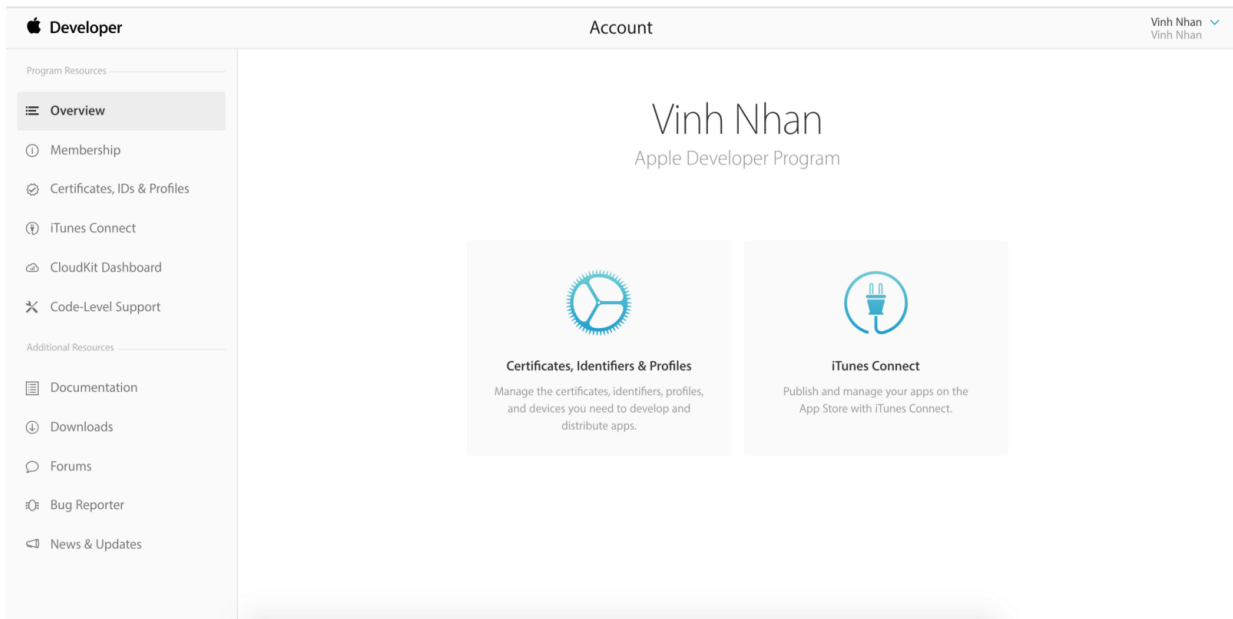


Implementing Push Notifications on iOS with Firebase

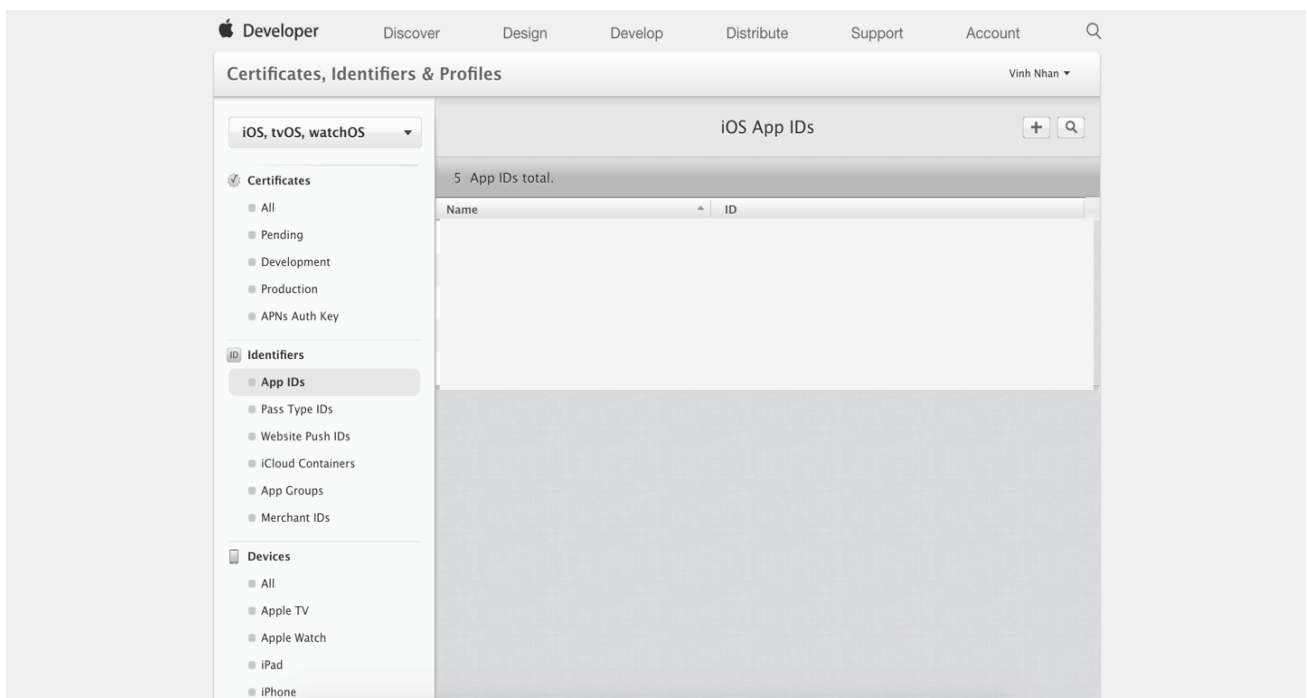
[Created by Kesiyaamol Varkey]

[<http://www.appcoda.com/firebase-push-notifications/>]

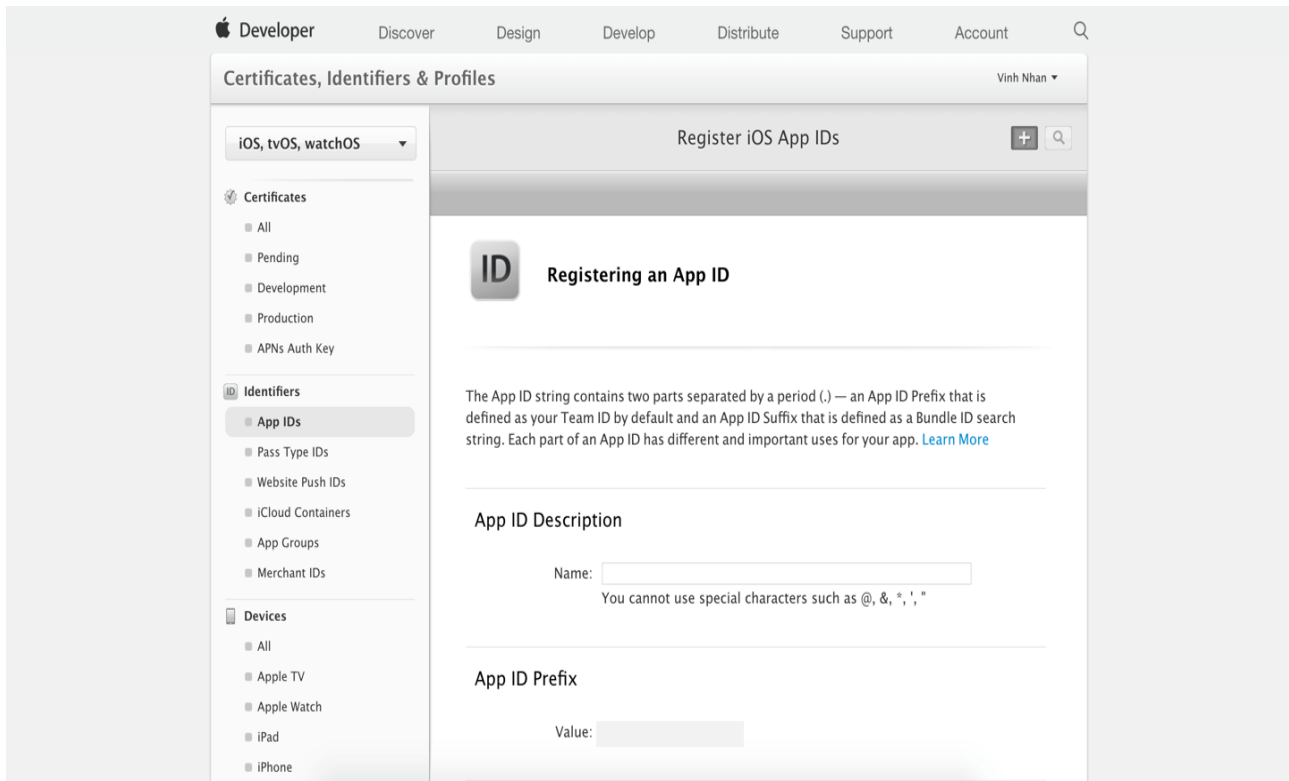
[login to your Apple Developer account](#). Once logged in, you will be re-directed to the Apple Developer homepage. From there, you should see “Account” at the top navigation bar. Click that option.



Select “Certificates, IDs & Profiles.” Look to left side bar and there should be a section called “Identifiers.” Under that section, there is a link that says “App IDs.” Press that. You should see all your iOS App IDs.



Now at the top right, you should see a + button.



We now need to fill out the followings:

- **App ID Description—Name.** Here, you should put your app's name (e.g. Firebase Notification Demo)
- **App ID Suffix—Explicit App ID—Bundle ID.** Here, you need to select a unique bundle identifier for your app (e.g. com.appcoda.firbasenotificationsdemo). Please make sure you use your own bundle ID instead of using mine.

Then under App Services, tick “Push Notifications.” Press continue.

