INTRODUCTION

A notification is a message that pops up on the user's device. Notifications can be triggered locally by an open application, or they can be "pushed" from the server to the user even when the app is not running. They allow your users to opt-in to timely updates and allow you to effectively re-engage users with customized content.

Push Notifications are assembled using two APIs: the ‘[Notifications API](https://developer.mozilla.org/en-US/docs/Web/API/Notifications_API)’ and the ‘[Push API](https://developer.mozilla.org/en-US/docs/Web/API/Push_API)’. The Notifications API lets the app display system notifications to the user. The Push API allows a service worker to handle Push Messages from a server, even while the app is not active.

Python is an interpreted, object-oriented, high-level programming language with dynamic semantics. Its high-level built in data structures, combined with dynamic typing and dynamic binding, make it very attractive for Rapid Application Development, as well as for use as a scripting or glue language to connect existing components together. Python's simple, easy to learn syntax emphasizes readability and therefore reduces the cost of program maintenance. Python supports modules and packages, which encourages program modularity and code reuse. The Python interpreter and the extensive standard library are available in source or binary form without charge for all major platforms, and can be freely distributed.

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THEORY

Desktop Notifier App – In this project, We are going to make an application which will send the notification in the desktop, to remind us the task

Basic Requirements-

* Python 3.7.1
* Pycharm
* Built-in Modules ( time, Tkinter)
* External Modules (plyer, playsound(v-1.2.2), gtts)

Summary

In this project we learn

* Basics of python
* External Modules
* Built-in Modules
* Building GUI In python
* Connecting GUI with Background running code
* Using pycharm