

# Usersnap Mobile SDK usage examples

## Configuration

In the project's [AppDelegate](#), you can configure the SDK by calling the configure methods.

```
import UIKit
import usersnapMobileSDK

@main
class AppDelegate: UIResponder, UIApplicationDelegate {

    func application(_ application: UIApplication,
didFinishLaunchingWithOptions launchOptions:
[UIApplication.LaunchOptionsKey: Any]?) -> Bool {
        // only for some debug information, not for production!
        UsersnapService.shared.debug = true
        // Configure the UsersnapService with your api key + delegate
        UsersnapService.shared.configure(apiKey: "your-api-key",
delegate: ...)

        return true
    }

    ...
}
```

# Usage

1. Open the feedback view by calling one of the two `openFeedbackView` methods. The first one searches for the top view controller to present the FeedbackView on:

```
UsersnapService.shared.openFeedbackView
{ (_error) in
    if let error = _error {
        // handle error
        return
    }
    // success
}
```

or

```
UsersnapService.shared.openFeedbackView(customData: ["location":"settings vc"])
{ (_error) in
    if let error = _error {
        // handle error
        return
    }
    // success
}
```

Use the second method to provide an `UIViewController` on which the FeedbackView will be presented.

```
UsersnapService.shared.openFeedbackView(viewController: self,
                                         email: nil, // set mail if available
                                         customData: ["location":"settings vc"])
{ (_error) in
    if let error = _error {
        // Handle error
        return
    }
    // Success
}
```

2. See all available localization keys by calling the `printLanguageKeys()` method.  
You can add every language key to your `Localization.string` files to localize them to a specific language if you want to display the messages in different languages.

```
UsersnapService.shared.printLanguageKeys()
```