

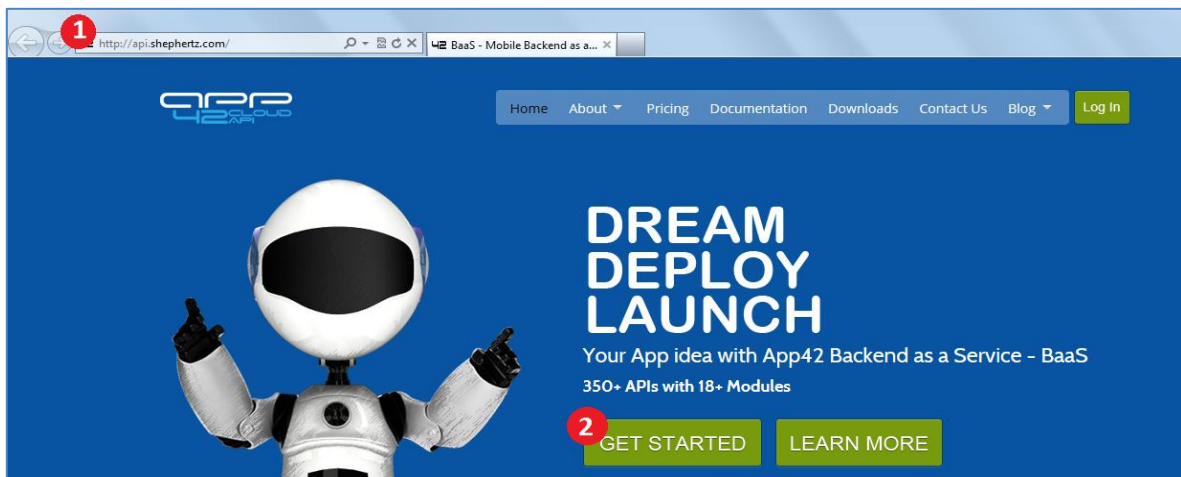


# SDK Tutorial

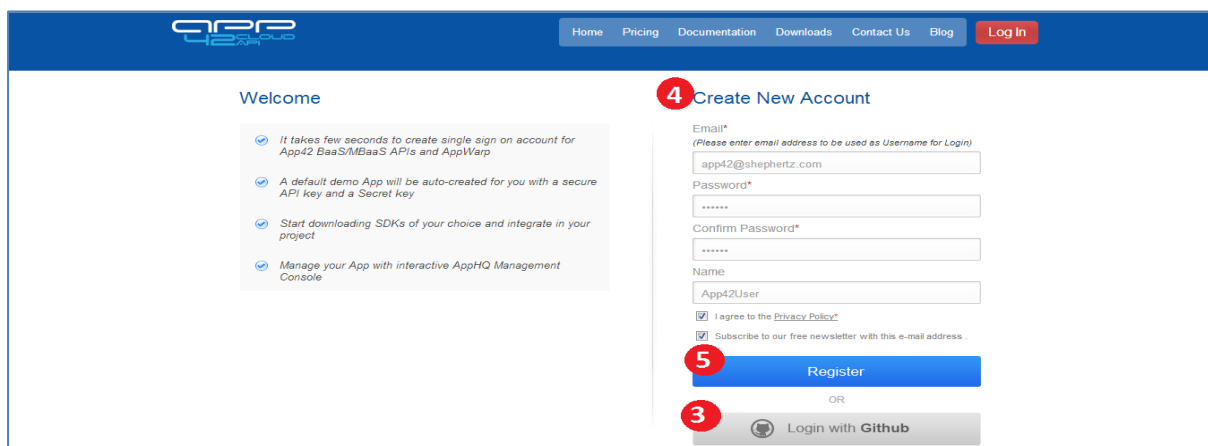
Welcome to App42 Cloud API, one stop shop for complete Backend as a Service (BaaS) solution for App developers!

Here are the steps to help you get started with your Windows Phone SDK to be integrated with your App.

