# Handling Push Notifications in Cordova

fork and edit tutorial (https://github.com/MobileFirst-Platform-Developer-Center/DevCenter/) | report issue (https://github.com/MobileFirst-Platform-Developer-Center/DevCenter/issues/new)

#### **Overview**

Tag notifications are notification messages that are targeted to all the devices that are subscribed to a particular tag. Tags represent topics of interest to the user and provide the ability to receive notifications according to the chosen interest.

Broadcast notifications are a form of tag push notifications that are targeted to all subscribed devices. Broadcast notifications are enabled by default for any push-enabled MobileFirst application by a subscription to a reserved Push.all tag (auto-created for every device). Broadcast notifications can be disabled by by unsubscribing from the reserved Push.all tag.

#### **Agenda**

- Notifications Configuration
- Notifications API
- Handling a push notification
- Handling a secure push notification

## **Notifications Configuration**

# To get the application running for Android

- 1. Create cordova app using cordoav create and mfp cordova template
- 2. Add android platform
- 3. Add cordova-plugin-mfp-push plugin. Take it from latest halpert Electra DevOps integration build till its published in npm registry
- 4. Run cordova build
- 5. Import the app/platforms/android in Android Studio
- 6. Add classpath 'com.google.gms:google-services:2.0.0-alpha3' to Module:android gradle. Add jcenter() to repositories in buildscript block
- 7. Add compile 'com.google.android.gms:play-services-gcm:8.4.0' to app/platforms/android/cordova-plugin-mfp-push/-build-extras.gradle
- 8. Add compile 'com.squareup.okhttp:okhttp:2.6.0' to app/platforms/android/cordova-plugin-mfp-push/build-extras.gradle
- 9. Add apply plugin: 'com.google.gms.google-services' to app/platforms/android/cordova-plugin-mfp-push/-build-extras.gradle
- 10. Add google-services.json to app/platforms/android folder
- 11. Add the Push SDK APIs to your application (Refer the sample application)
- 12. Disable the old push plugin in config.xml. This is reqired till its removed
- 13. If you want to change the notification title, then add push notification tile in strings.xml

## To get the application running for iOS

- 1. Create Cordova project without using cordova mfp template
- 2. In the cordova-plugin-mfp-push, comment out the dependeny on cordova-plugin-mfp in plugin.xml
- 3. Run cordova build
- 4. Open in XCode
- 5. Add #import "HelloCordova-Swift.h" in AppDelegate.m
- 6. Declare the notification methods in AppDelegate.m (Refer Sample)
- 7. Use the Push SDK APIs (Refer Sample)
- 8. Modify the server and port details in mfpclient.plist

#### **Notifications API**

API methods for tag notifications

#### **Client-side API**

- WL.Client.Push.subscribeTag(tagName,options) Subscribes the device to the specified tag name.
- WL.Client.Push.unsubscribeTag(tagName,options) Unsubscribes the device from the specified tag name.
- WL.Client.Push.isPushSupported() Returns true if push notifications are supported by the platform, or false otherwise.
- WL.Client.Push.isTagSubscribed(tagName) Returns whether the device is subscribed to a specified tag name.

### Common API methods for tag and broadcast notifications

#### **Client-side API**

- WL.Client.Push.onMessage (props, payload) This method is called when a push notification is received by the device.
- **props** A JSON block that contains the notification properties of the platform.
- payload A JSON block that contains other data that is sent from MobileFirst Server. The JSON block also contains the tag name for tag-based or broadcast notification. The tag name appears in the "tag" element. For broadcast notification, the default tag name is Push.ALL.

Handling a push notification

Handling a secure push notification