

#### Lesson 23

# Android **Notifications**

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Notes are based on:
Android Developers
http://developer.android.com/index.html

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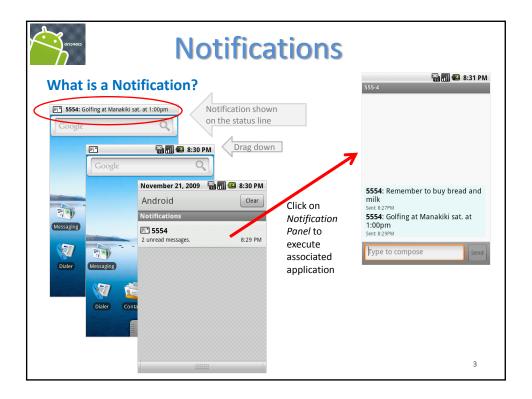
# **Notifications**

#### What is a Notification?

A *notification* is a short message briefly displayed on the *status line*.

It typically announces the happening of an special event for which a trigger has been set.

After opening the *Notification Panel* the user may choose to click on a selection and execute an associated activity.



#### **Notification Manager**

This class notifies the user of events that happen in the background.

Notifications can take different forms:

- 1. A persistent icon that goes in the status bar and is accessible through the launcher, (when the user selects it, a designated Intent can be launched),
- 2. Turning on or flashing LEDs on the device, or
- 3. Alerting the user by flashing the backlight, playing a sound, or vibrating.

# Notifications – Since Jelly Bean 4.0

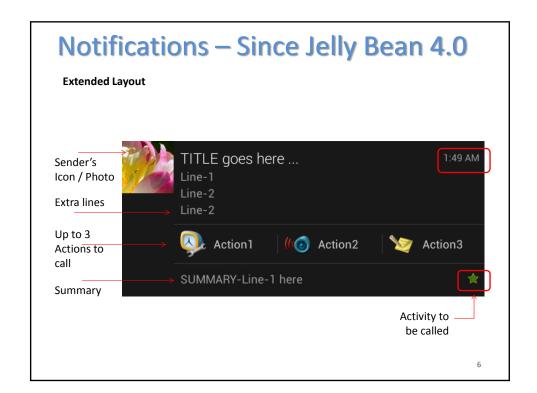
#### **Base Layout**

All notifications include in their MINIMUM configurations three parts:

- the sending application's notification icon or the sender's photo a notification title and message
- 2. a timestamp
- 3. a secondary icon to identify the sending application when the senders image is shown for the main icon

#### **Optional Entries**

- 1. Additional lines
- 2. Up to three actions
- 3. A summary line



#### **Notification Manager**

You do not instantiate this class directly; instead, retrieve it through **getSystemService** ( String ).

#### Example:

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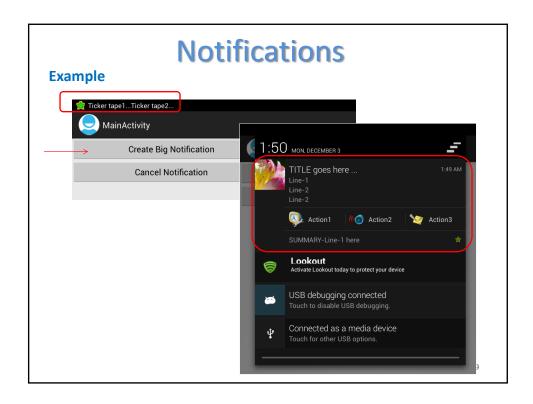
### **Notifications**