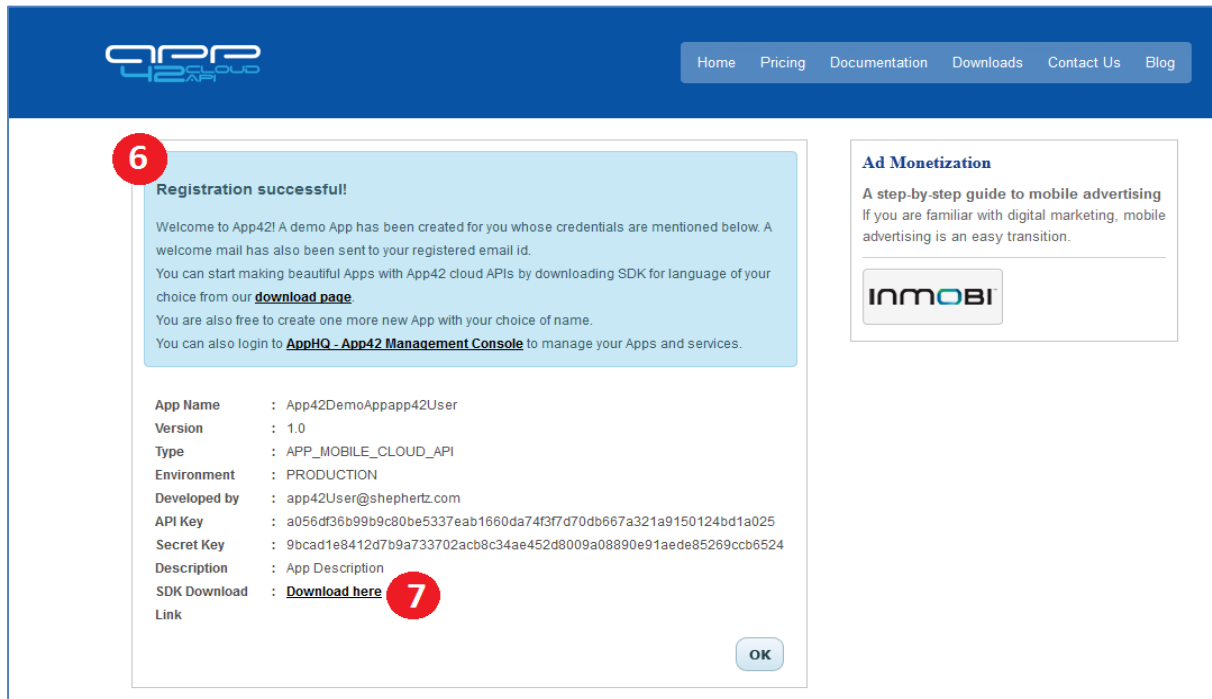
1. Go To <http://api.shephertz.com>.
2. Click on **Get Started** button.



3. **Login with Github** account.  
OR
4. Create your App42 account by providing us your contact information. It just takes few seconds.
5. Enter your details and click **Register** button.



6. On successful registration, a demo App will be created and apiKey and secretKey for the same will be generated. Intention of demo App is to make user experience seamless to use the APIs.
7. Click the [Download here](#) link.



**6** Registration successful!

Welcome to App42! A demo App has been created for you whose credentials are mentioned below. A welcome mail has also been sent to your registered email id.

You can start making beautiful Apps with App42 cloud APIs by downloading SDK for language of your choice from our [download page](#).

You are also free to create one more new App with your choice of name.

You can also login to [AppHQ - App42 Management Console](#) to manage your Apps and services.

App Name	: App42DemoAppapp42User
Version	: 1.0
Type	: APP_MOBILE_CLOUD_API
Environment	: PRODUCTION
Developed by	: app42User@shephertz.com
API Key	: a056df36b99b9c80be5337eab1660da74f3f7d70db667a321a9150124bd1a025
Secret Key	: 9bcad1e8412d7b9a733702acb8c34ae452d8009a08890e91aede85269ccb6524
Description	: App Description
SDK Download Link	: <a href="#">Download here</a> <b>7</b>

