

Project Development Phase

<i>Date</i>	<i>10 November 2022</i>
<i>Team ID</i>	<i>PNT2022TMID52173</i>
<i>Project Name</i>	<i>IoT based safety gadget for child monitoring and notification</i>
<i>Maximum Marks</i>	<i>8 Marks</i>

Sprint 4: Alert Notification

A notification is a message that Android displays outside your app's UI to provide the user with reminders, communication from other people, or other timely information from your app. Users can tap the notification to open your app or take an action directly from the notification. Notifications appear to users in different locations and formats, such as an icon in the status bar, a more detailed entry in the notification drawer, as a badge on the app's icon, and on paired wearables automatically. You can programmatically set the level of detail visible in notifications posted by your app on a secure lock screen, or even whether the notification will show on the lock screen at all. users can choose to disable or enable lock screen notifications for each notification channel.

The possible importance levels are the following:

Urgent: Makes a sound and appears as a heads-up notification.

High: Makes a sound.

Medium: No sound.

```
#include <SPI.h>

#include <nRF24L01.h>

#include <RF24.h>

RF24 radio(9, 10); // CE, CSN

const byte address[6] = "ADDRESS01";


void setup()
{
    Serial.begin(9600);

    radio.begin();

    radio.openWritingPipe(address);

    radio.setPALevel(RF24_PA_MIN);

    radio.stopListening();
}

void loop()
{

    const char text[] = "Hello world";

    radio.write(&text, sizeof(text));

    delay(1000)
```

}

 checkapp • now ^

My notification

Hello World!

YES

NO