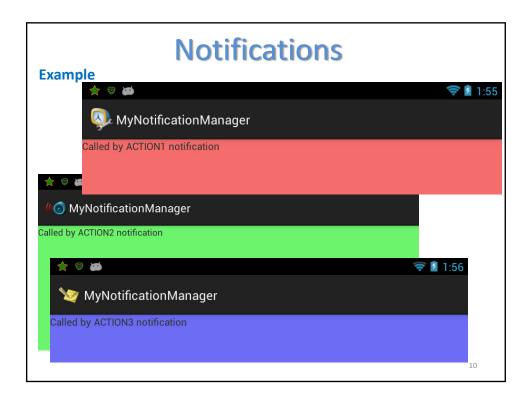
#### **Notification Builder**

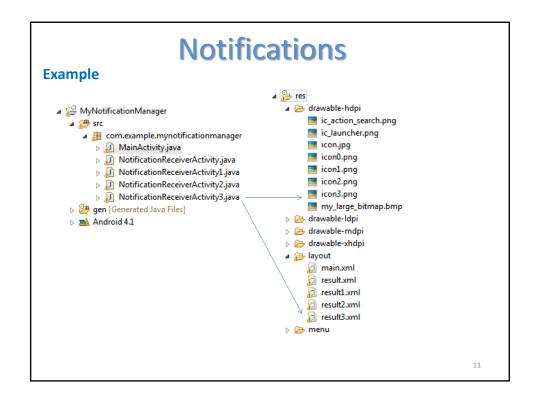
A convenient way to set up various fields of a **Notification** 

#### **Example:**

```
Notification noti = new Notification.Builder(Context)
    .setContentTitle("Important message for you...")
    .setContentText(subject)
    .setSmallIcon(R.drawable.new_mail)
    .setLargeIcon(aBitmap)
    .build();
```







#### **Example**: MainActivity

```
package com.example.mynotificationmanager;
public class MainActivity extends Activity implements OnClickListener {
 NotificationManager notificationManager;
 final int NOTIFICATION_ID = 12345;
 @Override
 public void onCreate(Bundle savedInstanceState) {
   super.onCreate(savedInstanceState);
   setContentView(R.layout.main);
   findViewById(R.id.btnBig).setOnClickListener(this);
   findViewById(R.id.btnCancel).setOnClickListener(this);
 }// onCreate
 @SuppressLint("NewApi")
 public void createBigNotification(View view) {
   Intent intent = new Intent(this, NotificationReceiverActivity.class);
   intent.putExtra("callerIntent", "main");
intent.putExtra("notificationID", NOTIFICATION_ID);
   PendingIntent pIntent = PendingIntent.getActivity(this, 0, intent, 0);
```

#### **Example:** MainActivity

```
// better way to do previous work
PendingIntent pIntent1 = makePendingIntent(
    NotificationReceiverActivity1.class, "Action1");
PendingIntent pIntent2 = makePendingIntent(
   NotificationReceiverActivity2.class, "Action2");
PendingIntent pIntent3 = makePendingIntent(
    NotificationReceiverActivity3.class, "Action3");
// a bitmap to be added in the notification view
Bitmap myBitmap = BitmapFactory.decodeResource(getResources(),
    R.drawable.my_Large_bitmap);
Notification.Builder baseNotification = new Notification.Builder(this)
    .setContentTitle("TITLE goes here ...")
    .setContentText("Second Line of text goes here")
    .setTicker("Ticker tape1...Ticker tape2...")
    .addAction(R.drawable.icon1, "Action1", pIntent1)
.addAction(R.drawable.icon2, "Action2", pIntent2)
.addAction(R.drawable.icon3, "Action3", pIntent3)
    .setSmallIcon(R.drawable.icon0)
    .setLargeIcon(myBitmap)
    .setLights(0xffcc00, 1000, 500)
    .setContentIntent(pIntent);
```

### **Notifications**

#### **Example**: MainActivity

```
Notification noti = new Notification.InboxStyle(baseNotification)
               .addLine("Line-1")
               .addLine("Line-2")
.addLine("Line-2")
                .setSummaryText("SUMMARY-Line-1 here")
                .build();
 notificationManager = (NotificationManager)
                           getSystemService(NOTIFICATION_SERVICE);
  // Hide the notification after its selected
  noti.flags |= Notification.FLAG_AUTO_CANCEL;
  // notification ID is 12345
  notificationManager.notify(12345, noti);
}// createBigNotification
@Override
public void onClick(View v) {
  switch (v.getId()) {
 case R.id.btnBig:
   createBigNotification(v);
   break;
```

