

ultramirinc.champs_mood.models

Class Notification

java.lang.Object

ultramirinc.champs_mood.models.Notification

```
public class Notification
```

```
extends java.lang.Object
```

Created by William on 2017-04-06. This object contains all of the information or methods for a Notification

Field Summary

Fields

Modifier and Type	Field and Description
private static int	FRIEND_REQUEST The code for a friend request
private java.lang.String	id The Id of the notification
private boolean	isFriend Whether or not one user is friend with the other
private java.lang.String	message The message of the notification
private static int	NOW_FRIEND The code for a friend acceptance
private static int	POKED_YOU The code for a poke
private java.lang.String	recipientId The Id of the recipient
private java.lang.String	senderId The Id of the sender

private java.lang.String	sentBy The sending user
private int	type The type of the notification

Constructor Summary

Constructors

Constructor and Description

Notification()

Notification(java.lang.String sentBy, int type, boolean isFriend, java.lang.String senderId, java.lang.String recipientId)

Method Summary

All Methods

Instance Methods

Concrete Methods

Modifier and Type Method and Description

java.lang.String **getFriendStatus()**
Returns whether or not two user's are friends.

java.lang.String **getId()**
Getter for the notification Id.

java.lang.String **getMessage()**
Getter for the message of the notification.

java.lang.String **getRecipientId()**
Getter for the recipient Id.

java.lang.String **getSenderId()**
Getter for the sender Id.

java.lang.String **getSentBy()**
Getter for the sender's name.

int **getType()**
Getter for the type of the notification.

boolean **isFriend()**
Getter for whether or not they are friends.

void **setFriend**(boolean friend)
Setter for whether or not they are friends.

void	setId (java.lang.String id) Setter for the notification Id.
void	setMessage (java.lang.String message) Setter for the message of the notification.
void	setRecipientId (java.lang.String recipientId) Setter for the recipient Id.
void	setSenderId (java.lang.String senderId) Setter for the sender Id.
void	setSentBy (java.lang.String sentBy) Setter for the sender's name.
void	setType (int type) Setter for the type of the notification.

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Field Detail

sentBy

```
private java.lang.String sentBy
```

The sending user

type

```
private int type
```

The type of the notification

FRIEND_REQUEST

```
private static final int FRIEND_REQUEST
```

The code for a friend request

See Also:

[Constant Field Values](#)

NOW_FRIEND

```
private static final int NOW_FRIEND
```

The code for a friend acceptance

See Also:

[Constant Field Values](#)

POKED_YOU

```
private static final int POKED_YOU
```

The code for a poke

See Also:

[Constant Field Values](#)

message

```
private java.lang.String message
```

The message of the notification

id

```
private java.lang.String id
```

The Id of the notification

recipientId

```
private java.lang.String recipientId
```

The Id of the recipient

senderId

```
private java.lang.String senderId
```

The Id of the sender

isFriend

```
private boolean isFriend
```

Whether or not one user is friend with the other

Constructor Detail

Notification

```
public Notification()
```

Notification

```
public Notification(java.lang.String sentBy,  
                    int type,  
                    boolean isFriend,  
                    java.lang.String senderId,  
                    java.lang.String recipientId)
```

Method Detail

getSentBy

```
public java.lang.String getSentBy()
```

Getter for the sender's name.

setSentBy

```
public void setSentBy(java.lang.String sentBy)
```

Setter for the sender's name.

getType

```
public int getType()
```

Getter for the type of the notification.

setType

```
public void setType(int type)
```

Setter for the type of the notification.

getMessage

```
public java.lang.String getMessage()
```

Getter for the message of the notification.

setMessage

```
public void setMessage(java.lang.String message)
```

Setter for the message of the notification.

isFriend

```
public boolean isFriend()
```

Getter for whether or not they are friends.

setFriend

```
public void setFriend(boolean friend)
```

Setter for whether or not they are friends.

getSenderId

```
public java.lang.String getSenderId()
```

Getter for the sender Id.

setSenderId

```
public void setSenderId(java.lang.String senderId)
```

Setter for the sender Id.

getRecipientId

```
public java.lang.String getRecipientId()
```

Getter for the recipient Id.

setRecipientId

```
public void setRecipientId(java.lang.String recipientId)
```

Setter for the recipient Id.

setId

```
public void setId(java.lang.String id)
```

Setter for the notification Id.

getId

```
public java.lang.String getId()
```

Getter for the notification Id.

getFriendStatus

```
public java.lang.String getFriendStatus()
```

Returns whether or not two user's are friends.