CS 193A

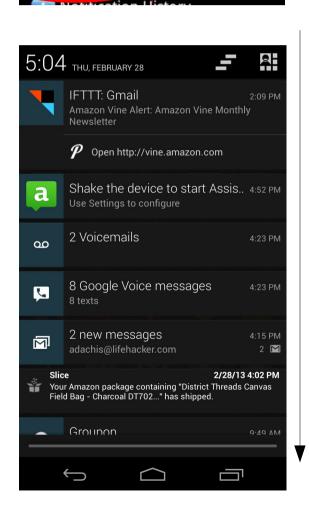
Notifications

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

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Creating a Notification

- Create a notification using a NotificationBuilder.
- Use NotificationManager to send out the notification.

Notification properties (link)

- setAutoCancel(boolean)
- setColor(argb)
- setContentIntent(*Intent*)
- setContentText("s")
- setContentTitle("s")
- setGroup("s")
- setLargelcon(*Bitmap*)
- setLights(*argb*, *onMS*, *offMS*)
- setNumber(n)
- setSmallIcon(id)
- setSound(*Uri*)
- setTicker("s")
- setVisibility(vis)
- setWhen(*ms*)

- whether to hide when clicked
- background color
- intent for action to run when clicked
- detailed description
- large heading text
- group similar notifications together
- image for big icon
- blinking lights
- a large number at right of notification
- image file for icon
- a sound to play
- text to scroll across top bar
- whether notification should show
- timestamp of 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.