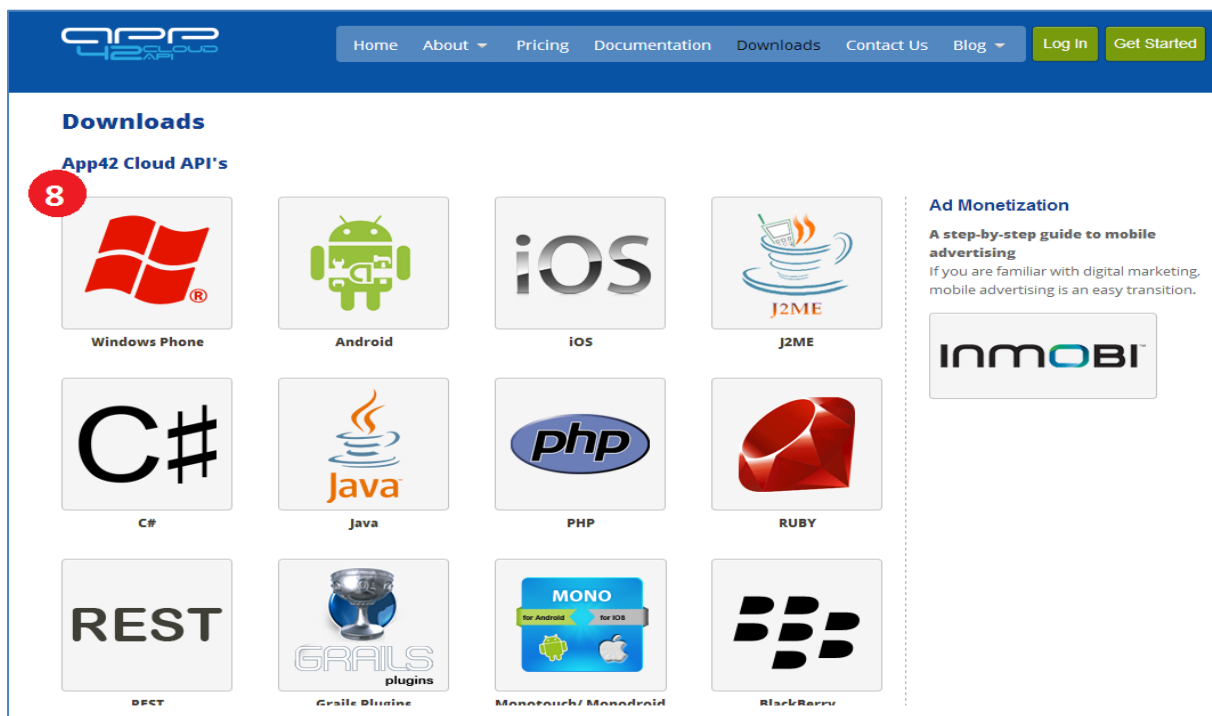
OK

**Ad Monetization**

A step-by-step guide to mobile advertising  
If you are familiar with digital marketing, mobile advertising is an easy transition.

**inMOBI**

8. From [Downloads](#), select the [Windows Phone](#) icon to download the SDK.



**Downloads**

App42 Cloud API's

**8**

Windows Phone

Android

iOS

J2ME

C#

Java

PHP

RUBY

REST

Grails plugins

Monotouch/ Monoandroid

BlackBerry

**Ad Monetization**

A step-by-step guide to mobile advertising  
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9. Click on **Download** button.


**Windows Phone - App42 Windows Phone Cloud API's**

Windows SDK library to develop applications for Windows Phone devices like WP7. Build simple to complex applications in just a few minutes without having to worry about its complexities.

Manage your application and its data using [AppHQ - App42 Management Console](#)

