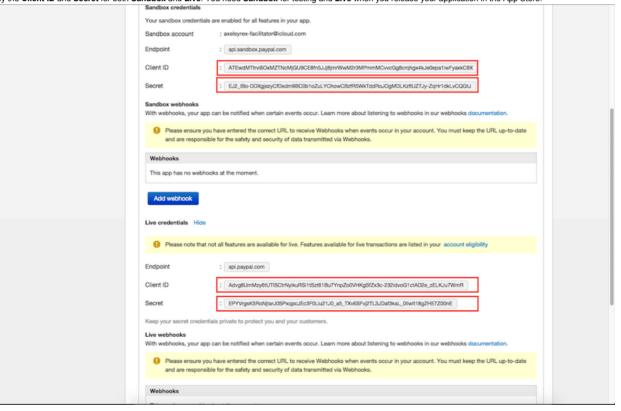
Click on Create App.



■ Choose a name for the app and click Create App.

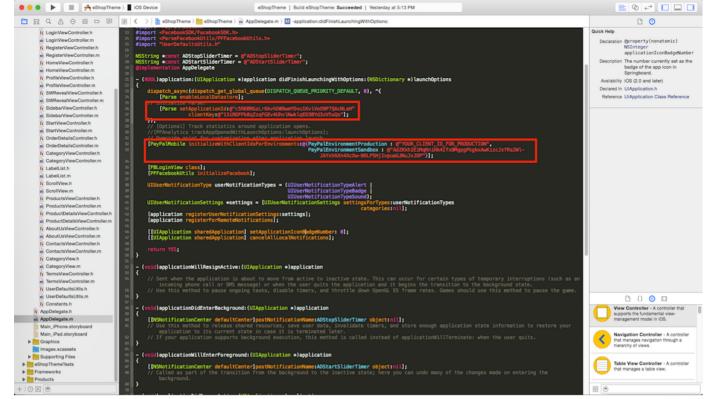


Copy the Client ID and Secret for both Sandbox and Live. You need Sandbox for testing and Live when you release your application in the App Store.

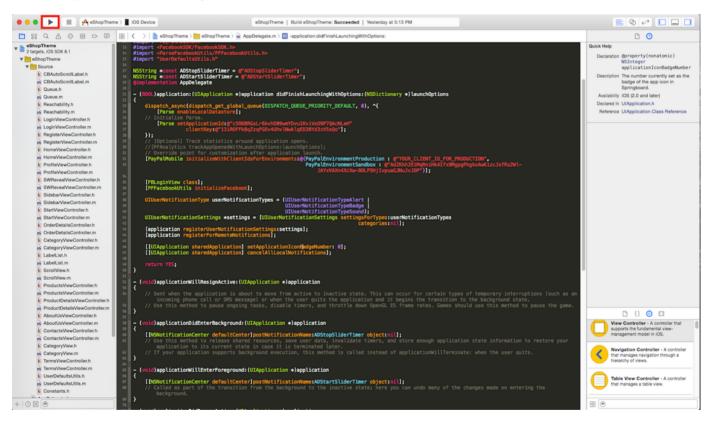


4. Project setup

- 1. Unzip the archive that you have downloaded from CodeCanyon
- 2. Open "eShopTheme" folder
- 3. Open eShopTheme.xcodeproj file
- 4. Open AppDelegate.m and and put your keys that you got from Parse(Application Id and Client Key) and PayPal(Sandbox and Live/Production Credentials).