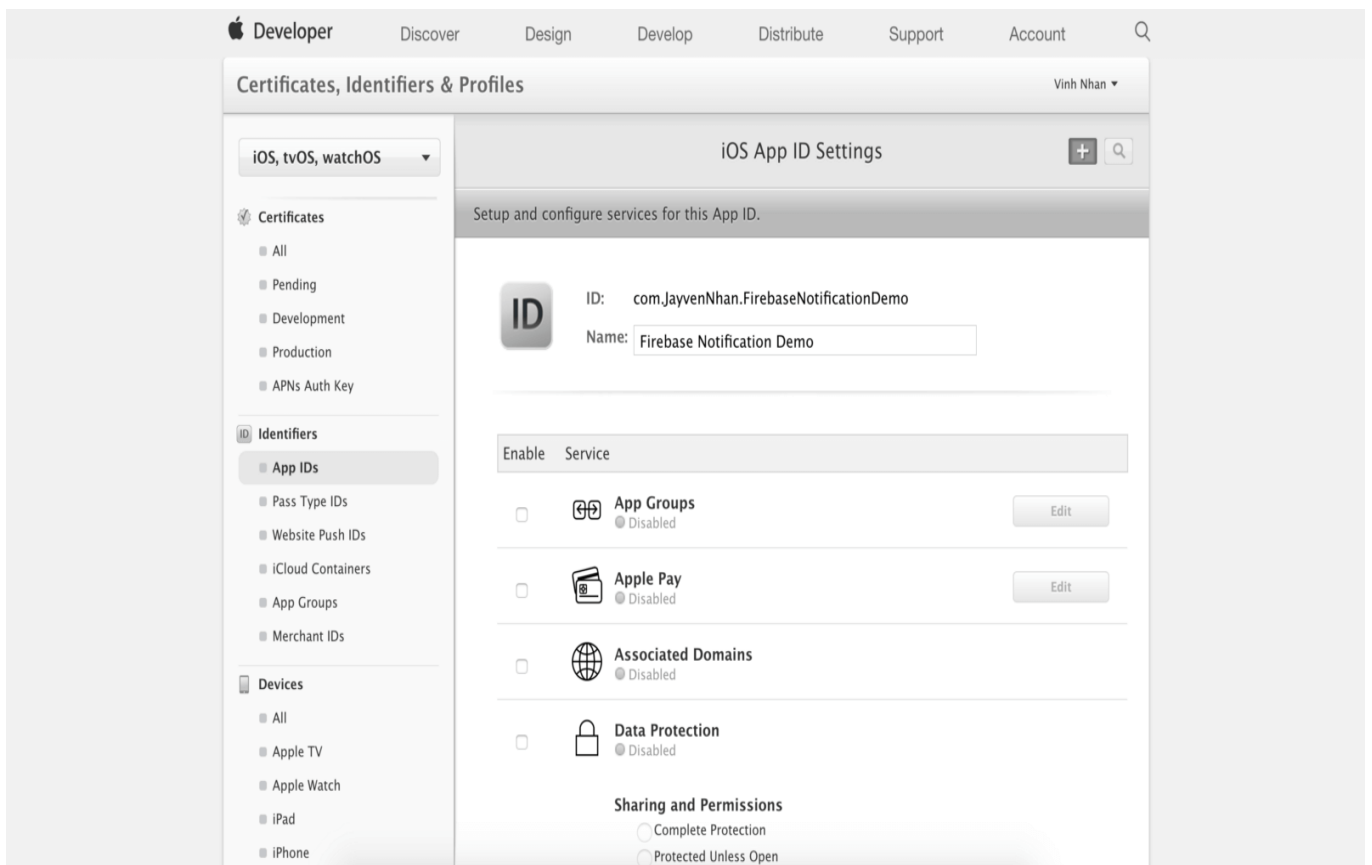
After that, you will be redirected to a “Confirm your App ID” page. Press register.

Now we are back to our “iOS App IDs” page. Look for the App ID you just created. Press on it and you should see a drop down of Application Services.

Scroll down until you reach the end of the drop down and you should see an “Edit” button. Press that.

Name	ID	
Application Services:		
Service	Development	Distribution
App Groups	<input type="radio"/> Disabled	<input type="radio"/> Disabled
Apple Pay	<input type="radio"/> Disabled	<input type="radio"/> Disabled
Associated Domains	<input type="radio"/> Disabled	<input type="radio"/> Disabled
Data Protection	<input type="radio"/> Disabled	<input type="radio"/> Disabled
Game Center	<input checked="" type="radio"/> Enabled	<input checked="" type="radio"/> Enabled
HealthKit	<input type="radio"/> Disabled	<input type="radio"/> Disabled
HomeKit	<input type="radio"/> Disabled	<input type="radio"/> Disabled
iCloud	<input type="radio"/> Disabled	<input type="radio"/> Disabled
In-App Purchase	<input checked="" type="radio"/> Enabled	<input checked="" type="radio"/> Enabled
Inter-App Audio	<input type="radio"/> Disabled	<input type="radio"/> Disabled
Network Extensions	<input type="radio"/> Disabled	<input type="radio"/> Disabled
Personal VPN	<input type="radio"/> Disabled	<input type="radio"/> Disabled
Push Notifications	<input checked="" type="radio"/> Configurable	<input checked="" type="radio"/> Configurable
SiriKit	<input type="radio"/> Disabled	<input type="radio"/> Disabled
Wallet	<input type="radio"/> Disabled	<input type="radio"/> Disabled
Wireless Accessory Configuration	<input type="radio"/> Disabled	<input type="radio"/> Disabled
<div>Edit</div>		

The “iOS App ID Settings” page will show up.



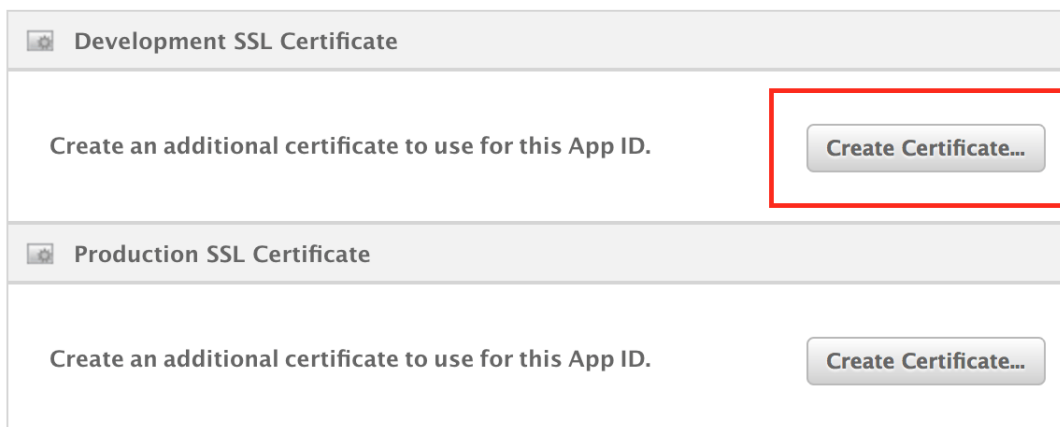
Scroll all the way down until you see “Push Notifications.”

It is time for us to create a “Client SSL Certificate.” This will allow our notification server (Firebase) to connect to the Apple Push Notification Service. Under Development SSL Certificate, press on the “Create Certificate...” button.

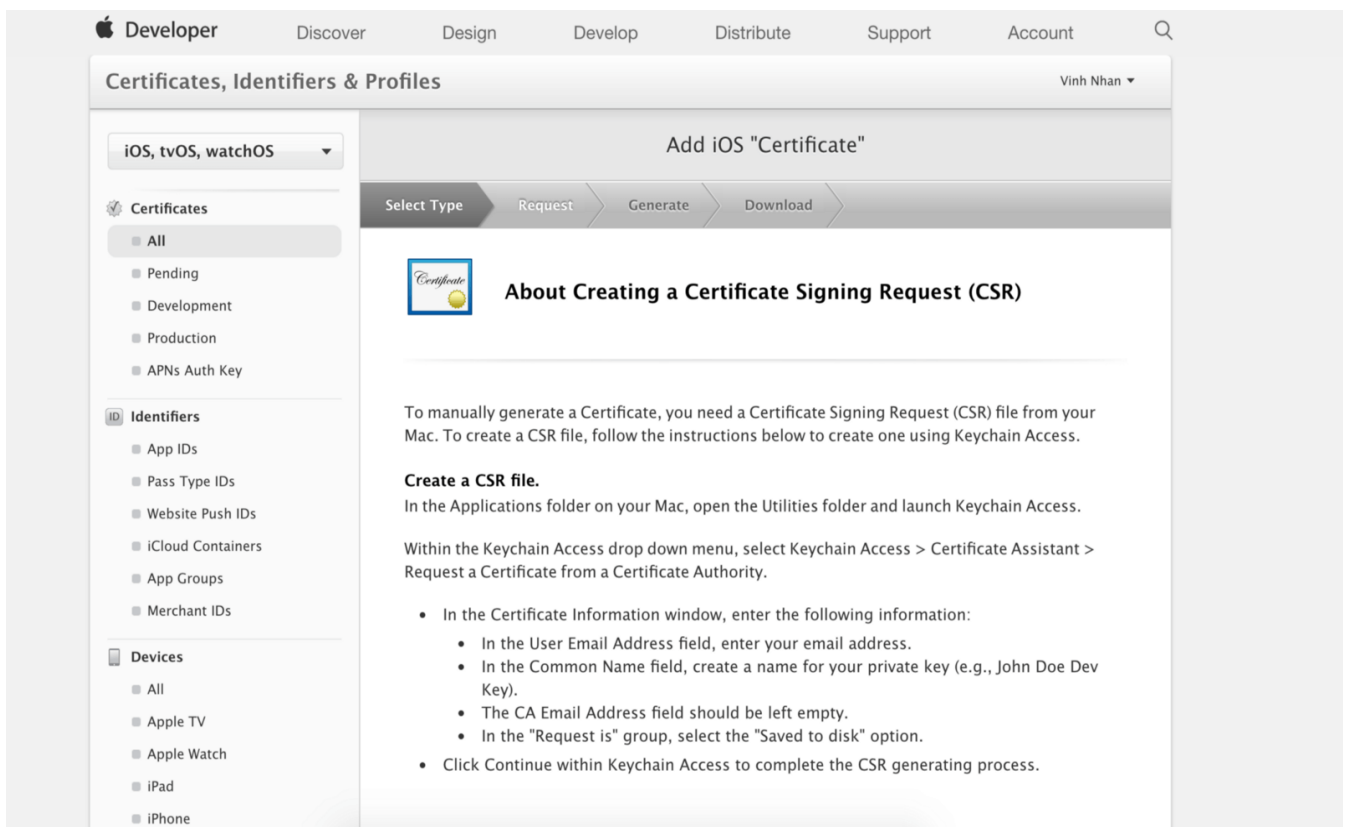


Apple Push Notification service SSL Certificates

To configure push notifications for this iOS App ID, a Client SSL Certificate that allows your notification server to connect to the Apple Push Notification Service is required. Each iOS App ID requires its own Client SSL Certificate. Manage and generate your certificates below.

