Notifications How-To

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This guide explains how to make a simple app that implements notifications.

-To begin you should have a Main Activity that has an editText widget that will allow you to enter text to be sent as a notification.

private EditText editTextMessage;

-You will also want to import libraries.

import android.support.v4.app.NotificationCompat;  
import android.support.v4.app.NotificationManagerCompat;

-Separate from the Main Activity, create a new activity to handle your notification channels. Import libraries:

import android.app.NotificationChannel;  
import android.app.NotificationManager

-In your notification activity define final Strings that are channel IDs for each notification you would like to include. You can use multiple notification channels to specify what attributes you would like your notification to have. Doing this allows you to define the priority level among other attributes.

public static final String CHANNEL\_1\_ID = "channel1";

-Add a function the creates your notification channels by calling invoking NotificationChannel on a variable and passing in the channel ID and Importance level.

private void createNotificationChannels()

NotificationChannel channel1 = new NotificationChannel(  
 CHANNEL\_1\_ID,  
 "Channel 1",  
 NotificationManager.IMPORTANCE\_HIGH);

-set a description for youe notification

channel1.setDescription("This is Channel 1");

-Now that your notification channel is setup, create another variable so that you can create the notification channel using NotificationManager.

NotificationManager manager = getSystemService(NotificationManager.class);  
manager.createNotificationChannel(channel1);

Note: You may do these steps and include as many notification channels as you like. You can also set different attributes for each channel like priority, the way they are displayed, timing, etc.

-In onCreate, call this function that you just created for notification channels.

-Go back to MainActivity and import your channel ID.

import static com.navigationapp.Notification.*CHANNEL\_1\_ID*;

-Create a variable for your notification manager.

private NotificationManagerCompat notificationManager;

-Get references for your editText and NotificationManager.

notificationManager = NotificationManagerCompat.*from*(this);

editTextMessage = findViewById(R.id.*edit\_text\_message*);

-Create a function that sends your notification.

public void sendOnChannel1(View v)

-Inside this function, you will create a variable to store the message you entered into the editText.

String message = editTextMessage.getText().toString();

-Also, inside this function you will invoke NotificationCompat.Builder to build your notification message and include any attributes such as an icon, the text message content, priority, category, etc.

Notification notification = new NotificationCompat.Builder(this, *CHANNEL\_1\_ID*)  
 .setSmallIcon(R.drawable.*ic\_baseline\_looks\_one\_24px*)  
 .setContentText(message)  
 .setPriority(NotificationCompat.*PRIORITY\_HIGH*)  
 .setCategory(NotificationCompat.*CATEGORY\_MESSAGE*)  
 .build();

-Finally, send your notification by calling notificationManager.notify(), passing in the channel and full notification created in the previous step.

notificationManager.notify(1, notification);

-Now, when you load your app, enter text, and click the button, the notification channel will activate and your notification will be sent to your phone.

-You can use these steps to create multiple notification channels that act the way you specify.