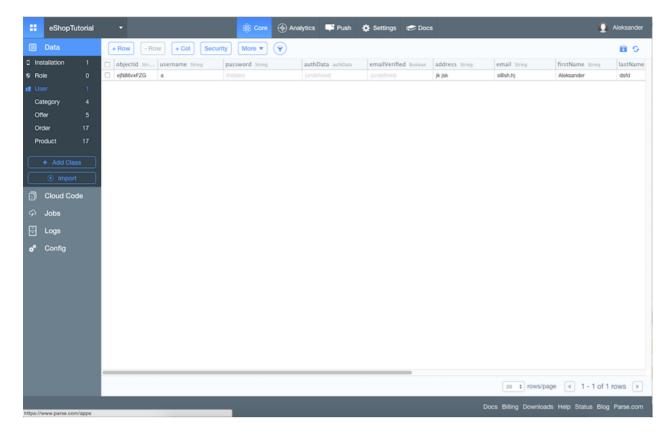


5. Run the application and check if there are any problems.



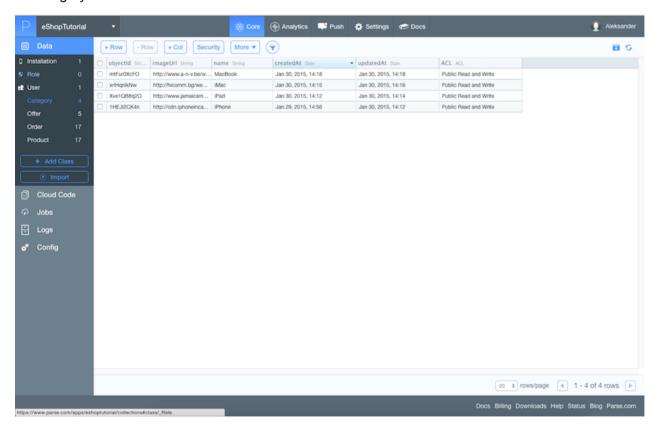
Parse Table Management

You can use parse as your admin panel and manage your categories, products, offers (promotions), orders. In this section you will learn how to do that.



Here are stored all of your users. In this table you can see the first name, ast name, address, phone number, email of an **User**. This come at handy when you recieve a new order. There is a pointer(reference) to the **User** that made the purchase in the **Order** table and when you click on him, it redirects you to the **User** table where you can see all of his information like address and name which is needed to send him the stuff he bought. You should not add, edit or delete the users directly from here.

2. Category

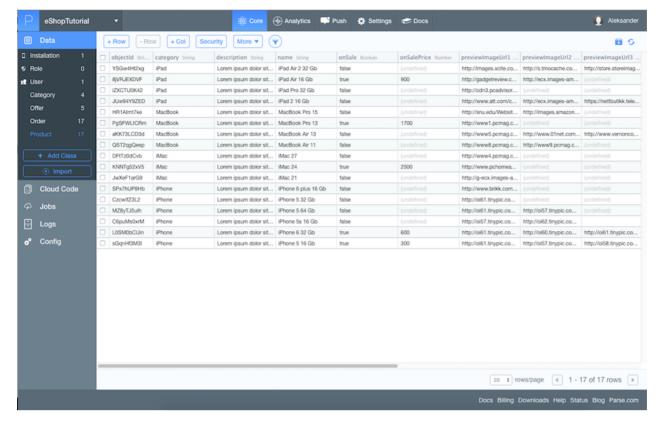


Category table is used to separate your items in different categories which is a convenient way to structure your shop. There are 2 fields here that are important for you - **imageUrl**(the image that will be shown under category name) and **name**(category name).

You should just put the link of the image in the imageUrl column.

In the name column you must choose a **UNIQUE NAME!!!** The name of the category will be used as a reference in the **Product** table and if there are 2 or more categories with the same name, the results may be confusing so do not allow redundancy.

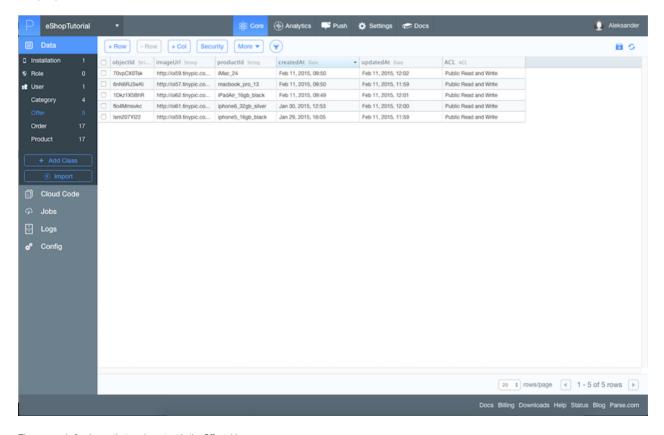
3. Product



There is where you store your products. The purpose of the each column is:

- category this is a reference to the Category Table. The category must match the name column in the Category table so make sure that you do not misspell the name!!!
- description this is the description of the product. Here you can add all the text that you need to explain the specifications of the product. You can add new line by adding "\n" between the different sentences.
- name this is the name of the product.
- onSale this is a boolean value that indicates if this product is on sale(promotion). Set it to true if your product is on sale.
- onSalePrice this is the on sale price and it goes hand by hand with the onSale column. You must set the onSale to true in order to show the onSalePrice. The old price of the product is striked and the onSalePrice is shown near it.
- previewImageUrl1-previewImageUrl4 in these 4 columns you can add URL's to images of your product. Currently 4 images are the maximum, but the minimum is 1, which means that you can have less than 4 images as long as there is at least one.
- price it's name says enough for it's purpose. This is the price of your product.
- productId the purpose of this column is the same as the name colum of Category table. The productId should be unique!!! It is used as a reference in the Order and Offer table and if there are 2 or more products with the same id, the results may be confusing so stay away from redundancy!!!

4. Offer

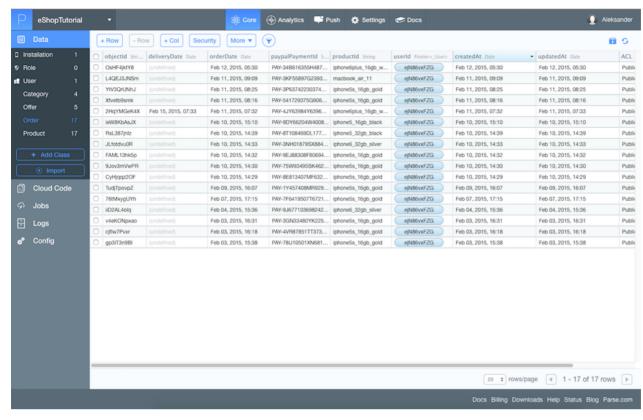


There are only 2 columns that are important in the Offer table:

■ imageUrl - URL to the image that represents the offer. For example you can put an image of the product with some details which indicates that this product is a special offer.

• productId - you must put product id regarding the product being on sale. The product id(must match with the productId of a Product)lets the application redirect the user to the product details once he clicked on the image.

5. Order



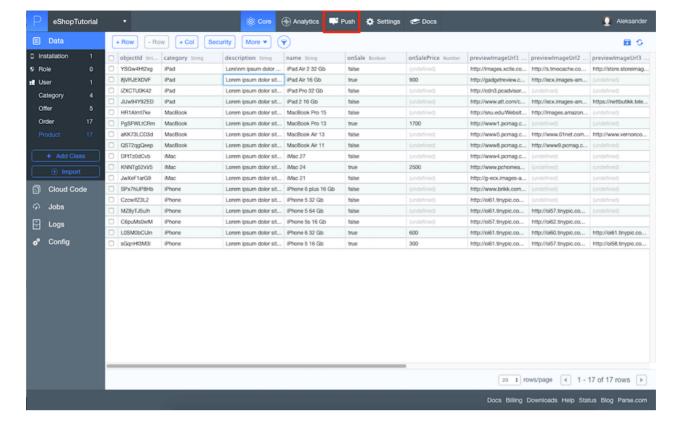
This is where the orders are stored once an user has completed a payment. The purpose of the each column is:

- deliveryDate this column should be managed by the admin. After user makes a payment he sees "Pending" on his side, because the delivery date is not yet chosen. The admin has to click on the delivery date column and choose an expected date from the calendar on which the product will arrive.
- orderDate this column indicates the date of the purchase and it is filled automatically.
- paypalPaymentId the id that paypal returns when the payment is completed. It is unique and it can be used to keep track of your orders.
- productId the id of the product that is purchased. You can check its reference in the Product table to see the product details.

Parse Push Notifications

You can use Parse to send push notification to e specific user or everyone, for example when you have chosen a delivery date you can send a push to the customer.

Firstly you have to setup everything before you proceed. Please read the great tutorial (https://parse.com/tutorials/ios-push-notifications) provided by **Parse**, but you can skip the Code Part as it is already in the project. Once you are done please head to your **Parse** dashboard and then click **Push**.