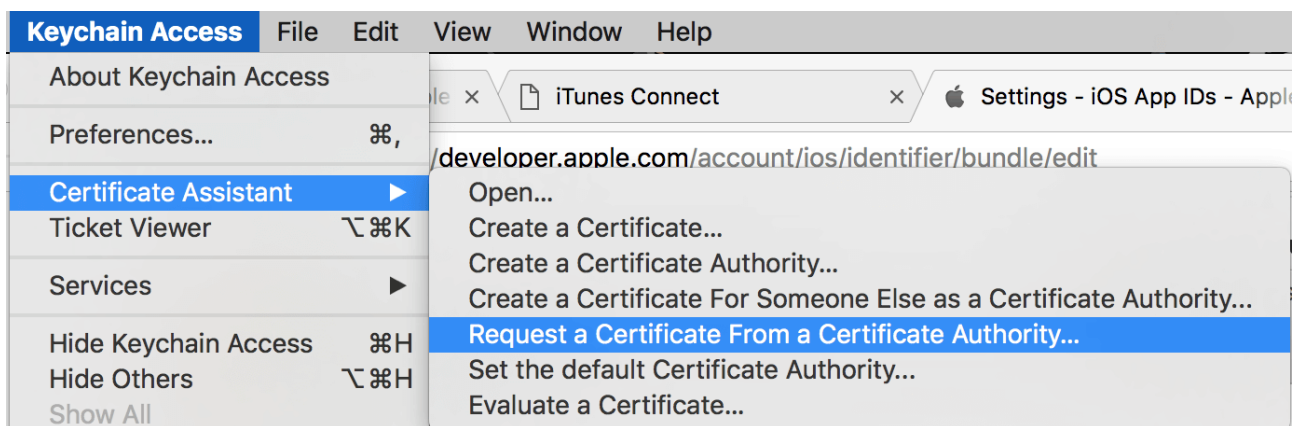


Now

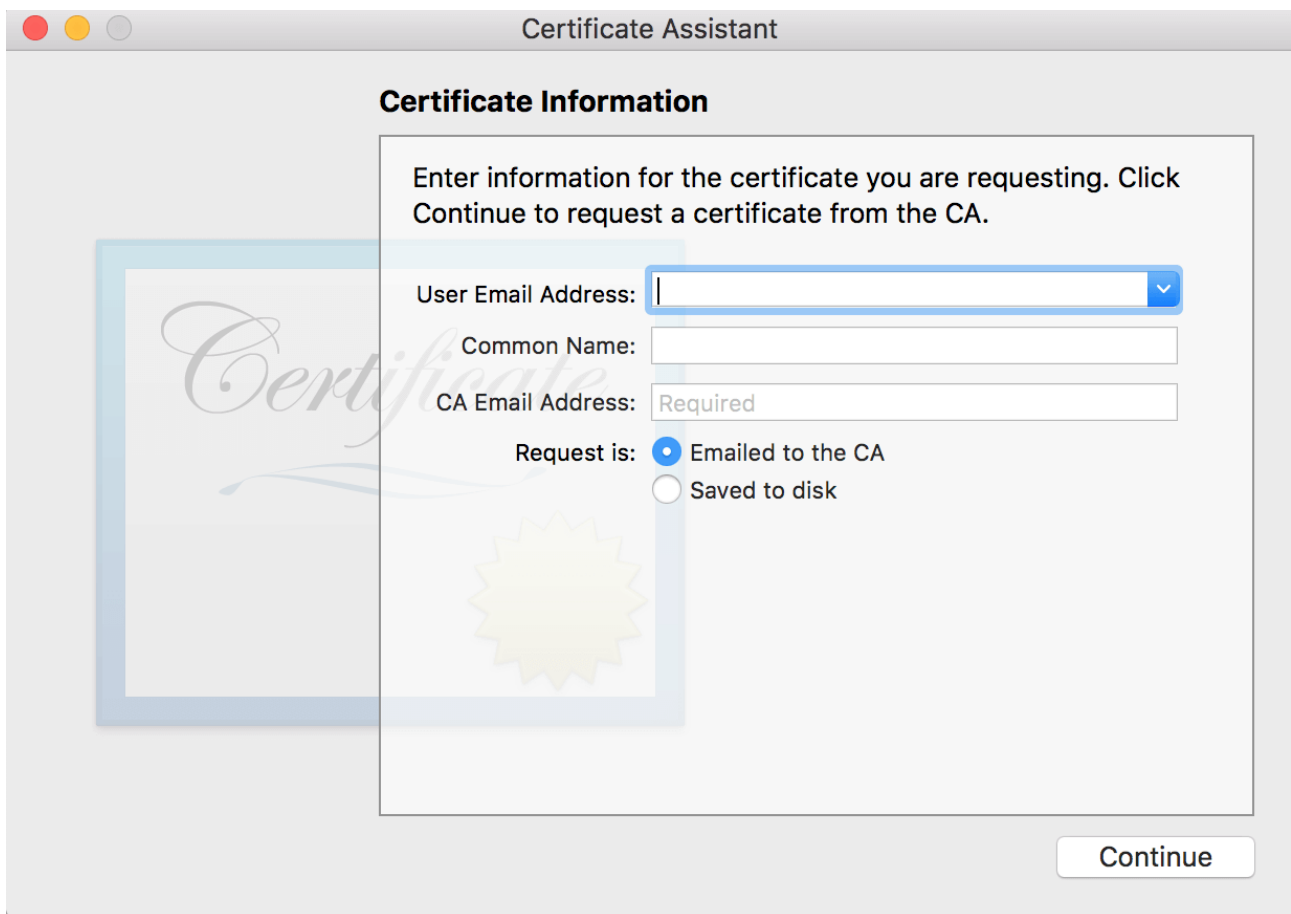


To generate a CSR file, press cmd + space and do a spotlight search for “Keychain Access.” Open

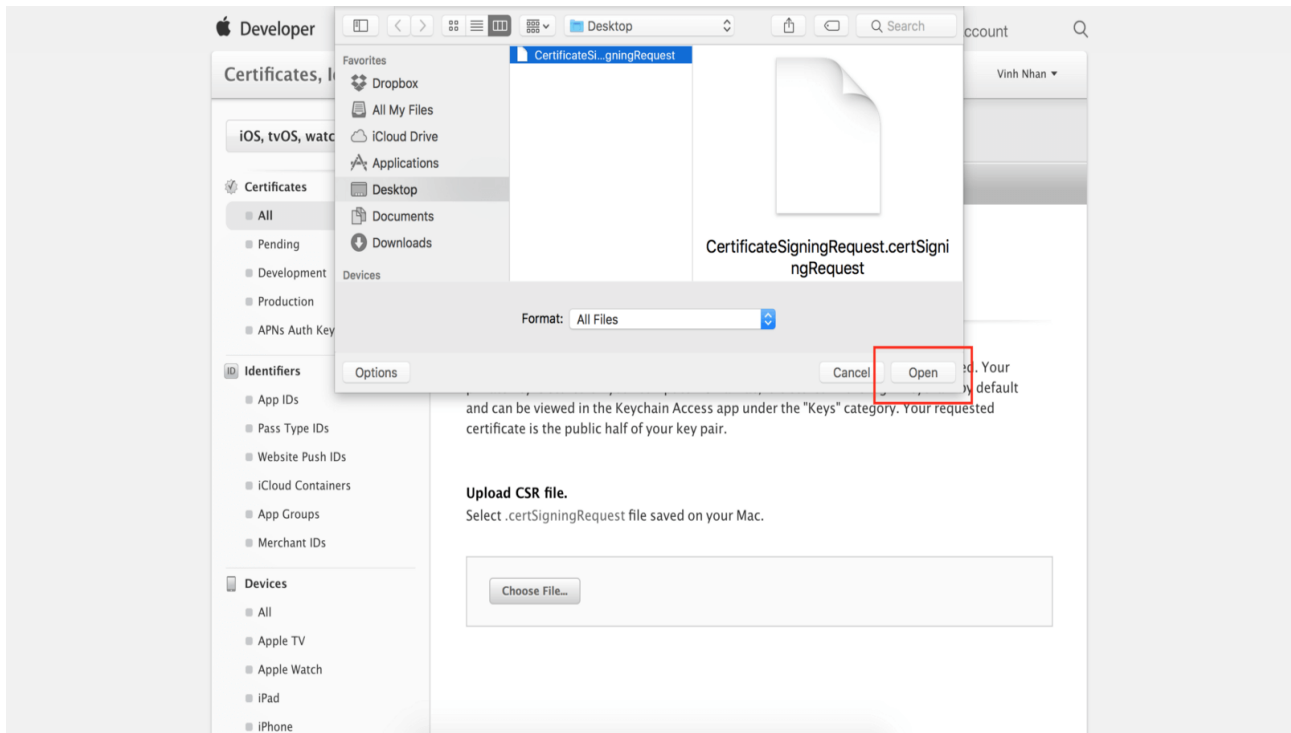
Keychain Access, and go up to the menu to select *Keychain Access > Certificate Assistant > Request a Certificate From a Certificate Authority...*



A “Certificate Assistant” pop up should appear. Fill in your email address and name. Choose “Saved to disk” and press Continue. Then save your CSR somewhere on your hard drive.




Now that we have our CSR generated, it is ready to go back to the “Add iOS Certificate” page. Scroll down. Press continue, and then click “Choose file...” Select the CSR file you just saved on your hard drive.



Next, click continue again. Then the web page should say “Your certificate is ready.”