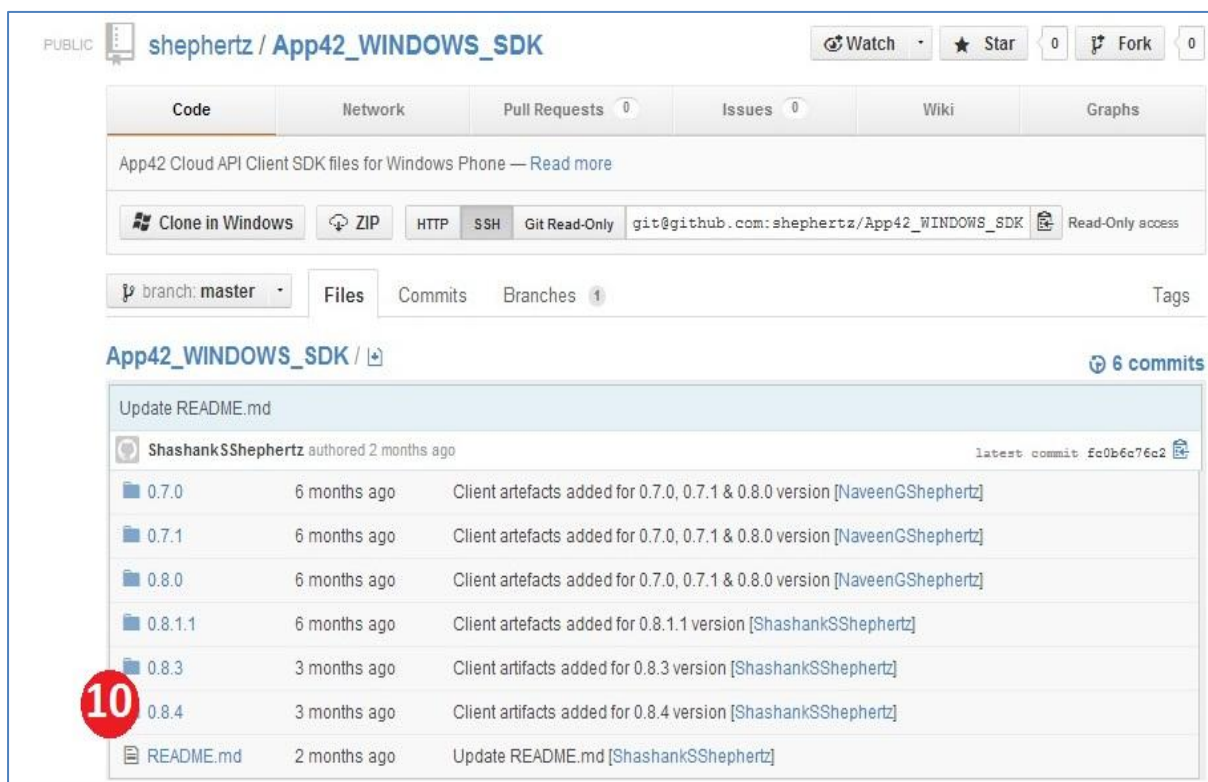
[Create an account](#), by just providing simple details and you're all set to go.

Below are some useful links to get you started

- [Quick start guide for App42 beginners](#)
- [Windows Phone Developer Guide](#)
- [Windows Phone API's](#)
- [Videos - How to develop using Windows Phone SDK](#)

**9** [Download](#) [Read Online](#)

## 10. Select the version of Windows Phone SDK to download.



PUBLIC **shephertz / App42\_WINDOWS\_SDK** Watch Star 0 Fork 0

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App42 Cloud API Client SDK files for Windows Phone — [Read more](#)

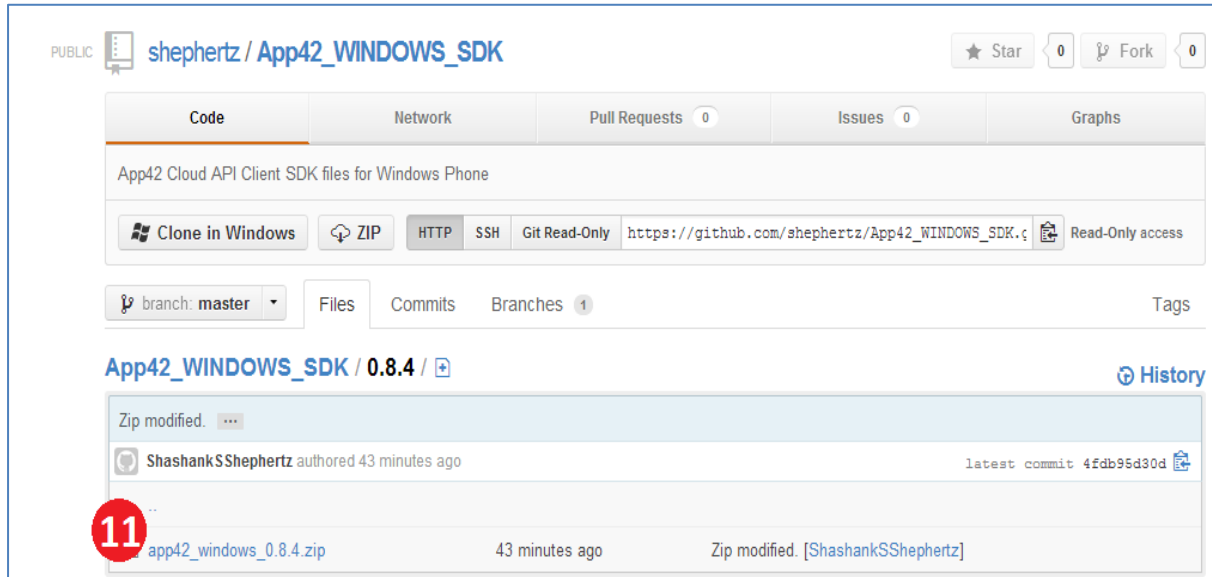
[Clone in Windows](#) [ZIP](#) [HTTP](#) [SSH](#) [Git Read-Only](#) [git@github.com:shephertz/App42\\_WINDOWS\\_SDK](#) [Read-Only access](#)

