

Codeproof MDM API version 2.0

Codeproof provides the following MDM API's to enterprise customers. Integration of Codeproof APIs with PC/MAC software or a mobile app, allows significantly more control over reporting & management of mobile devices. Using the Codeproof MDM API, an developer /administrator can query device information, restriction policies, and application information from any enrolled mobile devices. In the current version 2.0 of API, Administrator can send commands such as lock, wipe, locate device and push notifications to device. Simply install the Codeproof thin client App in your mobile device, and after the app is enrolled with Codeproof platform, start making calls to Codeproof MDM API.

SDK Version 1.0 supports querying following info from the device.

- Device Information
- Installed Applications info
- Running Applications info
- Installed iOS Config profile info

Version 2.0 of API supports following.

- Updating Policies
- Sending commands (wipe, lock, reboot, push message ..etc)

WEB SERVICE

SOAP Web Service Url: <https://www.codeproof.com/webservice/public/v1/CodeproofService.svc>

API DETAILS

1. GetCPIDs

GetCPIDs retrieves codeproof device identifiers for all your enrolled devices.

```
List<CPID> GetCPIDs(Authenticate AuthObj);
```

Each CPID object contains following data.

```
public class CPID
{
```

```
public string cpid { get; set; }  
public string devicetype { get; set; }  
public string deviceid { get; set; }  
}
```

Where *cpid* stands for Codeproof identifier.

devicetype contains following device type string.

```
'AndroidPhone', 'AndroidTab', 'iPhone', 'iPad', 'iTouch'
```

deviceid contains actual device identifier. In case of iOS devices, this will contain UDID.

2. GetDeviceProperty

GetDeviceProperty queries all the device property information for a particular CPID.

```
DeviceProperty GetDeviceProperty(Authenticate AuthObj, CPID cpid);
```

Each API takes account authentication information as input in the form of following Authenticate object.

```
public class Authenticate  
{  
    public string userid { get; set; }  
    public string apikey { get; set; }  
}
```

where **userid** is your Codeproof login email address.

apikey is 32 characters string provided by Codeproof. Go to website account information section (LINK: <https://www.codeproof.com/Account/AccountInformation>) to view your API key.

3. ExecuteCommand

Execute command API added in version 2.0 SDK. Use this API to send commands to device in real-time.

```
CommandRecord ExecuteCommand(Authenticate AuthObj, CPID cpid, CommandRecord cmdObj);
```

ExecuteCommand API takes following inputs.

authObj – Authentication info (explained above)

cpid – Codeproof device id (explained above)

cmdObj – command info (explained below)

ExecuteCommand returns updated commandRecord object.

`CommandRecord` class contains following info.

```
public class CommandRecord
{
    [DataMember]
    public string CommandName { get; set; } //Command name can be any text, for example "test" command

    [DataMember]
    public string Command { get; set; } // value can be "sendmessage", "datawipe", "screenlock", "reboot",
"clearpasscode", "poweroff", "startapp", "wipeappdata" ..etc

    [DataMember]
    public string Param1 { get; set; } // param1 value varies based on the command. For example in
case of "sendmessage" command, param1 contains message text.

    [DataMember]
    public string Param2 { get; set; }

    [DataMember]
    public string Result { get; set; }

    [DataMember]
    public string Status { get; set; }

    [DataMember]
    public string Notes { get; set; }
}
```

SDK SAMPLES

PHP Samples: <https://github.com/codeproof/sdk/tree/master/php>

.NET Samples: <https://github.com/codeproof/sdk/tree/master/DotNetSamples/soap>

If you have any questions/comments/feedback, Please email to support@codeproof.com