Add iOS "Certificate"


Select Type Request Generate Download



Your certificate is ready.

Download, Install and Backup

Download your certificate to your Mac, then double click the .cer file to install in Keychain Access. Make sure to save a backup copy of your private and public keys somewhere secure.



Name: Apple Development iOS Push Services:

Type: APNs Development iOS

Expires: Mar 09, 2018

Download

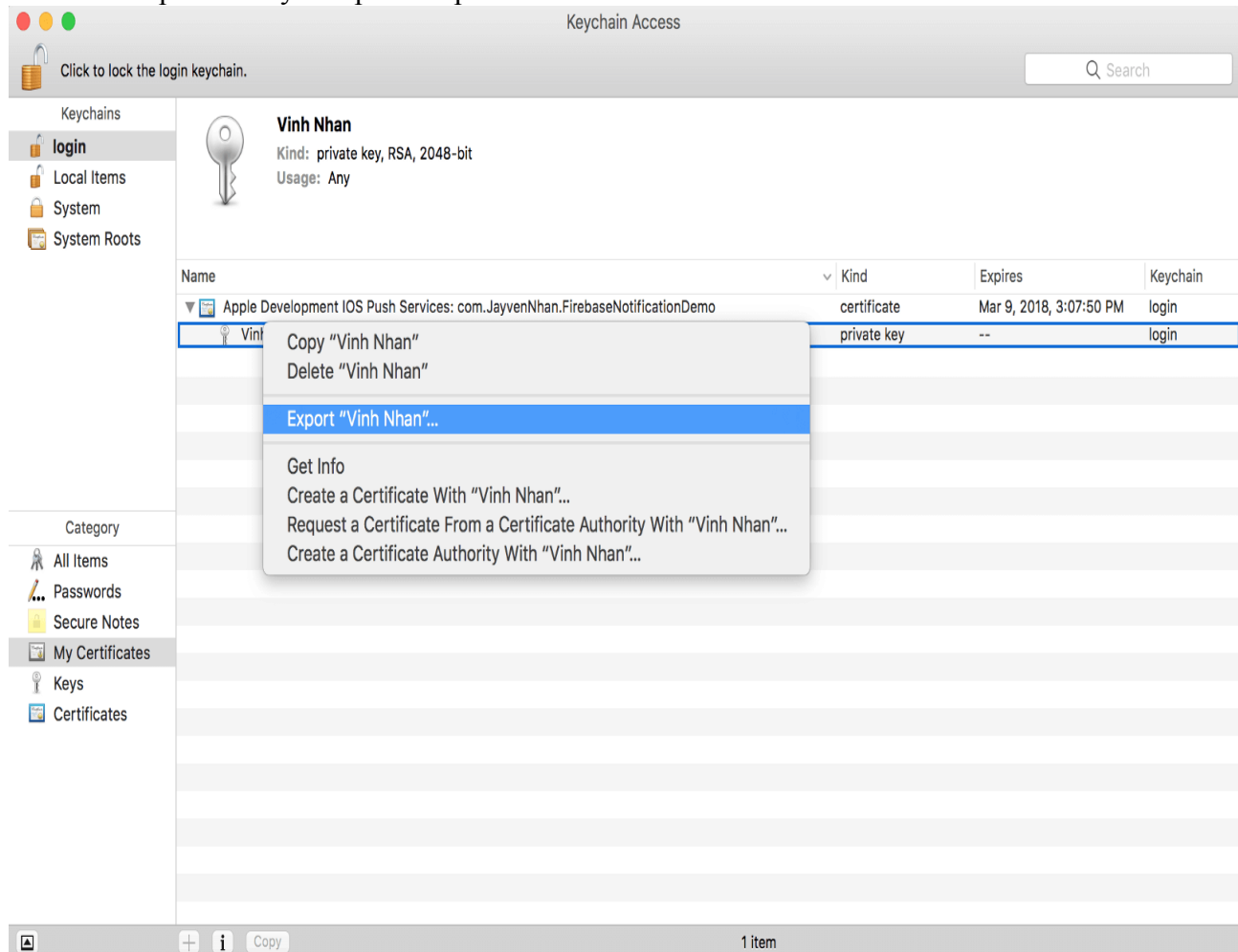
Now you can go ahead and click on the blue download button to download your certificate. Now that you have created the iOS certificate, we will then prepare the APNs (short for Apple Push

Notifications) certificate, which will be used later in the Firebase configuration. Open up *Finder* and locate the certificate you downloaded.

Double click the certificate file (e.g. `aps_development.cer`) to add the certificate into Keychain Access.

Now open up *Keychain Access*. Under the “My Certificates” category, you should see the certificate you just added.

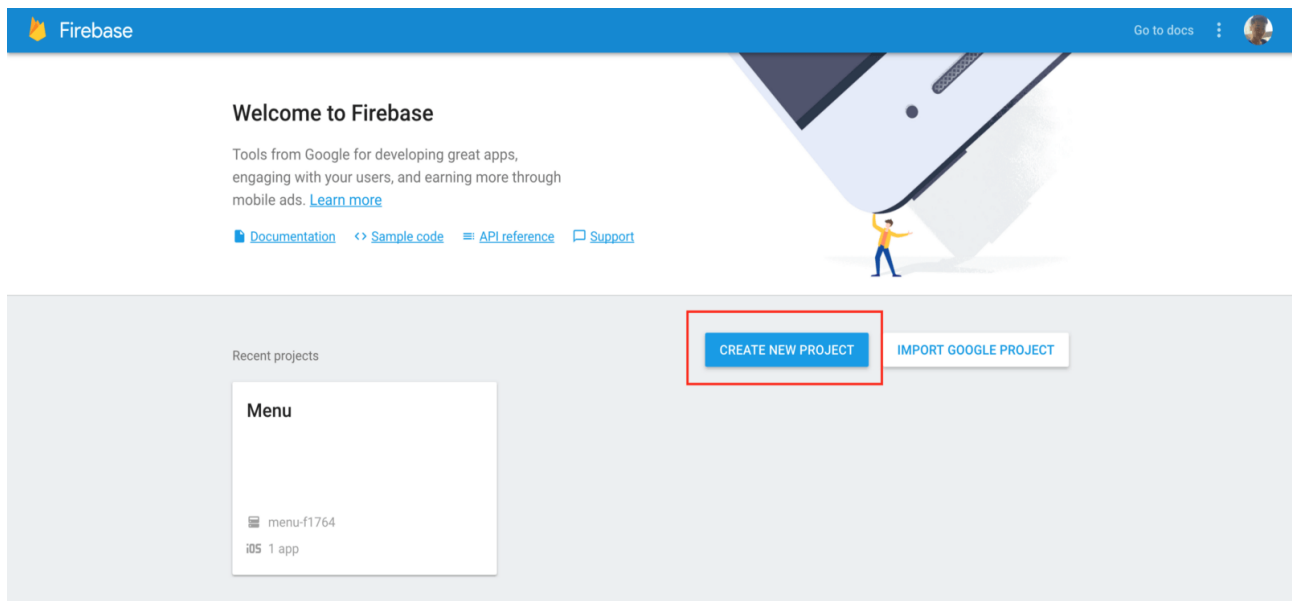
Click the expand arrow to the left of the certificate’s name to reveal the private key option. Right click on the private key and press export.



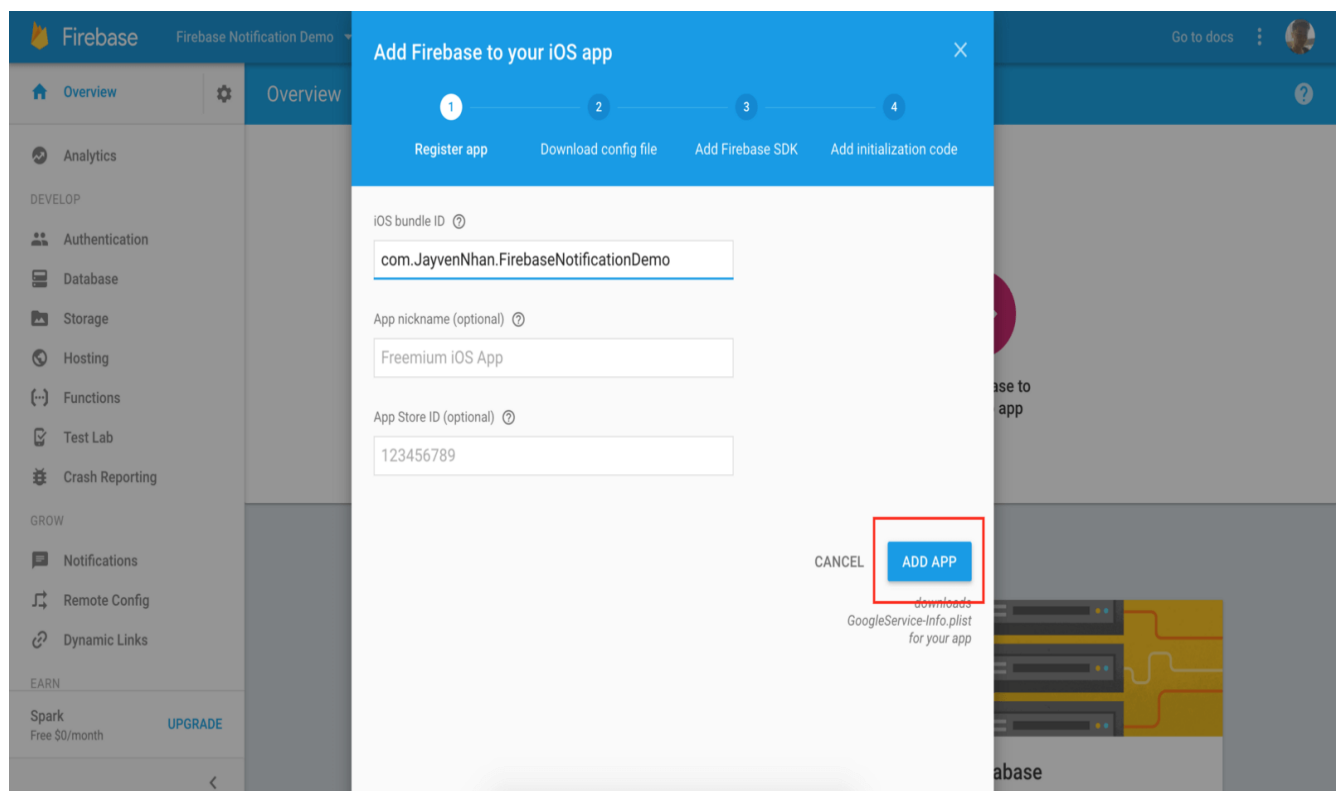
Once clicking Export, a pop up will prompt you to save your private key as a `.p12` file. Go ahead and click save. Then enter a password if you want to protect your exported certificate. Click OK to confirm.