branch: master Files Commits Branches 1 Tags

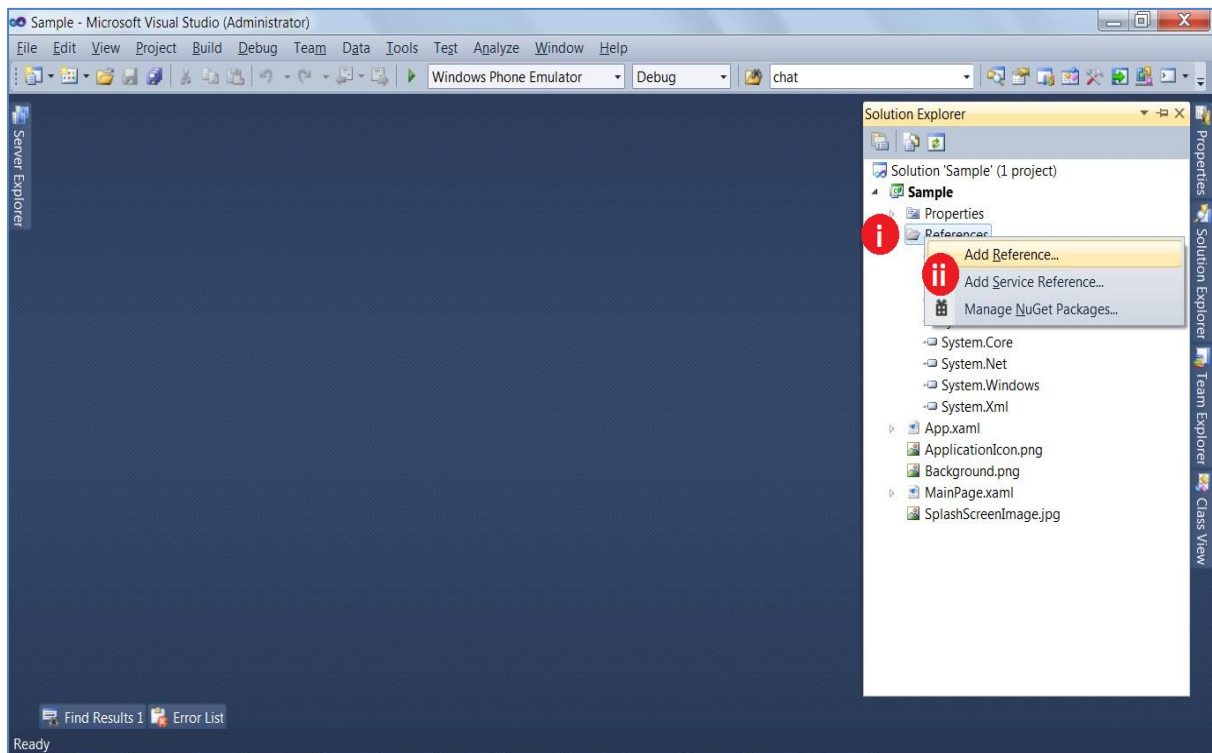
**App42\_WINDOWS\_SDK** / 6 commits

File	Author	Time	Description
Update README.md	ShashankSShephertz	2 months ago	latest commit fc0b6c76c2
0.7.0		6 months ago	Client artefacts added for 0.7.0, 0.7.1 & 0.8.0 version [NaveenGShephertz]
0.7.1		6 months ago	Client artefacts added for 0.7.0, 0.7.1 & 0.8.0 version [NaveenGShephertz]
0.8.0		6 months ago	Client artefacts added for 0.7.0, 0.7.1 & 0.8.0 version [NaveenGShephertz]
0.8.1.1		6 months ago	Client artefacts added for 0.8.1.1 version [ShashankSShephertz]
