1. Web Service

<?php

defined('BASEPATH') or exit('No direct script access allowed');

*class* Api\_level extends *CI\_Controller*

{

    public *function* \_\_construct()

    {

*parent*::\_\_construct();

        $this->load->model('Level\_model', 'level\_model');

    }

    public *function* get()

    {

        $exec = $this->level\_model->get();

        echo json\_encode(['data' => $exec->result()]);

    }

    public *function* destroy()

    {

        $id = $this->input->post('id');

        $exec = $this->level\_model->destroy($id);

        $code = 500;

        if ($exec) {

            $code = 200;

        }

        echo json\_encode(['code' => $code]);

    }

}

    /\* End of file  api\_level.php \*/

2. Push Notification

// function untuk menampilkan notification

*function* pushNotif(*msg*) {

    Push.create("2021 UTS", {

      body: msg,

      icon: "<?= base\_url('asset/img/coreui.png'); ?>",

      timeout: 10000,

      onClick: *function*() {

        window.focus()

        pushClose()

      }

    })

  }

  // function untuk menutup notification

*function* pushClose() {

    Push.clear()

    window.location.reload()

  }

3. AJAX

$.ajax({

  url: '<?= site\_url('api/level/destroy'); ?>',

  type: 'POST',

  dataType: "JSON",

  data: {

    id: id

  },

  beforeSend: () *=>* {

    $('#vdata').block({

      message: '<i class="fas fa-spinner fa-spin"></i>'

    })

  },

}).always(() *=>* {

  $('#vdata').unblock()

}).fail(*e* *=>* {

  Swal.fire({

    position: 'top-end',

    icon: 'error',

    title: 'Failed get data Menu',

    showConfirmButton: false,

    timer: 5000,

    toast: true

  }).then(() *=>* {

    $('#vdata').unblock()

  })

}).done(*e* *=>* {

  if (e.code == 200) {

    pushNotif("Delete Data Success")

  } else {

    pushNotif("Delete Data Failed")

  }

})