Configuring Firebase for Push Notifications

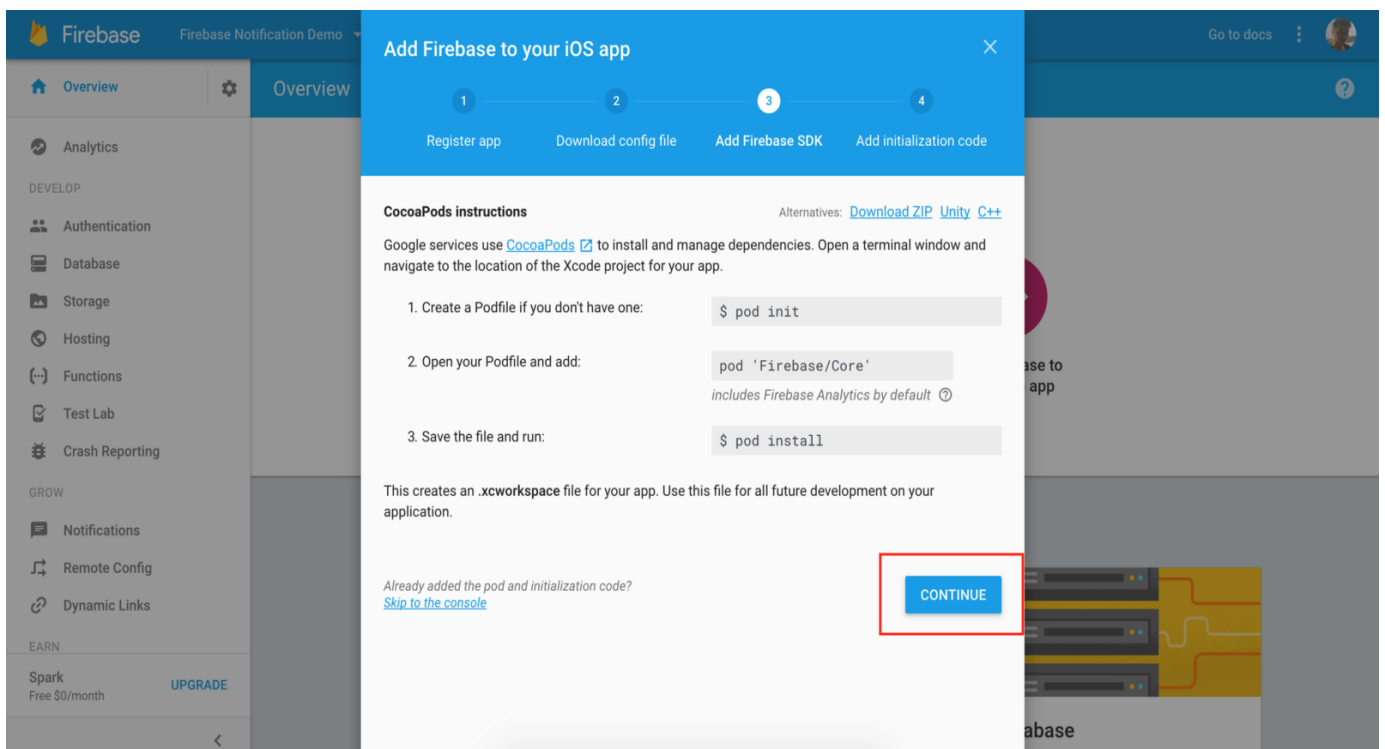
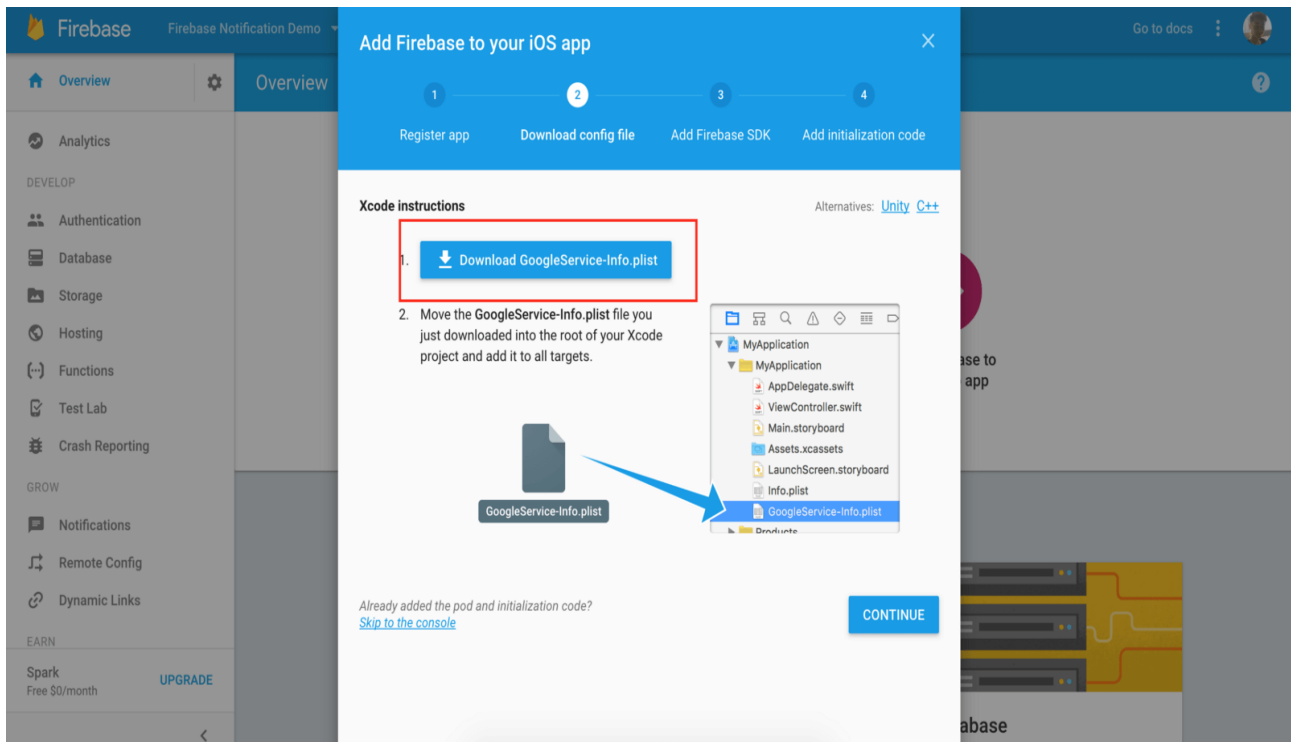
First, head over to [Firebase console](#). Sign in with your Google account to enter the console. If you don’t know how to switch to the console, there is a button at the very top right that says “Go to console.” Go ahead and click on that. Once you are at the console, click on the “CREATE A NEW PROJECT” button.



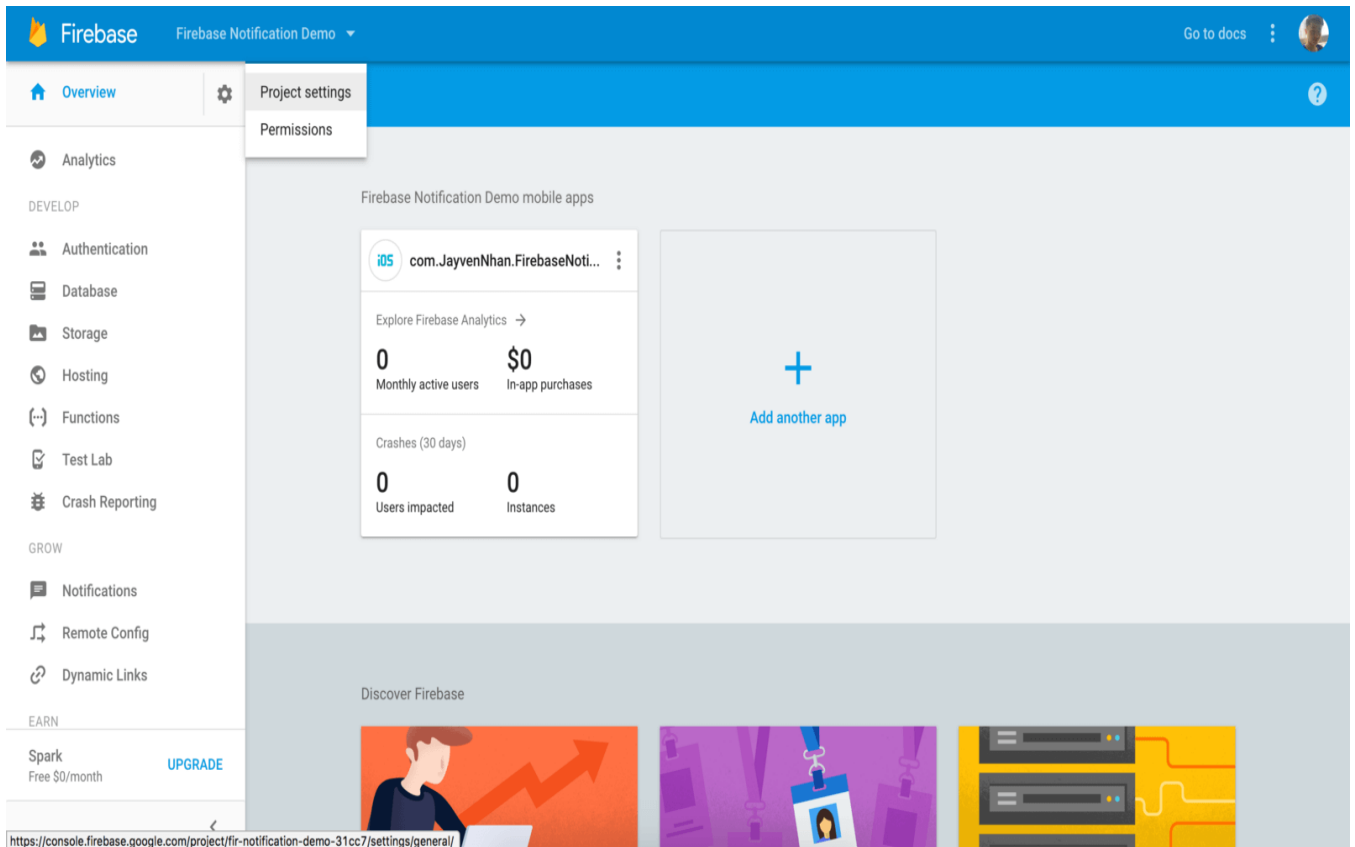
Enter Project Name & Country .Click CREATE PROJECT.After that, you are redirected to the project overview page. Now click the “Add Firebase to your iOS” button. Enter your iOS bundle ID. Then click the “ADD APP” button.



