5.7. Notification Hubs

What?

- **push engine** — send notifications to any platform (iOS, Android, Windows, etc.)
- **Removes Platform dependency**
  - Platform Notification Systems (PNSes) — Apple Push Notification Service (APNS), Firebase Cloud Messaging (FCM), and Windows Notification Service (WNS)
  - multi-platform

Concepts

- **Delivery patterns**
  - Broadcast
  - Push to device
  - Push to User
  - Push to segments
  - Localize
  - Silent push
  - Scheduled push
  - Personalised push
- **Rich telemetry** — Per-message telemetry tracks
- **Namespace** — Contains one or more hubs

How?

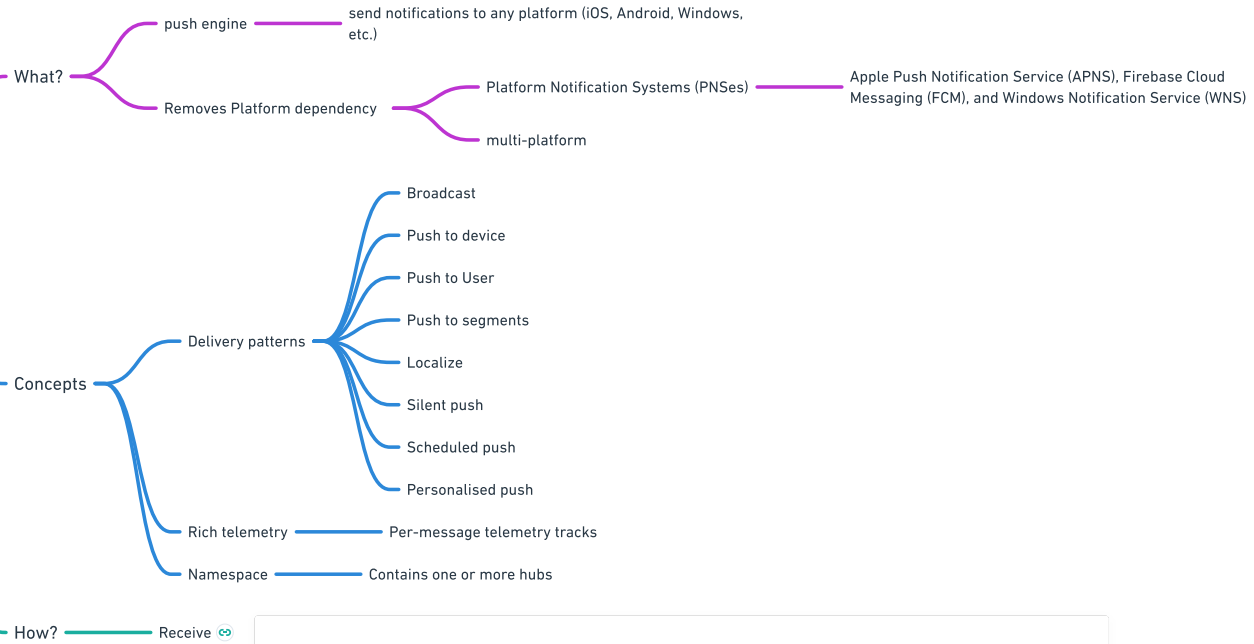- Receive 🔗

```
private async void InitNotificationsAsync()
{
    var channel = await PushNotificationChannelManager.CreatePushNotificationChannelForApplicationAsync();

    var hub = new NotificationHub("<your hub name>", "<Your DefaultListenSharedAccessSignature connection string>");

    var result = await hub.RegisterNativeAsync(channel.Uri);

    // Displays the registration ID so you know it was successful
    if (result.RegistrationId != null)
    {
        var dialog = new MessageDialog("Registration successful: " + result.RegistrationId);
        dialog.Commands.Add(new UICommand("OK"));
        await dialog.ShowAsync();
    }
}
```

```
var NotificationHubClient hub = NotificationHubClient.CreateClientFromConnectionString("<connection string with full access>", "<hub name>");

await hub.SendTemplateNotificationAsync(templateParams, category);
```