#### **Example:** MainActivity

```
case R.id.btnCancel :
    try {
        if ( notificationManager != null) {
             notificationManager.cancel(NOTIFICATION_ID);
        }
    } catch (Exception e) {
        Log.e("<<MAIN>>", e.getMessage() );
    }
    break;

}
}// onClick

public PendingIntent makePendingIntent(Class partnerClass, String callerName)

{
    Intent intent = new Intent(this, partnerClass);
    intent.putExtra("callerIntent", callerName);
    intent.putExtra("callerIntent", callerName);
    intent.putExtra("notificationID", NOTIFICATION_ID);
    PendingIntent pIntent = PendingIntent.getActivity(this, 0, intent, 0);
    return pIntent;
}

}// class
```

### **Notifications**

#### **Example:** NotificationReceiverActivity

#### **Example**: Manifest

```
<manifest xmlns:android="http://schemas.android.com/apk/res/android"</pre>
    package="com.example.mynotificationmanager"
    android:versionCode="1"
    android:versionName="1.0" >
         android:minSdkVersion="8"
         android:targetSdkVersion="14" />
    <application
         android:icon="@drawable/ic_Launcher"
android:label="@string/app_name"
         android:theme="@style/AppTheme" ><activity</pre>
             android:name=".MainActivity"
android:label="@string/title_activity_main" >
             <intent-filter>
                  <action android:name="android.intent.action.MAIN" />
                  <category android:name="android.intent.category.LAUNCHER" />
             </intent-filter>
         </activity>
         <activity android:name=".NotificationReceiverActivity"</pre>
                    android:icon="@drawable/icon0" >
         </activity>
```

### **Notifications**

#### Example: Manifest

#### Example - Layout: main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"</pre>
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:orientation="vertical" >
        android:id="@+id/btnBig"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="Create Big Notification"
        android:ems="20" >
    </Button>
    <Button
        android:id="@+id/btnCancel"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
android:text="Cancel Notification"
        android:ems="20" >
    </Button>
</LinearLayout>
```

### **Notifications**

#### Example - Layout: main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:layout_width="match_parent"
    android:layout_height="match_parent" >

    <TextView
        android:layout_width="wrap_content"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="Called from the MASTER notification" >
        </TextView>
</LinearLayout>
```

#### **Notification**

This class represents how a persistent notification is to be presented to the user using the NotificationManager.

public Notification (int icon, CharSequence tickerText, long when)

#### **Parameters**

*icon* The resource id of the icon to put in the status bar.

tickerText The text that flows by in the status bar when the notification

first activates.

when The time to show in the time field.

In the System.currentTimeMillis timebase.

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# **Notifications (Before SDK 4.0)**

#### **Notification - Methods**

public void notify (int id, Notification notification)

Places a persistent notification on the status bar.

#### **Parameters**

id An identifier for this notification unique within

your application.

notification A Notification object describing how to notify the

user, other than the view you're providing.

Must not be null.



#### **Notification – Methods**

#### public void setLatestEventInfo (

Context context, CharSequence contentTitle,

CharSequence contentText, PendingIntent contentIntent)

Sets the contentView field to be a view with the standard "Latest Event" November 21, 2009 🚟 📶 😉 10:18 PM

layout.

