

# Handling Push Notifications in Cordova

## Overview

Before iOS, Android and Windows Cordova applications are able to receive and display push notifications, the **cordova-plugin-mfp-push** Cordova plug-in needs to be added to the Cordova project. Once an application has been configured, MobileFirst-provided Notifications API can be used in order to register & unregister devices, subscribe & unsubscribe tags and handle notifications. In this tutorial, you will learn how to handle push notification in Cordova applications.

**Note:** In the release, authenticated notifications are **not supported** in Cordova applications due to a defect. However a workaround is provided: each `MFPPush` API call can be wrapped by `WLAAuthorizationManager.obtainAccessToken("push.mobileclient").then( ... );`. The provided sample application uses this workaround.

For information about Silent or Interactive notifications in iOS, see:

- Silent notifications ([../silent](#))
- Interactive notifications ([../interactive](#))

### Prerequisites:

- Make sure you have read the following tutorials:
  - Setting up your MobileFirst development environment ([../../installation-configuration/#installing-a-development-environment](#))
  - Adding the MobileFirst Foundation SDK to Cordova applications ([../../application-development/sdk/cordova](#))
  - Push Notifications Overview ([../..](#))
- MobileFirst Server to run locally, or a remotely running MobileFirst Server
- MobileFirst CLI installed on the developer workstation
- Cordova CLI installed on the developer workstation

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## Notifications Configuration

Create a new Cordova project or use an existing one, and add one or more of the supported platforms: iOS, Android, Windows.

If the MobileFirst Cordova SDK is not already present in the project, follow the instructions in the Adding the MobileFirst Foundation SDK to Cordova applications ([../../application-development/sdk/cordova](#)) tutorial.

## Adding the Push plug-in

1. From a **command-line** window, navigate to the root of the Cordova project.
2. Add the push plug-in to by running the command:

```
cordova plugin add cordova-plugin-mfp-push
```

3. Build the Cordova project by running the command:

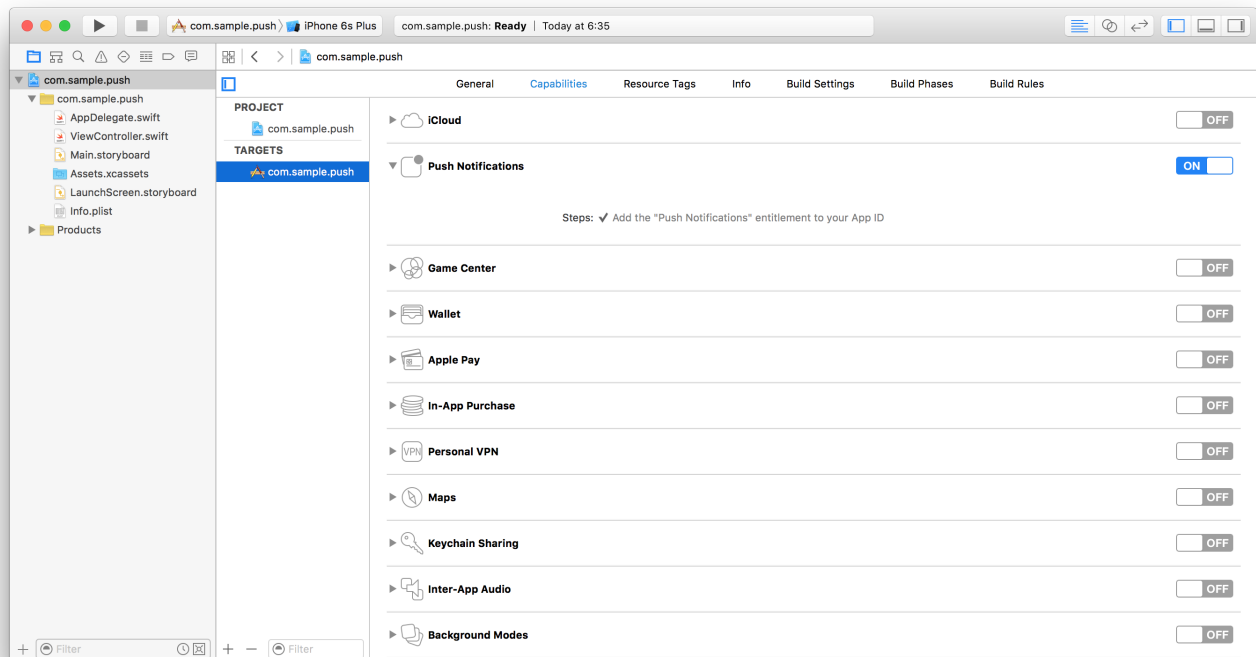
```
cordova build
```

## iOS platform

The iOS platform requires an additional step.