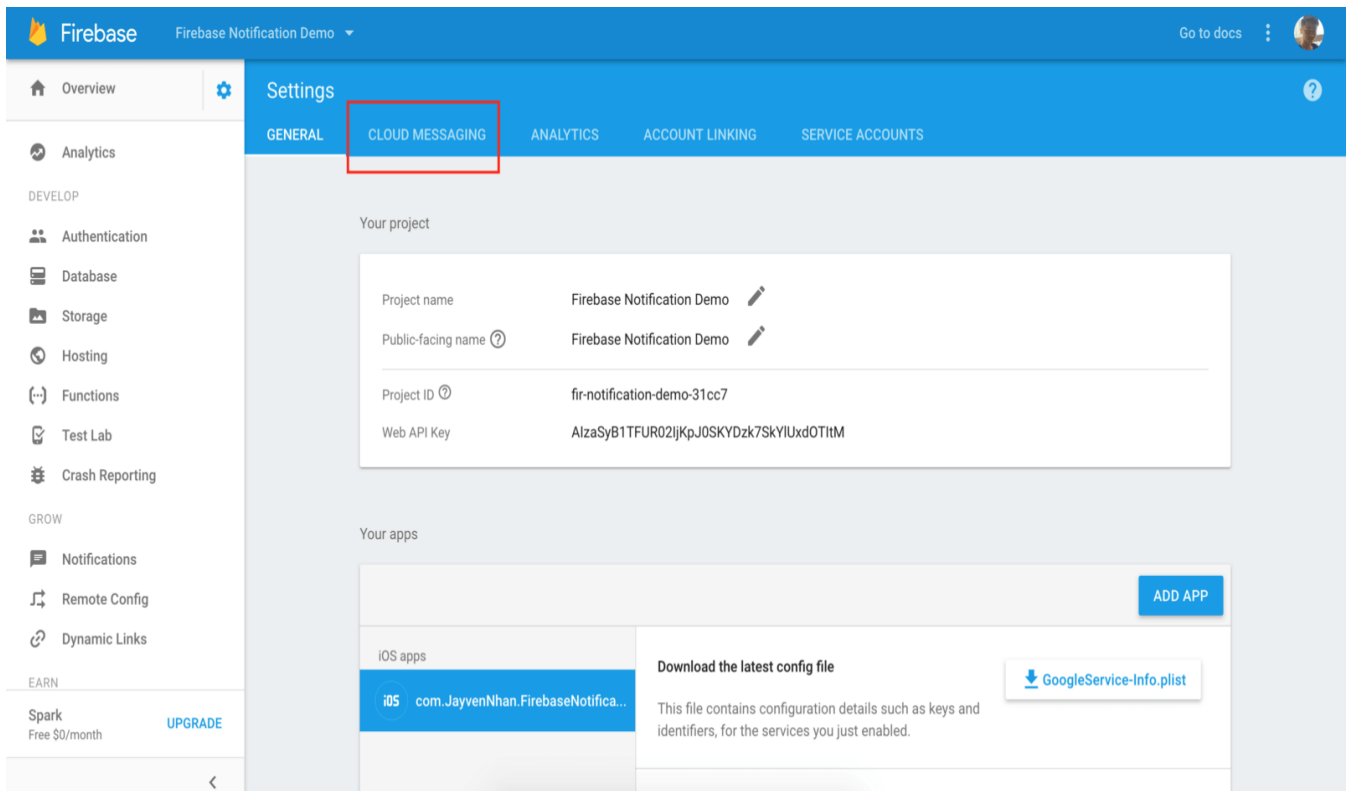
Follow the on-screen instruction to download the `GoogleInfo.plist` file. We are going to need this file later.Click “continue” to go to the next step. You will see instructions showing you how to add the Firebase SDK into our project. I will walk you through how to configure the SDK later. For now, just ignore and click “Continue” to proceed.



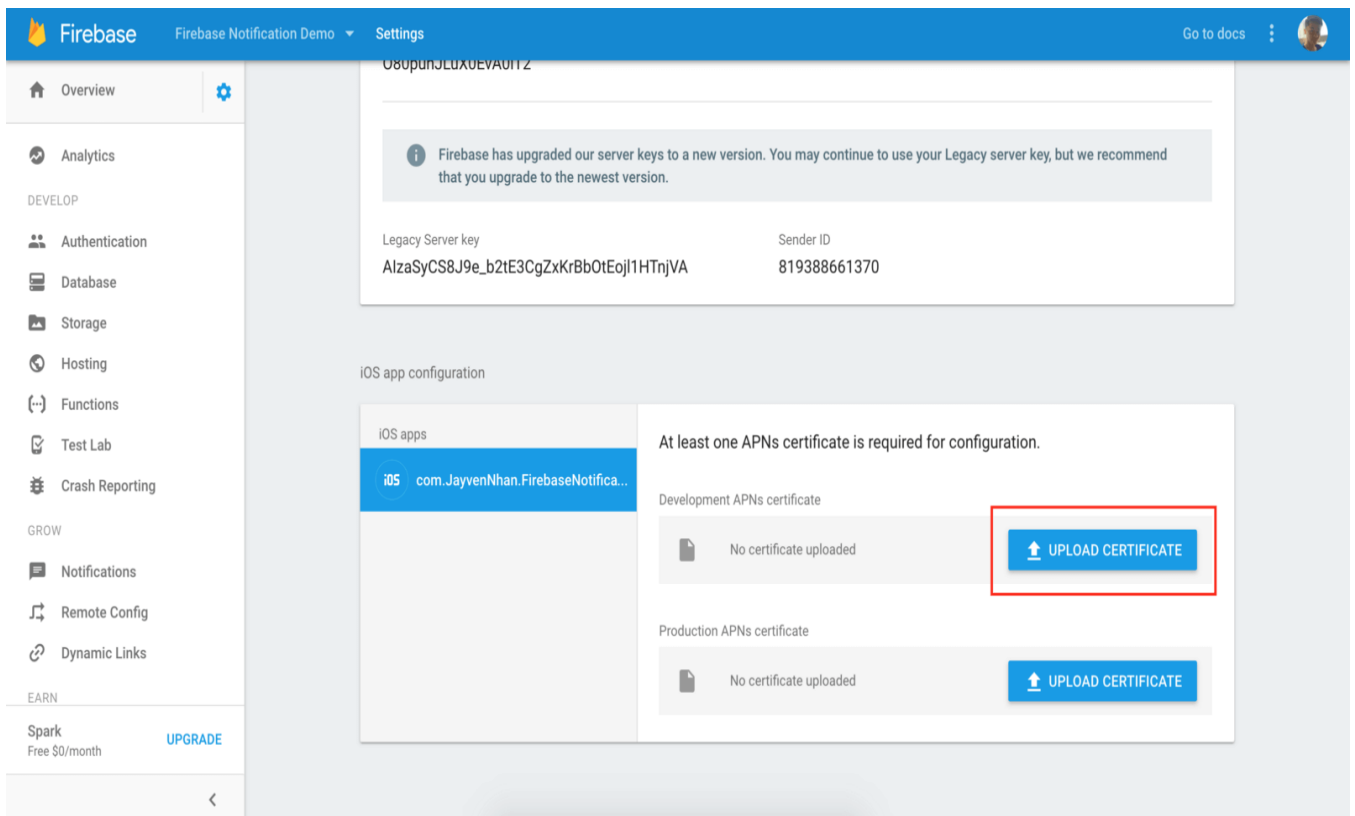
Finally click “Finish” to complete the configuration. You should then see your iOS app in the Firebase overview page. Look for the setting icon at the top right. Click the settings icon > Project settings.



