# I3350 Mobile Application Development

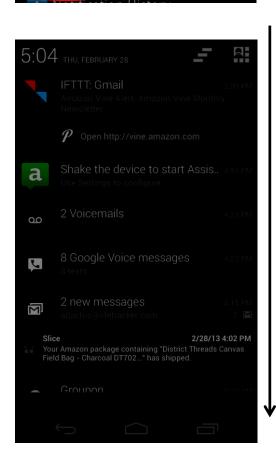
**Notifications** 

#### **Notifications**

•notification: A message displayed to the user outside of any app's UI in a top notification drawer area.

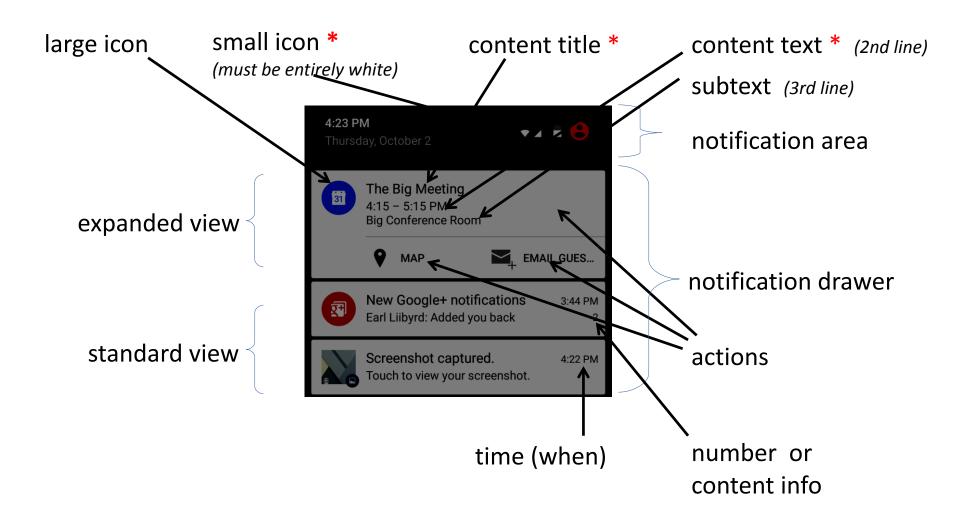
–used to indicate system events, status of service tasks, etc.

- •notifications can have:
- –icons (small, large)
- -a title
- –a detailed description
- –one or more associated actions that will occur when clicked





## Anatomy of a notification



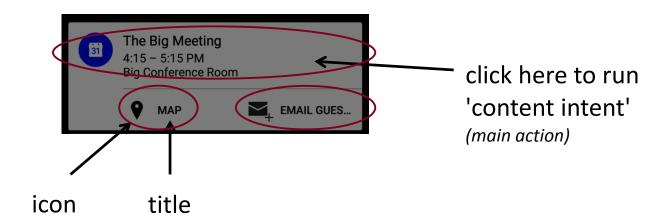
## **Creating a Notification**

- •Create a notification using a Notification.Builder.
- •Use NotificationManager to send out the notification.

### **Notification with action**

- •Normally when the user clicks on a notification, an action should occur. (direct the user to a particular app / activity, etc.)
- -To achieve this, use an intent inside your notification.
- –Must wrap it inside a "pending intent" object.

# **Anatomy of a Notif. Action**



# Multiple actions (link)

- •You can supply additional actions to a notification.
- -Build an Action object, then call addAction to add it.
- -The actions will appear underneath the expanded notification.