#### **Parameters**

The context for your application / activity. context contentTitle The title that goes in the expanded entry. contentText The text that goes in the expanded entry. contentIntent

The intent to launch when the user clicks the expanded

Clear

10:18 PM

Android

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# **Notifications (Before SDK 4.0)**

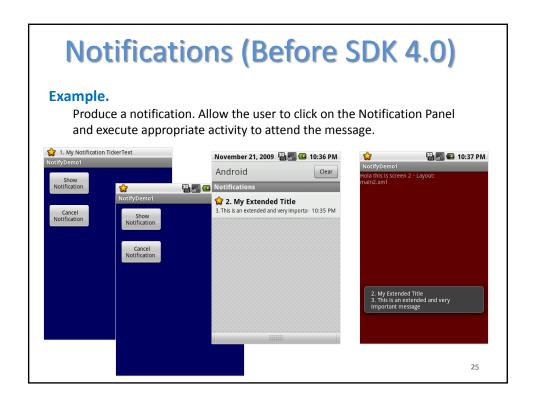
#### **Notification – Methods**

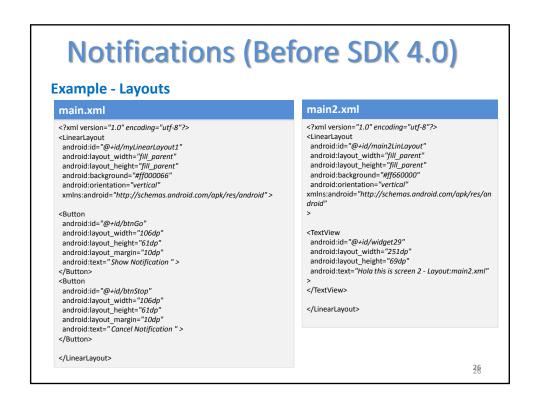
public void cancel (int id) public void cancelAll ()

Cancel a previously shown notification. If it's transient, the view will be hidden. If it's persistent, it will be removed from the status bar.

#### **Parameters**

An identifier for this notification unique within your application.





#### **Example – Manifest**

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"</pre>
  package="cis493.demos"
   android:versionCode="1"
  android:versionName="1.0">
    <application android:icon="@drawable/icon"
             android:label="@string/app_name">
    <activity android:name=".NotifyDemo1"
         android:label="@string/app_name">
      <intent-filter>
        <action android:name="android.intent.action.MAIN" />
        <category android:name="android.intent.category.LAUNCHER" />
    </activity>
    <activity android:name=".NotifyHelper">
    </activity>
  <uses-sdk android:minSdkVersion="4"/>
```

#### /drawable



btn\_star\_big\_on\_selected.png

#### Note:

Obtain the icon from the folder

C:\Android\platforms\android-1.x\data\res\drawable

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# **Notifications (Before SDK 4.0)**

#### **Example – Create & Cancel a Notification**

```
package cis493.demos;
import . . .

public class NotifyDemol extends Activity {
    Button btnGo;
    Button btnStop;
    int notificationId = 1;
    NotificationManager notificationManager;

    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.main);
}
```

#### **Example – Create & Cancel a Notification**

```
btnGo = (Button)findViewById(R.id.btnGo);
btnGo.setOnClickListener(new OnClickListener() {
public void onClick(View v) {
  //define a notification manager
  String serName = Context.NOTIFICATION SERVICE;
  notificationManager = (NotificationManager)getSystemService(serName);
  //define notification using: icon, text, and timing.
  int icon = R.drawable.btn_star_big_on_selected;
  String tickerText = "1. My Notification TickerText";
  long when = System.currentTimeMillis();
  Notification notification = new Notification(icon, tickerText, when);
  //configure appearance of the notification
  String extendedTitle = "2. My Extended Title";
  String extendedText = "3. This is an extended and very important message";
  Intent intent = new Intent(getApplicationContext(), NotifyHelper.class);
  intent.putExtra("extendedText", extendedText);
intent.putExtra("extendedTitle", extendedTitle);
  PendingIntent launchIntent =
       PendingIntent.getActivity(getApplicationContext(),0,intent,0);
```

# **Notifications (Before SDK 4.0)**

#### **Example – Create & Cancel a Notification**

#### **Example - SubActivity - Attending the Notification**

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# **Notifications**

