Chapter 90: Notifications API

Section 90.1: Requesting Permission to send notifications

We use `Notification.requestPermission` to ask the user if he/she wants to receive notifications from our website.

```
Notification.requestPermission(function() {
    if (Notification.permission === 'granted') {
        // user approved.
        // use of new Notification(...) syntax will now be successful
    } else if (Notification.permission === 'denied') {
        // user denied.
    } else { // Notification.permission === 'default'
        // user didn't make a decision.
        // You can't send notifications until they grant permission.
    }
});
```

Since Firefox 47 The `.requestPermission` method can also return a promise when handling the user's decision for granting permission

```
Notification.requestPermission().then(function(permission) {
    if (!('permission' in Notification)) {
        Notification.permission = permission;
    }
    // you got permission !
    }, function(rejection) {
    // handle rejection here.
    }
);
```

Section 90.2: Sending Notifications

After the user has approved a request for permission to send notifications, we can send a simple notification that says Hello to the user:

```
new Notification('Hello', { body: 'Hello, world!', icon: 'url to an .ico image' });
```

This will send a notification like this:

> **Hello**
>
> Hello, world!

Section 90.3: Closing a notification

You can close a notification by using the `.close()` method.

```
let notification = new Notification(title, options);
// do some work, then close the notification
notification.close()
```

You can utilize the `setTimeout` function to auto-close the notification sometime in the future.

```
let notification = new Notification(title, options);
setTimeout(() => {
    notification.close()
}, 4000);
```

The above code will spawn a notification and close it after 4 seconds.

Section 90.4: Notification events

The Notification API specifications support 2 events that can be fired by a Notification.

1. The `click` event.

This event will run when you click on the notification body (excluding the closing X and the Notifications configuration button).

Example:

```
notification.onclick = function(event) {
    console.debug("you click me and this is my event object: ", event);
}
```

2. The `error` event

The notification will fire this event whenever something wrong will happen, like being unable to display

```
notification.onerror = function(event) {
    console.debug("There was an error: ", event);
}
```