

Advanced Notifications

Mobile Application Development in iOS

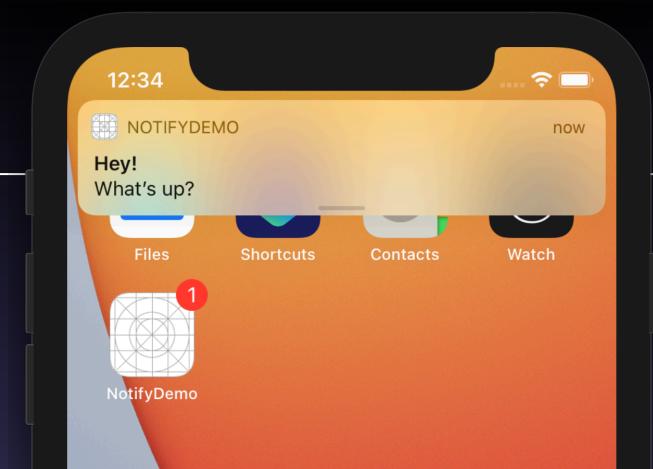
School of EECS

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Add Badge

```
func scheduleNotification() {  
    let content = UNMutableNotificationContent()  
    content.title = "Hey!"  
    content.body = "What's up?"  
    content.badge = 1  
    ...  
}
```



Change badge number anywhere in app...

```
UIApplication.shared.applicationIconBadgeNumber = 0
```

Adding Sound

```
func scheduleNotification() {  
    let content = UNMutableNotificationContent()  
    content.title = "Hey!"  
    content.body = "What's up?"  
    content.sound = UNNotificationSound(named:  
        UNNotificationSoundName(rawValue: "glassbreak.wav"))  
    // content.sound = UNNotificationSound.default  
    ...  
}
```

Adding Actions to Notifications

- Create `UNNotificationAction`
- Create `UNNotificationCategory`
- Call `setNotificationCategories([...])`
- Set `content.categoryIdentifier`

Adding Actions

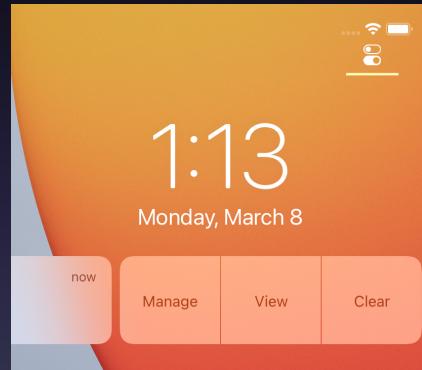
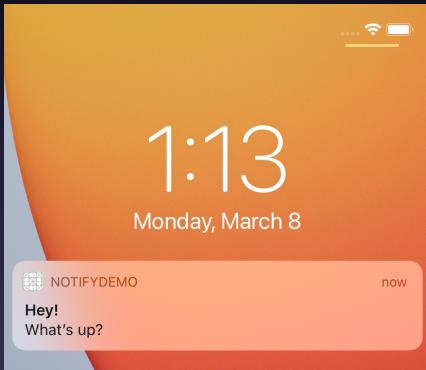
Register notification category (at app startup)...

```
func setNotifyCategory() {
    // Define the custom actions
    let gotoappAction = UNNotificationAction(identifier: "gotoapp",
                                                title: "Goto App",
                                                options: UNNotificationActionOptions.foreground) // To goto app
    let laterAction = UNNotificationAction(identifier: "later",
                                            title: "Later")
    // Define the notification type
    let notifyCategory =
        UNNotificationCategory(identifier: "notify",
                               actions: [gotoappAction, laterAction],
                               intentIdentifiers: [],
                               options: .customDismissAction) // Detect if dismissed
    // Register the notification type
    let center = UNUserNotificationCenter.current()
    center.setNotificationCategories([notifyCategory])
}
```

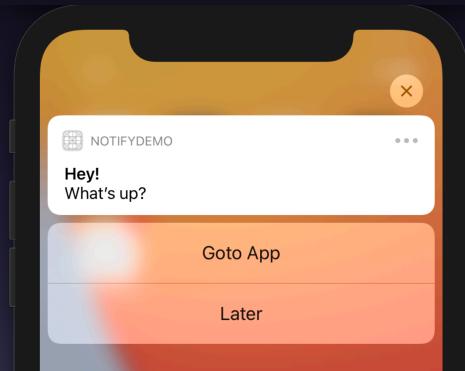
Adding Actions

```
func scheduleNotification() {  
    let content = UNMutableNotificationContent()  
    content.title = "Hey!"  
    content.body = "What's up?"  
    content.categoryIdentifier = "notify"  
    ...  
}
```

On locked screen...



After swiping down...



```
func handleNotification(_ response: UNNotificationResponse) {  
    let message = response.notification.request.content.userInfo["message"]  
        as! String  
    let action = response.actionIdentifier  
    print("received notification message: \(message), action: \(action)")  
}
```