0.8.3		3 months ago	Client artifacts added for 0.8.3 version [ShashankSShephertz]
0.8.4		3 months ago	Client artifacts added for 0.8.4 version [ShashankSShephertz]
README.md		2 months ago	Update README.md [ShashankSShephertz]

11. Save the SDK zip file and unzip on your local system. Unzip file will contain docs and sample folder which can be referred for detailed usage of SDK.

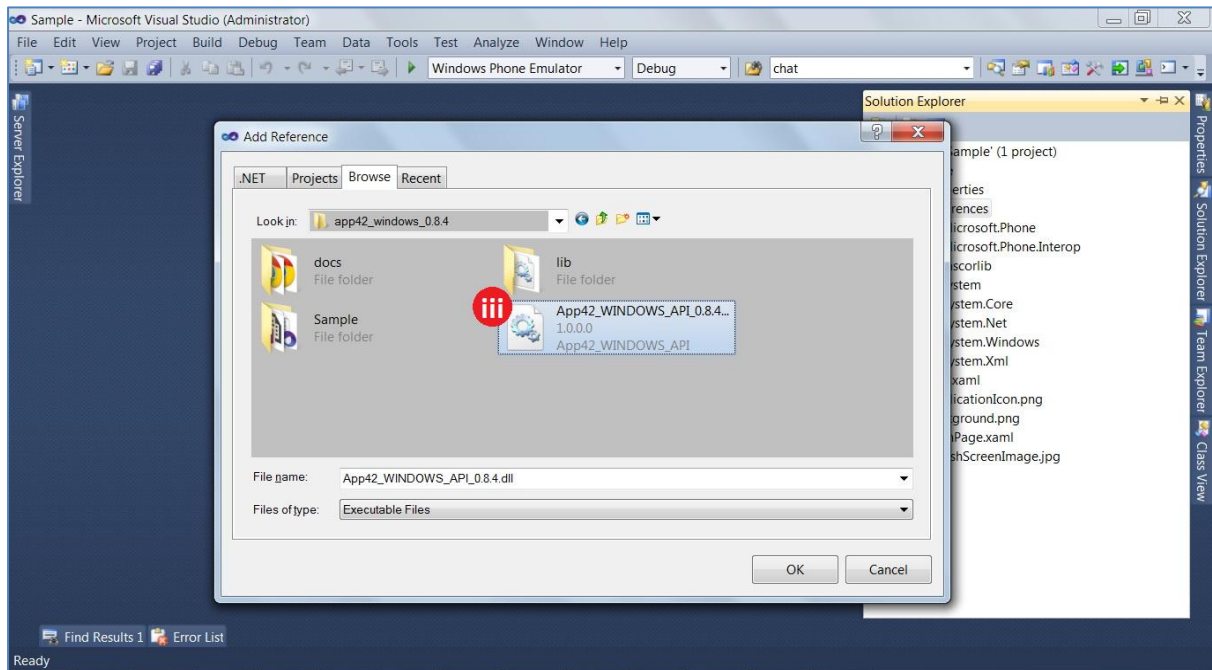


12. Integrate downloaded SDK with your Windows Phone project:
  - i. Right click on the project's reference folder.
  - ii. Select **Add Reference** option.

