

Exercise (Instructions): Notifying the User

Objectives and Outcomes

In this exercise, you will use two different Cordova plugins for delivering notification to the user. You will use the local notification plugin to put a notification into the device's notification bar. In addition you will use the toast plugin to show a short message on the screen to alert the user. At the end of this exercise, you will be able to:

- Use the Cordova Local Notification plugin together with the ngCordova wrapper to put notifications into the device's notification bar
- Use the Cordova Toast plugin together with the ngCordova wrapper to show a short message to the user on the device's screen

Adding the Cordova Plugins

- First, add the Cordova plugin for the local notifications by typing the following at the command prompt:

```
ionic plugin add de.appplant.cordova.plugin.local-notification
```

- Then, install the Cordova Toast plugin by typing the following at the prompt:

```
ionic plugin add https://github.com/EddyVerbruggen/Toast-PhoneGap-Plugin.git
```

Updating MenuController

- Update the *MenuController* to inject the *\$ionicPlatform*, *\$cordovaLocalNotification* and *\$cordovaToast* as follows:

```
.controller('MenuController', ['$scope', 'dishes', 'favoriteFactory', 'baseURL', '$ionicListDelegate', '$ionicPlatform', '$cordovaLocalNotification', '$cordovaToast', function ($scope, dishes, favoriteFactory, baseURL, $ionicListDelegate, $ionicPlatform, $cordovaLocalNotification, $cordovaToast) {
```

- Then add the following to the *addFavorite()* function in *MenuController*.

```

$ionicPlatform.ready(function () {
    $cordovaLocalNotification.schedule({
        id: 1,
        title: "Added Favorite",
        text: $scope.dishes[index].name
    }).then(function () {
        console.log('Added Favorite ' + $scope.dishes[index].name);
    },
    function () {
        console.log('Failed to add Notification ');
    });

    $cordovaToast
        .show('Added Favorite ' + $scope.dishes[index].name, 'long', 'center'
    )

        .then(function (success) {
            // success
        }, function (error) {
            // error
        });
});

```

- Save the changes, build and deploy the application to the emulator to see the changes.