Click on Send a push





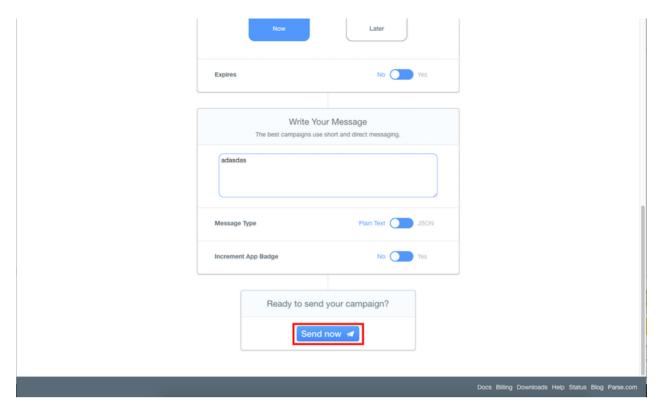
No push notifications to display yet

You may need to configure push notifications for your app

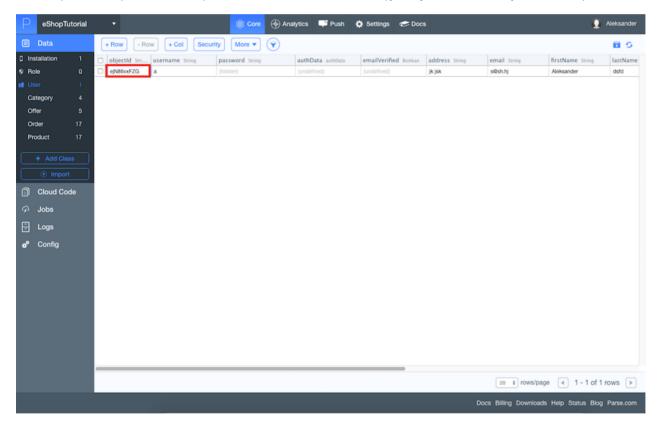
Get started with Parse Push

Docs Billing Downloads Help Status Blog Parse.com

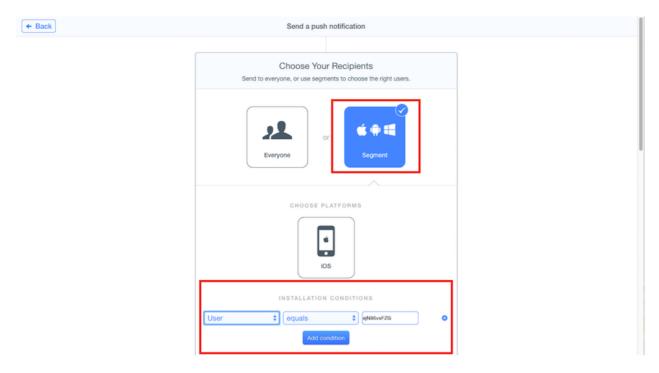
In this example choose Everyone as recipients and then write a message and click Send now. All of your users should have recieved a push notification.



In this example we will send push notification to a specific user. Please head to the User table and copy the ObjectId of the user to who you want to send a push notification.



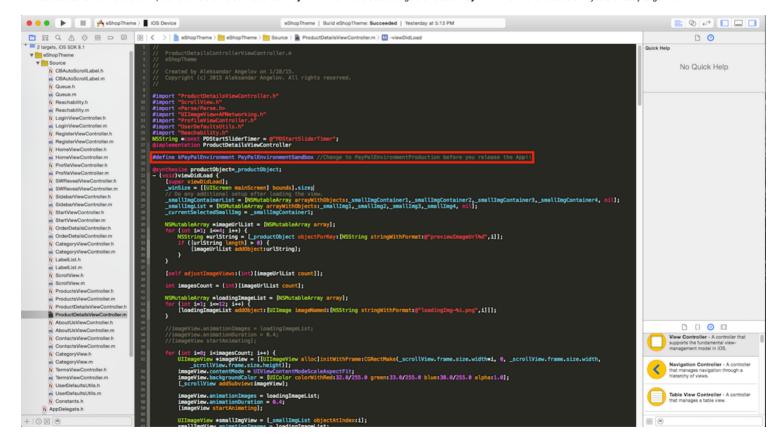
Now click on Segment and from the drop down menu choose User and put the id that you just copied in the empty field after the equals method, in my case ejN86vxFZG.



Then write a message and press Send now. Voilà, the user should have recieved the message

Paypal Management

There is a small but imortant modification that you have to do before releasing the App. You must change the **PayPal** environment to **PayPalEnvironmentProduction!!!** You can find it in **ProductDetailsViewController.m**, the variable that holds it is called **kPayPalEnvironment.** Just change the value to **PayPalEnvironmentProduction** if you are ready to go Live!



Conclusion