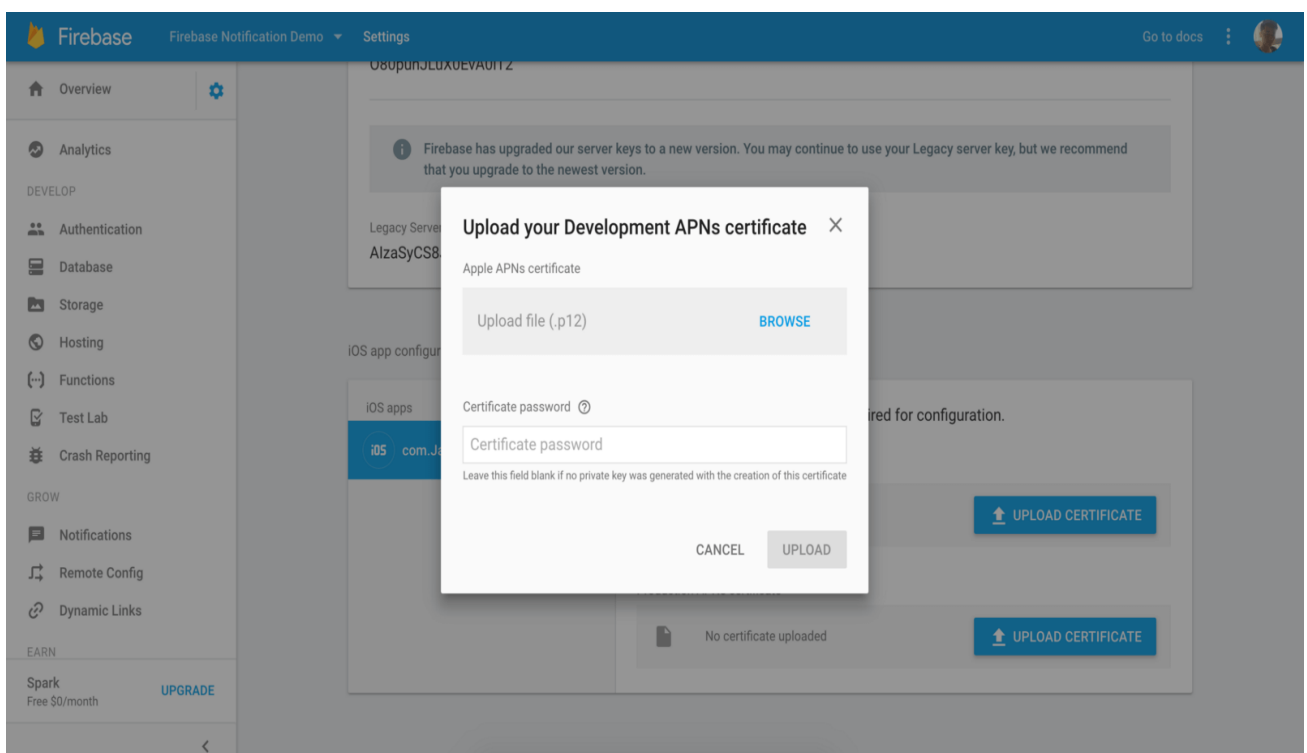
Select the *Cloud Messaging* tab.



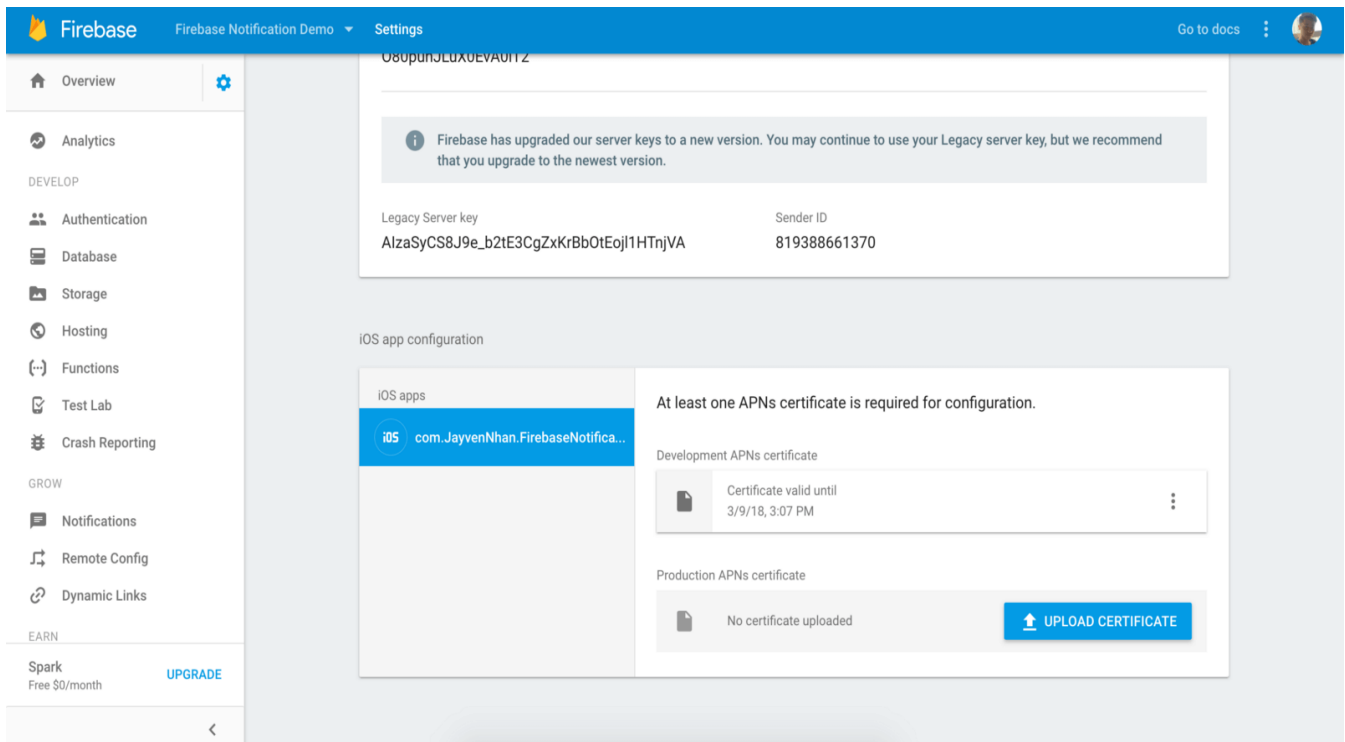
Scroll down, and click the “Upload Certificate” button.



Then a pop should appear to ask you for your Development APNS certificate.



Click browse and choose your APNs certificate (i.e. .p12 file) that you prepared in the earlier section. If you configured the file with a password, enter certificate password, followed by clicking the Upload button. Now you should see a Development APNs certificate file in the Cloud Messaging setting.



Note: If you do decide to put your app onto the App Store, make sure that you have a Production APNs certificate file for Firebase as well.

Installing the Firebase SDK Using CocoaPods

Next, it is time for us to integrate the Firebase SDK into our Xcode project. The simplest way to do that is by using CocoaPods. First, close the Xcode project and then open *Terminal*. Change to the directory of your project and run the following command to initialize your Podfile:

```
pod init
```

Open the Podfile, add the following pods to your Podfile:

```
pod 'Firebase/Core'
pod 'Firebase/Messaging'
```

Save it. Your podfile should look something like this:

```
# Uncomment the next line to define a global platform for your project
# platform :ios, '9.0'
target 'FirebaseNotificationDemo' do
  # Comment the next line if you're not using Swift and don't want to use dynamic frameworks
  use_frameworks!
  # Pods for FirebaseNotificationDemo
  pod 'Firebase/Core'
  pod 'Firebase/Messaging'
```

end

Go back to your terminal and run the following command to install the pods:

```
pod install
```

CocoaPods will then download the SDK for you and create a `.xcworkspace` file for you

With the SDK installed, it's time to add the `GoogleService-Info.plist` file that you have downloaded before. Drag that file from Finder to your project folder.

Enabling Push Notifications

The next step is to enable the Push Notifications capability of the demo project. Select the project in the project navigation, and then choose Target > Capabilities. Flip the switch of *Push Notifications* to ON to enable it.

`AppDelegate.swift` and import the following modules:

```
import UserNotifications
import Firebase
import FirebaseInstanceID
import FirebaseMessaging
```

Adopt the following protocols in your App Delegate class:

```
UNUserNotificationCenterDelegate, FIRMessagingDelegate
```

Next, implement the `applicationReceivedRemoteMessage` required method of the `FIRMessagingDelegate` protocol like this:

```
func applicationReceivedRemoteMessage(_ remoteMessage:
FIRMessagingRemoteMessage) {
    print(remoteMessage.appData)
}
```

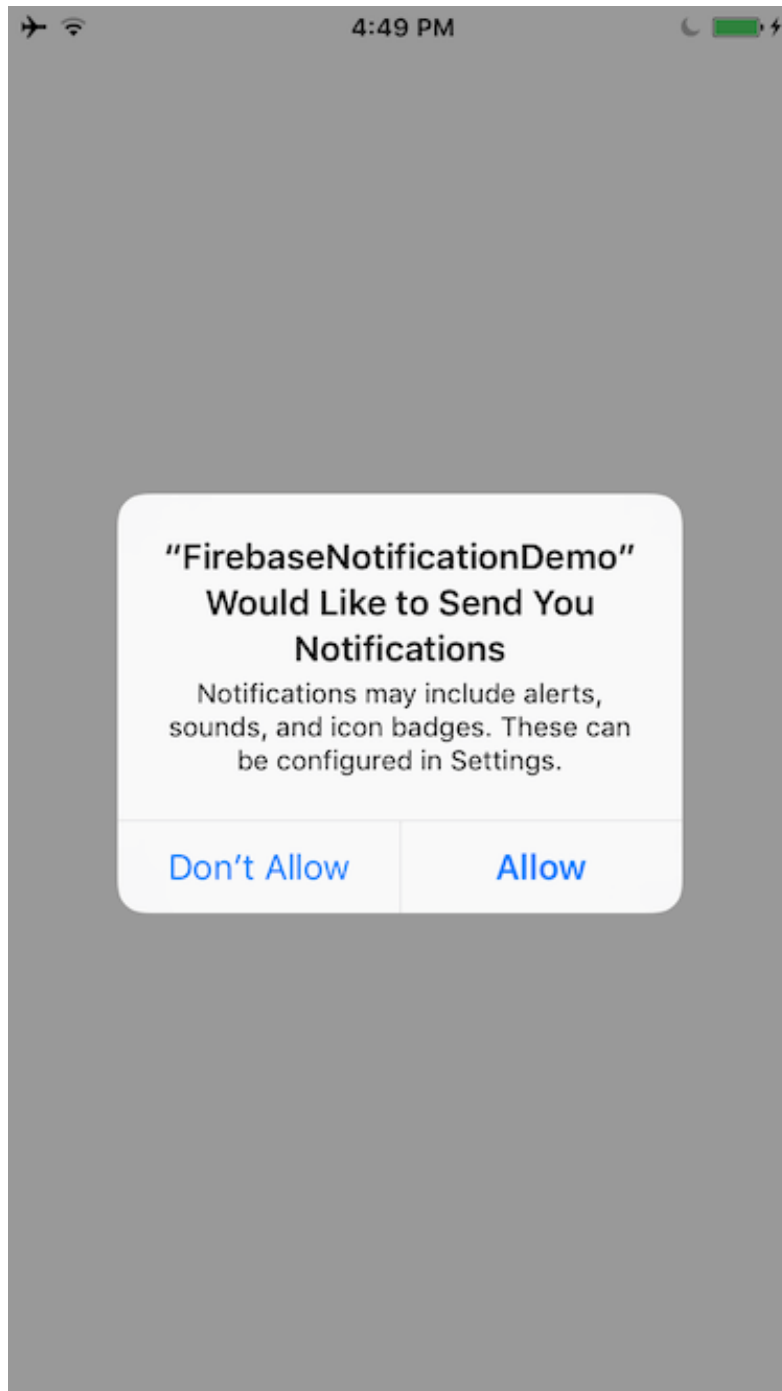
Now inside of your `application(_:didFinishLaunchingWithOptions:)` method, add the following code:

```
if #available(iOS 10.0, *) {
    // For iOS 10 display notification (sent via APNS)
    UNUserNotificationCenter.current().delegate = self
    let authOptions: UNAuthorizationOptions =
[.alert, .badge, .sound]
    UNUserNotificationCenter.current().requestAuthorization(
        options: authOptions,
        completionHandler: {_, _ in })
    // For iOS 10 data message (sent via FCM)
    FIRMessaging.messaging().remoteMessageDelegate = self
} else {
    let settings: UIUserNotificationSettings =
        UIUserNotificationSettings(types:
[.alert, .badge, .sound], categories: nil)
    application.registerUserNotificationSettings(settings)
}
```

```
application.registerForRemoteNotifications()  
FIRApp.configure()
```

