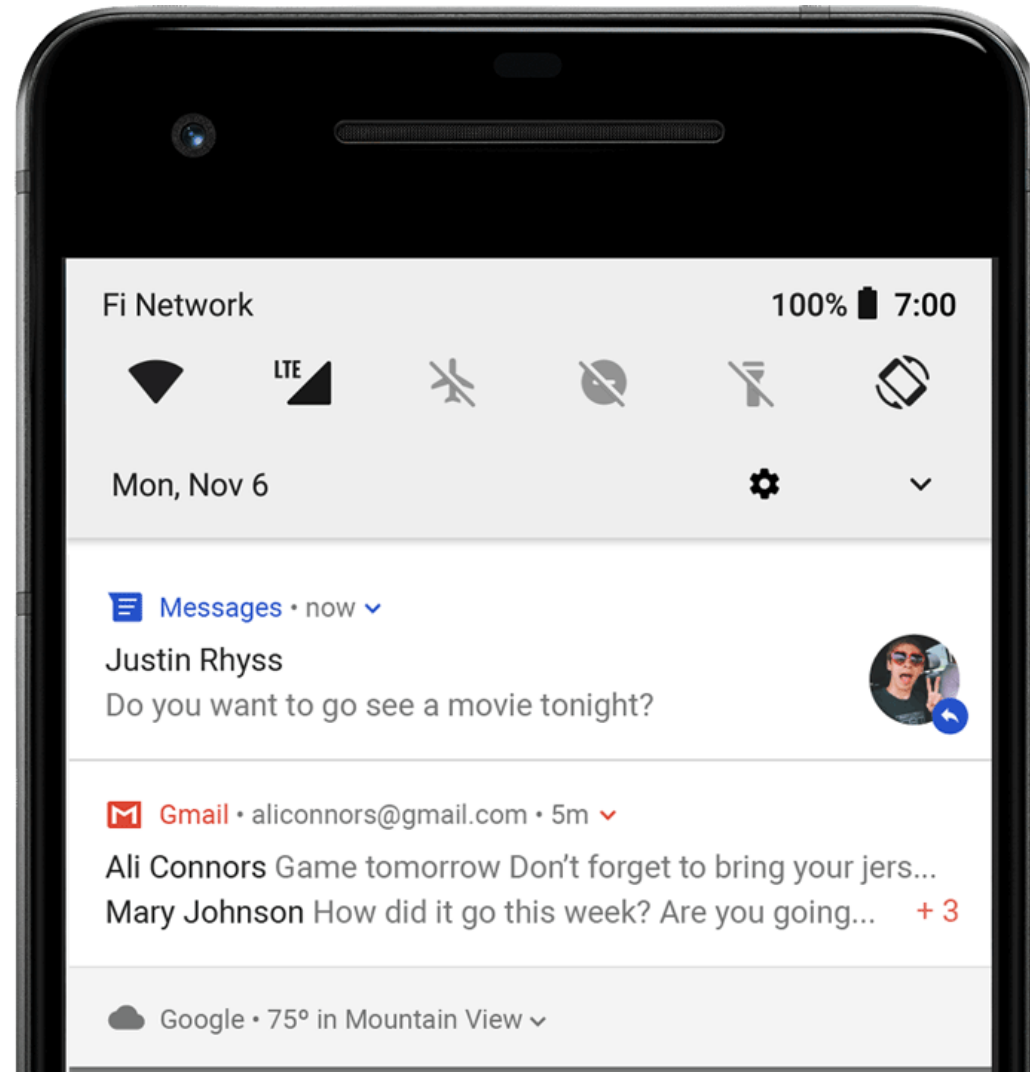# Notification

Notification

- A notification in its most basic and compact form (also known as collapsed form) displays an icon, a title, and a small amount of content text.

- Notifications are the messages in the status bar at the top of the screen.

- final int NOTIF_ID = 1234;
- NotificationManager notifManager = (NotificationManager) getSystemService(NOTIFICATION_SERVICE);
- Notification note = new Notification(R.drawable.icon, "New E-mail", System.currentTimeMillis());
- PendingIntent intent = PendingIntent.getActivity(this, 0, new Intent(this, Main.class), 0);
- note.setLatestEventInfo(this, "New E-mail", "You have one unread message.", intent);
- notifManager.notify(NOTIF_ID, note);
- // notifManager.cancel(NOTIF_ID);

NotificationManager

- NotificationManager notifManager = (NotificationManager) getSystemService(NOTIFICATION_SERVICE);

- The NotificationManager can send out Notification objects.
- Create a new instance of one like this:

Notification

- Notification note = new Notification(R.drawable.icon, "New E-mail", System.currentTimeMillis());

- First parameter is the resource ID of a Drawable

- Second parameter is the shortened title that will appear in the top status bar, not the one that you see when you expand the bar.

- Last parameter is the time that will be displayed in the Notification details.

PendingIntent

- PendingIntent intent = PendingIntent.getActivity(this, 0, new Intent(this, MainActivity.class), 0);

- PendingIntent object is to specify what you want to happen when the notification is tapped on.
  - Usually you'll want to launch an activity in your application via an Intent
- The first argument is the context, second is a private request code, third is an Intent object (in this case we're having it start the MainActivity) and the last one is for flags.

setLatestEventInfo

- note.setLatestEventInfo(this, "New E-mail", "You have one unread message.", intent);

- You can specify a title, a message, and the Intent that will be invoked when users click on the notification in the expanded view.

Notify()

- Create an int constant to store an ID to keep track of the notification.
- Any value can be chosen but no duplicates.
- Call notify() and pass the ID along with the Notification object you created earlier

- final int NOTIF_ID = 1234;
- notifManager.notify(NOTIF_ID, note);