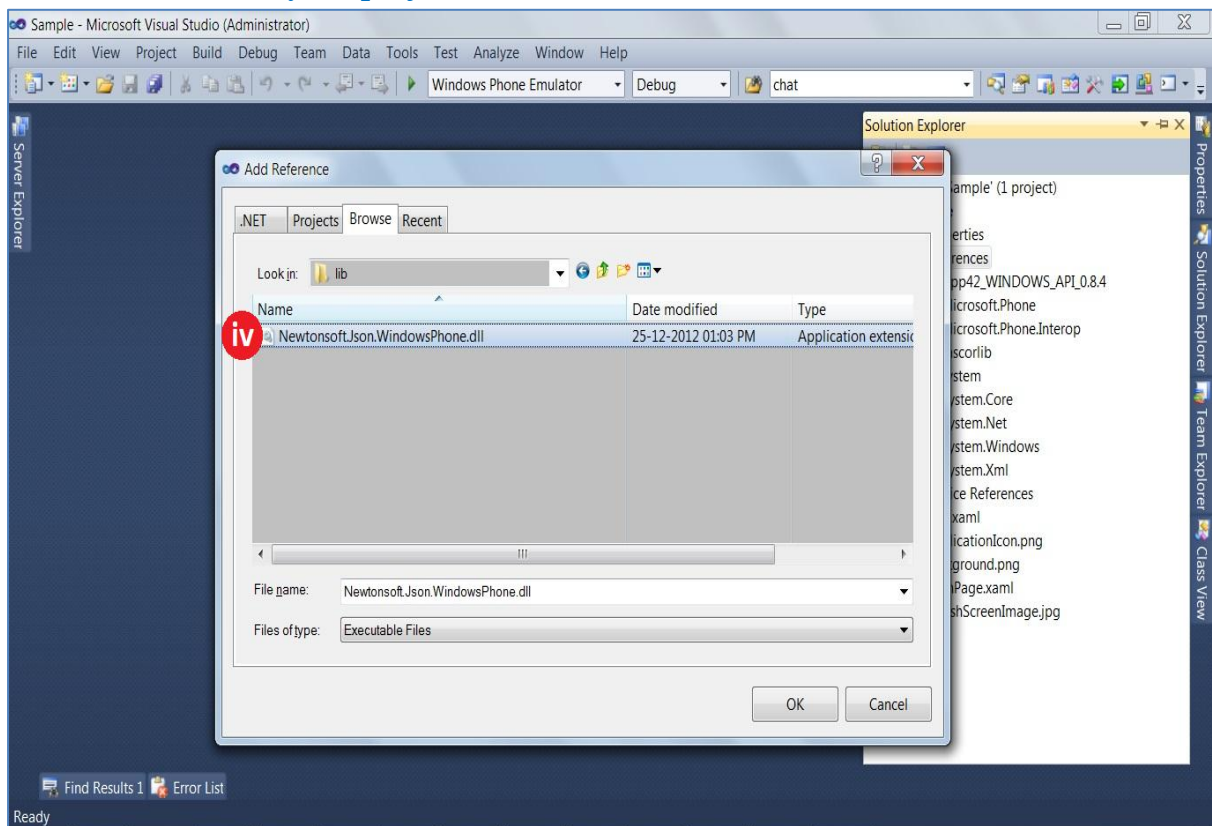




- iii. Select the downloaded App42\_WINDOWS\_API\_x.x.x.dll to integrate with your project.



- iv. Select the **Newtonsoft.Json.WindowsPhone.dll** file contained in the lib folder to add it into your project.



- v. Insert the following using statements in your project:

```
using com.shephertz.app42.paas.sdk.windows;  
using com.shephertz.app42.paas.sdk.windows.user;
```

- vi. Find the sample code as mentioned below:

```
namespace App42UserSample
{
    public class Callback : App42Callback
    {
        String userName= "Nick";
        String password= "*****";
        String emailId= "nick@gmail.com";
        ServiceAPI api = new ServiceAPI("<API_KEY>", "<SECRET_KEY>");

        UserService userService= api.BuildUserService();
        userService.CreateUser(userName, password, emailId, this);
        void App42Callback.OnException(App42Exception exception)
        {
            Console.WriteLine("Exception Message");
        }
        void App42Callback.OnSuccess(object response)
        {
            User user= (User) response;
            String jsonResponse = user.ToString();
        }
    }
}
```

- vii. Build your project and run.

Log in to [App42 Management Console- AppHQ](#) to manage your Apps.

Refer to our [Documentation](#) for other language specific Quick Guides.

For any queries, write to us at: [support@shephertz.com](mailto:support@shephertz.com).

