	Enperiment-5 Pate: 12-12-22
	Problem Definition:- Develop an application that makes use of notification.
2.	Objectives: To undecutand how to use notification un the app. To undecutand how to open an app using notification

Theory: In this experiment, we need to develop a simple app that roaker use of notification. A notification is a message we can display to the use of one applications normal UT. When we tell the rystem to vince a notification, it appears in the notification area. Notificatione provide shout, itimely information about events in once app while ite not in use. To do this we need to set the notifications content and channel using a Notification Compat. Buildre object. Some important methods of Notification clare are as follows. set(mallIcon(): a small icon four the user-visible content 2 setContent Title(): a title 3 Set Content Tent(): the body lint 4. SetPriority (): the notification priority A notification can be delivered on Andraid 8.0 and higher, so we must regulter ouer apps notification channel with the rystem by parring an instance of Notification Channel its create Notification Channel (). Every notification should respond to a tap, usually to open an activity in one app that consuspends to the notificati on the must sprify a content intent defined with a Pending Intent object and pass it to set Content Intent(). The cetAnto(ancell) method is used to automatically remove the notification when the use tape on it. To make the notification appeau, call Notification Manageu Compat notify () passing it an unique ID for the notification and the result of Notification Compat Builden buildes Next, we use Intent to open an app when the notification is topped. An Intent is a description of an operation to be performed

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XML code: - (activity main , xml)
<? rund vecusion = "1.0" encoding = " utg - 8" ?>
Landraidx, constraint layout, widget. Constraint layout
    xmln: andusid = "http: 11 schemas. andusid. com /apk/res/andusid"
    xmlns: toals = " http: 11 schemas, andusid. cam / toals
    andusid: layout - midth = " match-parrent"
    andusid: layout_height = "rotateh_pauent"
tools: content = ". Main Activity">
     < Buttan
       anduaid: id = " @+id/natify_ben"
       anduaid: layout_midth = "as1ap"
       anduaid: layout_height = "66 ap"
anduaid: layout_align Pawent End = "+rue"
       andusid: layout_align facentbatton = "true"
       andicaid: tent = "Get Notification"
       andilaid: layout_constraint Battam_to Battom Of = "pacient"
       app: layout_constituitEnd_toEnday = "parient"
app: layout_constituitStant_toStantog = "parient"
       app: layout_constraintTop_to TopOf = "parient" />
C/andusida. canetraintlayout. widget. Constraintlayout>
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Java Cade: (Main Activity, java)
package can enample two;
impact anducidx. appeampat. app. Applampat Activity;
impant anduaid & caire. app. Natificaltain Campat;
impant anducida. come app. Natification Managentampat;
impant anduaid app. Natification Channel
impaut andusid app. Natification Managen;
impant anduaid as build;
impart anducid as Bundle;
impaut anduaid. view. View;
irogeaut anduaid, widget Buttan;
public class Main Activity entends App Campat Activity ?
   Button natify Atn;
   @ Override
   preatested vaid oncueate (bundle laved Instance Clate) }
     super. on Cueate (laved Enstance (tate);
     set content view (R. layout. activity-main);
     natify Bin = find view By Id (R. id , natify bin);
      if (Build, VERSION, COK_ENT ) = Build, VERSION_CODES.0)
        Netification Channel = new Notification Channel (
          "My Natification", "My Natification", Natification Manager.

IMPORTANCE_DEFAULT);
         Notification Manager manager = get lystembrevier (
Notification Manager. class);
         manager-cueateNotificationChannel (channel);
   natifyBon. atonclick listence (new View. Onclick hillence ()
      aoverride
      public vaid onelick (View V) }
         NatificationCompat. Builden builden = nur NatificationCompat. Builden (
```

Main Activity. this, "My Natification");
builder. Ut Cantent Title ("My Natification");
builder. set Cantent Tent ("This is the natification you received..."); builder. Set Antoloniel (true); builder set small Tean (R. derawable , is _taunsher_backguaund); builder Cet Priority (Natification lampat. PRIORITY_DEFAULT);

Natification Manager Compat =

Notification Manager Compat. Jerom (Main Activity. Hhir);

manager Compat. notify (1, builder build ());

	Conclusion:
	By this termwork, we understood the use of notifica
_	By this termwork, we understood the use of notification, opening the app using the notification and implemented the same in Android Studio by building on application.
	implemented the same un Andersid Coudin by building
	an application.
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	References:
	Android Studio 3.5 Development Eventials, Java edition 2019 Neil Smyth / Payload Media, Inc.
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