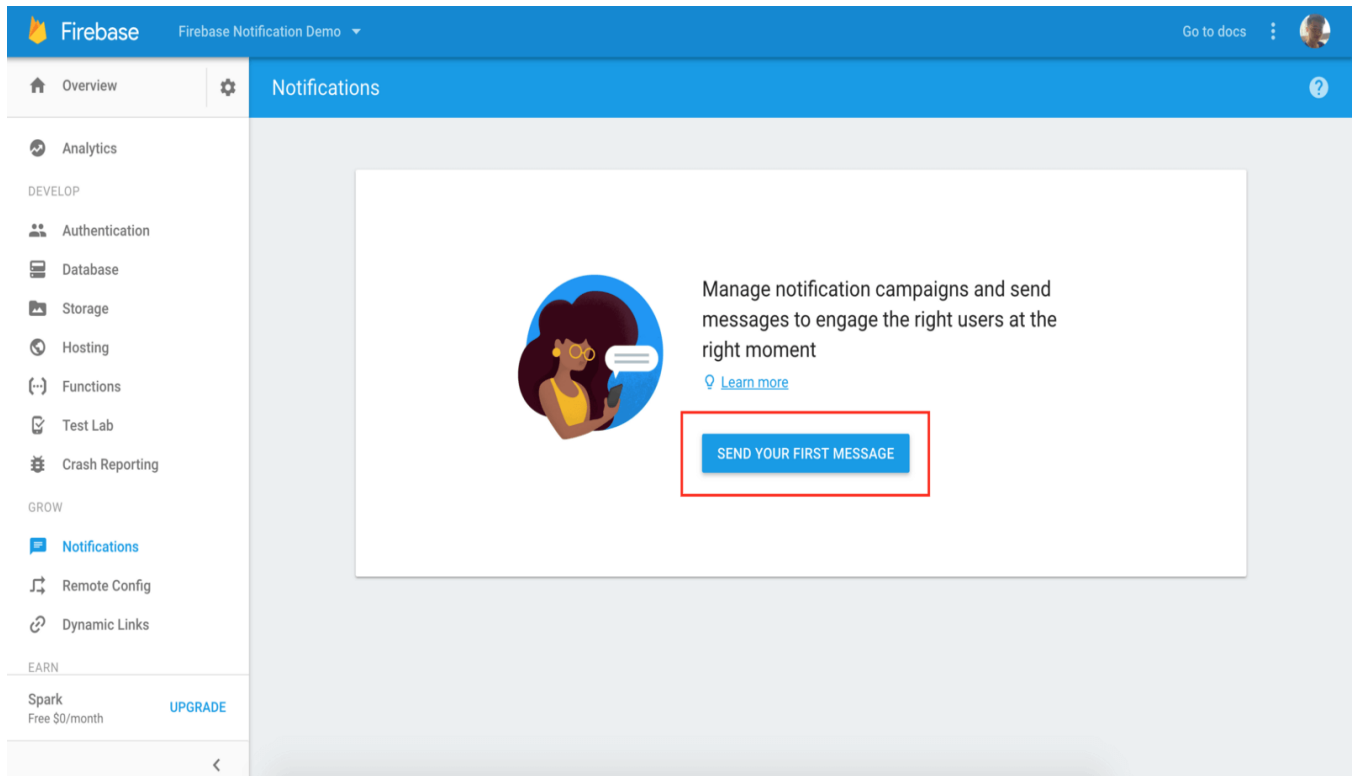
This sets up push notification settings based on your iOS version. The last line `FIRApp.configure()` is to initialize and configure Firebase.

Once you have your App Delegate set up, you can run your Xcode project on your device. Make sure you tap *Allow* when your app asks you for notifications permission.

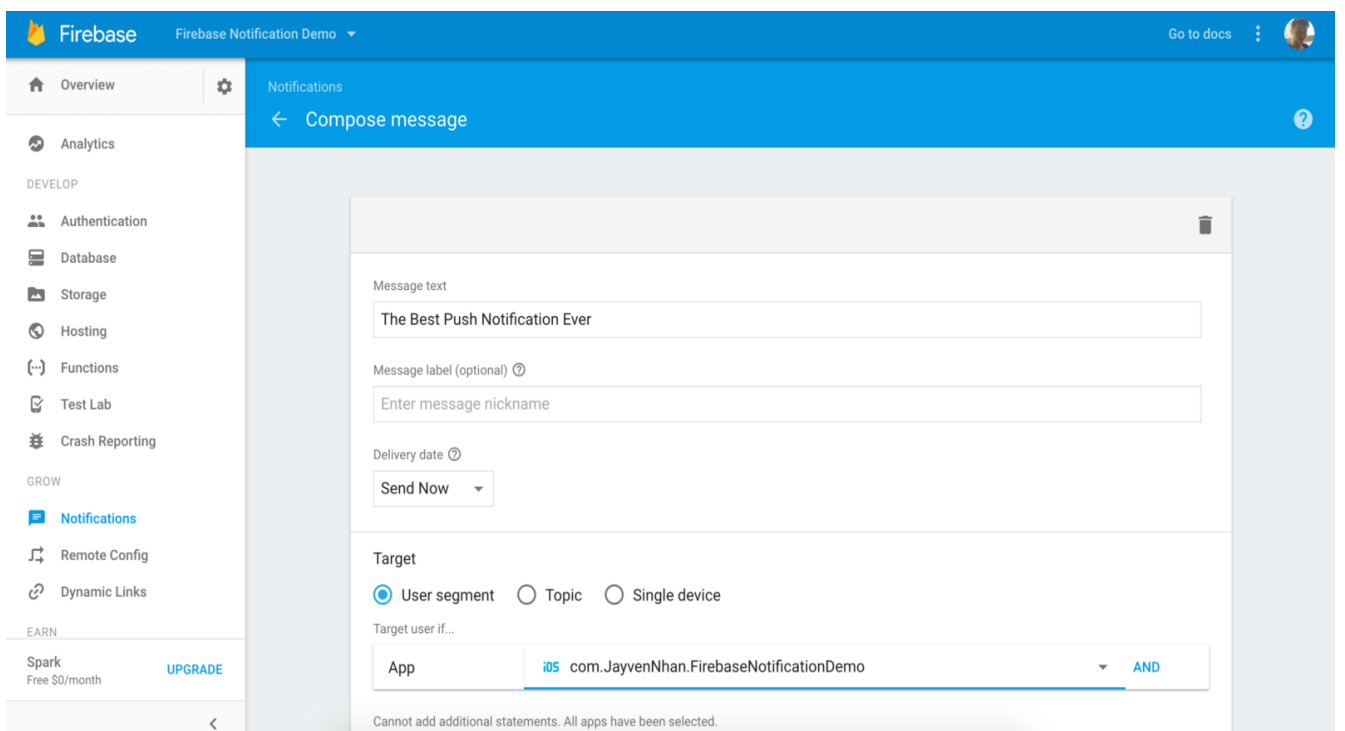


Testing Firebase Notifications

Go back to the Firebase Console, and then select your Firebase project. Look to the left side bar and you should see the Notifications option. Click the button. Once you see the Notification page, click the “SEND YOUR FIRST MESSAGE” button.



Fill in the “Message text” field with a message you would like your users to see. Then select your app under the Target section. Scroll down and press the “SEND MESSAGE” button.



Firebase Notification Demo ▾ Notifications > Compose message Go to docs

Overview

Analytics
 DEVELOP
 Authentication
 Database
 Storage
 Hosting
 Functions
 Test Lab
 Crash Reporting
 GROW
 Notifications
 Remote Config
 Dynamic Links
 EARN
 Spark
 Free \$0/month [UPGRADE](#)

Message text
 The Best Push Notification Ever

Message label (optional) ⓘ
 Enter message nickname

Delivery date ⓘ
 Send Now ▾

Target
☒ User segment ☐ Topic ☐ Single device

Target user if...
 App ios com.JayvenNhan.FirebaseNotificationDemo ▾ AND

Cannot add additional statements. All apps have been selected.

Conversion events ⓘ ▾

Advanced options ▾

SAVE AS DRAFT **SEND MESSAGE**

A pop up will ask you to review your notification message. Press the *SEND* button to send out your notification.

If you lock your device, you should be able to see the notification you pushed on your lock screen. You can then swipe from left to right on the notification to open the app. If you are on your home screen, you will a notification message drop down from the top of your screen. You can tap on the notification to open the app.

