Firebase Push Notifications using a .NET Backend

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Xamarin
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#xamarinuy
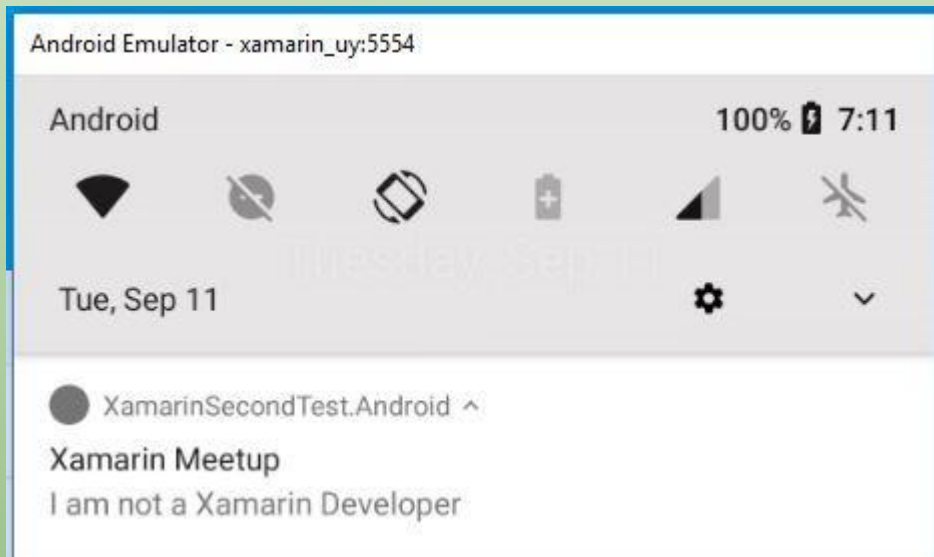
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Microsoft   X Xamarin

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Warning!

Android Emulator - xamarin_uy:5554

Android   100% 🔋 7:11

Tue, Sep 11   ⚙   ˅

⬤ XamarinSecondTest.Android ˄

Xamarin Meetup
I am not a Xamarin Developer

What is Firebase?

- Backend as a service acquired by Google
- It provides different services such as Auth, Storage, Database, Cloud Messaging…
- It has easy integration with different platforms: iOS, Android, Unity, C++, Web
- All services are free to use, some of them have their paid version
- It has very good documentation\
- Console where we configure all our services

Firebase Cloud Messaging (FCM)

- It's Free!!
- It allows you to send messages to your user's apps across a variety of platforms
- Send messages from Firebase Console or hit an API
- Estimated time to deliver notifications: 250ms
- Can send messages to a single device or a group of devices.
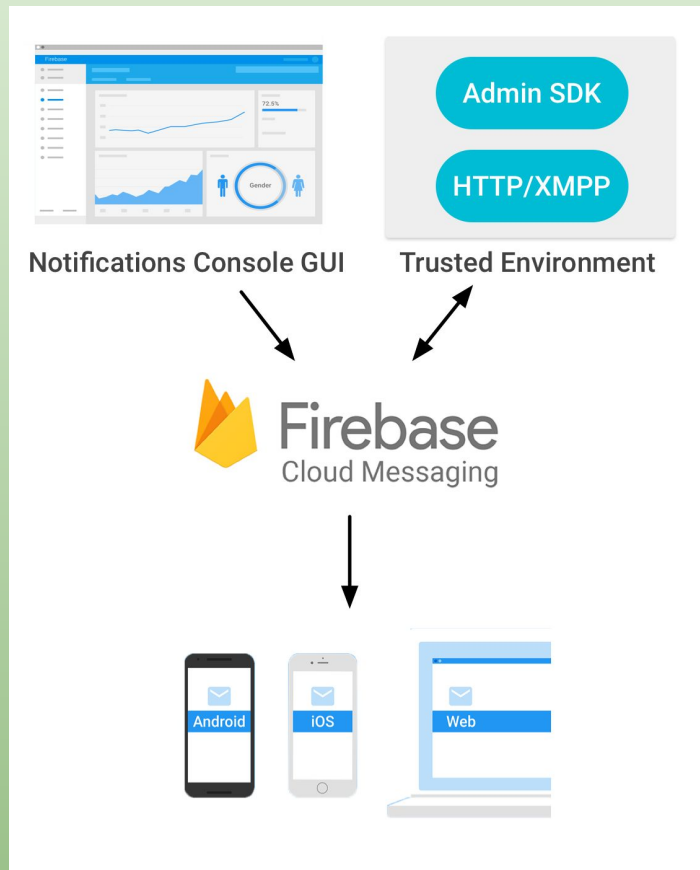
It's showtime!

Coding and Configuring our client

Steps:

1. Create a Xamarin project
2. Create a Firebase project
   a. Add my Android app
3. Add Google-Services to Android app
4. Check device has google services installed
5. Configure receiver on AndroidManifest
6. Create Firebase Service
   a. Override OnRefresh method
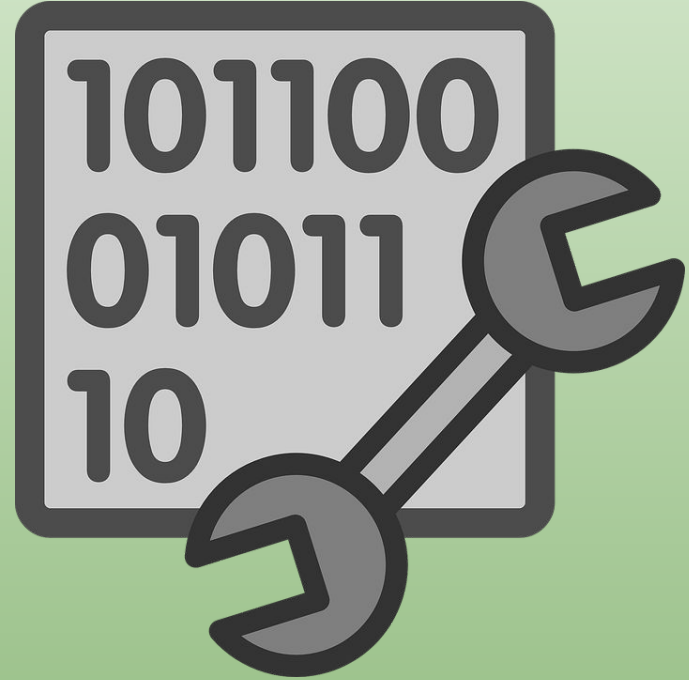
Coding and Configuring our server

```
private static Uri FireBasePushNotificationsURL = new Uri("https://fcm.googleapis.com/fcm/send");
private static string ServerKey = "";
```

```
public static async Task<bool> SendPushNotification(string[] deviceTokens, string title, string body, object data)
```

Steps:

1. Create a Console project
2. Create Message and Notification entities
3. Create Logic that hits the Firebase API
4. Ask the user for the required fields
5. Call Logic from Program

Thanks!

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