

Mobile: How To Add API Based Goals

IMPORTANT

API Based Goals must both be added in the Mobile Console and your developers must add them to the app's code using the WalkMe Mobile SDK API.

Steps For Adding API Based Goals in the Mobile Console

1. In the Mobile Console, click *SETTINGS > APP SETTINGS*;
2. Select the *GOALS* tab and click the *+ GOAL* button;
3. Click *API based goal*;
4. Enter a name in the *Goal Name* field;
5. Click *ADD ATTRIBUTE* once for each attribute you'd like to add;
6. Give each attribute a name and type (options are Text, Number and Boolean);
7. The Goal and attribute names should match exactly those that your developers set in the API call to the WalkMe Mobile SDK.

Steps For Adding the Goal API in the Android WalkMe Mobile SDK

```
/**
 * Sends a Goal to ABBI's Backend.
 * A Goal is a user action that can be used to target your users.
 * <p>
 * Usage Example :
 * <p>
 * ABBI.Goal.track("Bought a blue sword", null)
 * ABBI.Goal.track("Subscribed", new HashMap (String, String)(){ put("item_name", "unlimited_calls"); });)
 *
 * @param goalName the Goal name.
 * @param dataMap the Goal properties, key-value structured (if any).
 * @deprecated instead use {@link ABBI.Goal#track(String, Map)}.
 */
/unused/
public static void track(String goalName, Map<String, String> dataMap) {
```

See the below usage example:

```
ABBI.sendGoal("Bought a blue sword", null)
ABBI.sendGoal("Bought a blue sword", new HashMap()<String, String{
```

```
put("item_name", "unlimited_calls")
})
```

Adding the Goal API in the iOS WalkMe Mobile SDK

```
/**
 * Sends a Goal to WalkMe's Backend.
 * A Goal is a user action that can be used to target your users.
 *
 * Usage Example :
 *
 * [ABBI sendGoal:@"Bought a blue sword" withProperties:nil]
 * [ABBI sendGoal:@"Bought a blue sword" withProperties:@{@"item_name", @"unlimited_calls"}]
 *
 * @param goalName the Goal name.
 * @param properties the Goal properties, key-value structured (if any).
 */
+(void) sendGoal:(NSString*) goalName withProperties:(NSDictionary*) properties;
```

See the below usage example:

```
[ABBI sendGoal:@"Bought a blue sword" withProperties:nil]
[ABBI sendGoal:@"Bought a blue sword" withProperties:@{@"item_name",
@"unlimited_calls"}]
```