In Xcode, enable push notifications for your application in the **Capabilities** screen.

**❗ Important:** the bundleId selected for the application must match the AppId that you have previously created in the Apple Developer site. See the [Push Notifications Overview] tutorial.



## Notifications API

### Client-side

Javascript Function	Description
<code>MFPPush.initialize(success, failure)</code>	Initialize the MFPPush instance.
<code>MFPPush.isPushSupported(success, failure)</code>	Does the device support push notifications.

Javascript Function	Description
<code>MFPPush.registerDevice(options, success, failure)</code>	Registers the device with the Push Notifications Service.
<code>MFPPush.getTags(success, failure)</code>	Retrieves all the tags available in a push notification service instance.
<code>MFPPush.subscribe(tag, success, failure)</code>	Subscribes to a particular tag.
<code>MFPPush.getSubscriptions(success, failure)</code>	Retrieves the tags device is currently subscribed to
<code>MFPPush.unsubscribe(tag, success, failure)</code>	Unsubscribes from a particular tag.
<code>MFPPush.unregisterDevice(success, failure)</code>	Unregisters the device from the Push Notifications Service

## API implementation

### Initialization

Initialize the **MFPPush** instance.

- Required for the client application to connect to MFPPush service with the right application context.
- The API method should be called first before using any other MFPPush APIs.
- Registers the callback function to handle received push notifications.

```
MFPPush.initialize (
  function(successResponse) {
    alert("Successfully intialized");
    MFPPush.registerNotificationsCallback(notificationReceived);
  },
  function(failureResponse) {
    alert("Failed to initialize");
  }
);
```

### Is push supported

Check if the device supports push notifications.

```
MFPPush.isPushSupported (
  function(successResponse) {
    alert("Push Supported: " + successResponse);
  },
  function(failureResponse) {
    alert("Failed to get push support status");
  }
);
```

### Register device

Register the device to the push notifications service. If no options are required, options can be set to `null`.

```
var options = { };
MFPPush.registerDevice(
  options,
  function(successResponse) {
    alert("Successfully registered");
  },
  function(failureResponse) {
    alert("Failed to register");
  }
);
```

## Get tags

Retrieve all the available tags from the push notification service.

```
MFPPush.getTags (
  function(tags) {
    alert(JSON.stringify(tags));
  },
  function() {
    alert("Failed to get tags");
  }
);
```

## Subscribe

Subscribe to desired tags.

```
var tags = ['sample-tag1','sample-tag2'];

MFPPush.subscribe(
  tags,
  function(tags) {
    alert("Subscribed successfully");
  },
  function() {
    alert("Failed to subscribe");
  }
);
```

## Get subscriptions

Retrieve tags the device is currently subscribed to.

```
MFPPush.getSubscriptions (
  function(subscriptions) {
    alert(JSON.stringify(subscriptions));
  },
  function() {
    alert("Failed to get subscriptions");
  }
);
```

## Unsubscribe

Unsubscribe from tags.

```
var tags = ['sample-tag1','sample-tag2'];

MFPPush.unsubscribe(
  tags,
  function(tags) {
    alert("Unsubscribed successfully");
  },
  function() {
    alert("Failed to unsubscribe");
  }
);
```

## Unregister

Unregister the device from push notification service instance.

```
MFPPush.unregisterDevice(
  function(successResponse) {
    alert("Unregistered successfully");
  },
  function() {
    alert("Failed to unregister");
  }
);
```

## Handling a push notification

You can handle a received push notification by operating on its response object in the registered callback function.

```
var notificationReceived = function(message) {
  alert(JSON.stringify(message));
};
```

## Sample application

Click to download (<https://github.com/MobileFirst-Platform-Developer-Center/PushNotificationsCordova/tree/release80>) the Cordova project.

**Note:** The latest version of Google Play Services is required to be installed on any Android device for the sample to run.

## Sample usage

Follow the sample's README.md file for instructions.

*Last modified on*

