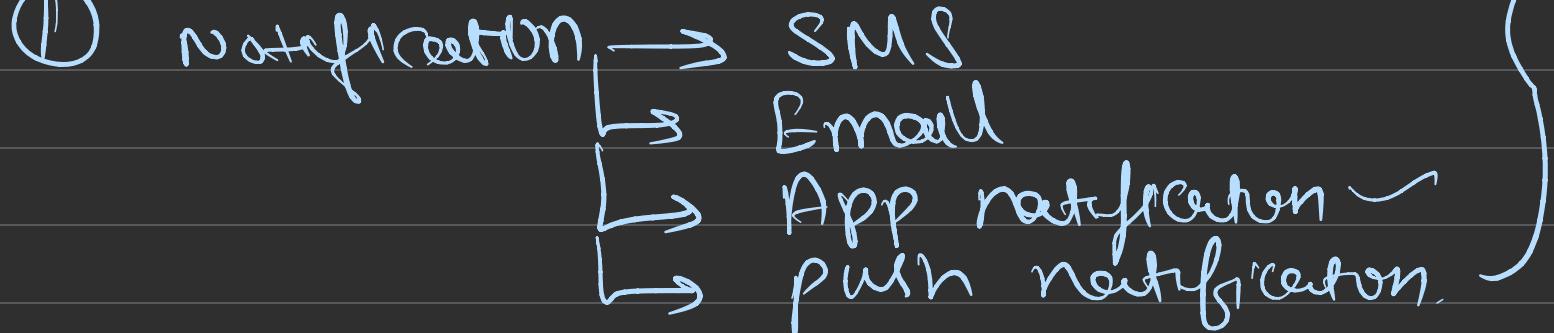


# Notification System

- ① Discovering requirement
- ② Back of envelope estimation
- ③ Blue print of your design.
- ④ Deep dive into your design.

## System requirement -

①



②

Real time -

③

Rate-limiting on no. of notification sent

④

Ack of notification

⑤

Notification should be delivered as soon  
as user comes online.

⑥

Client → iOS, android

Scale- 10 millions Sims / day -

5 millions Small / day.

5 millions Push / next / action

① near real time ↗

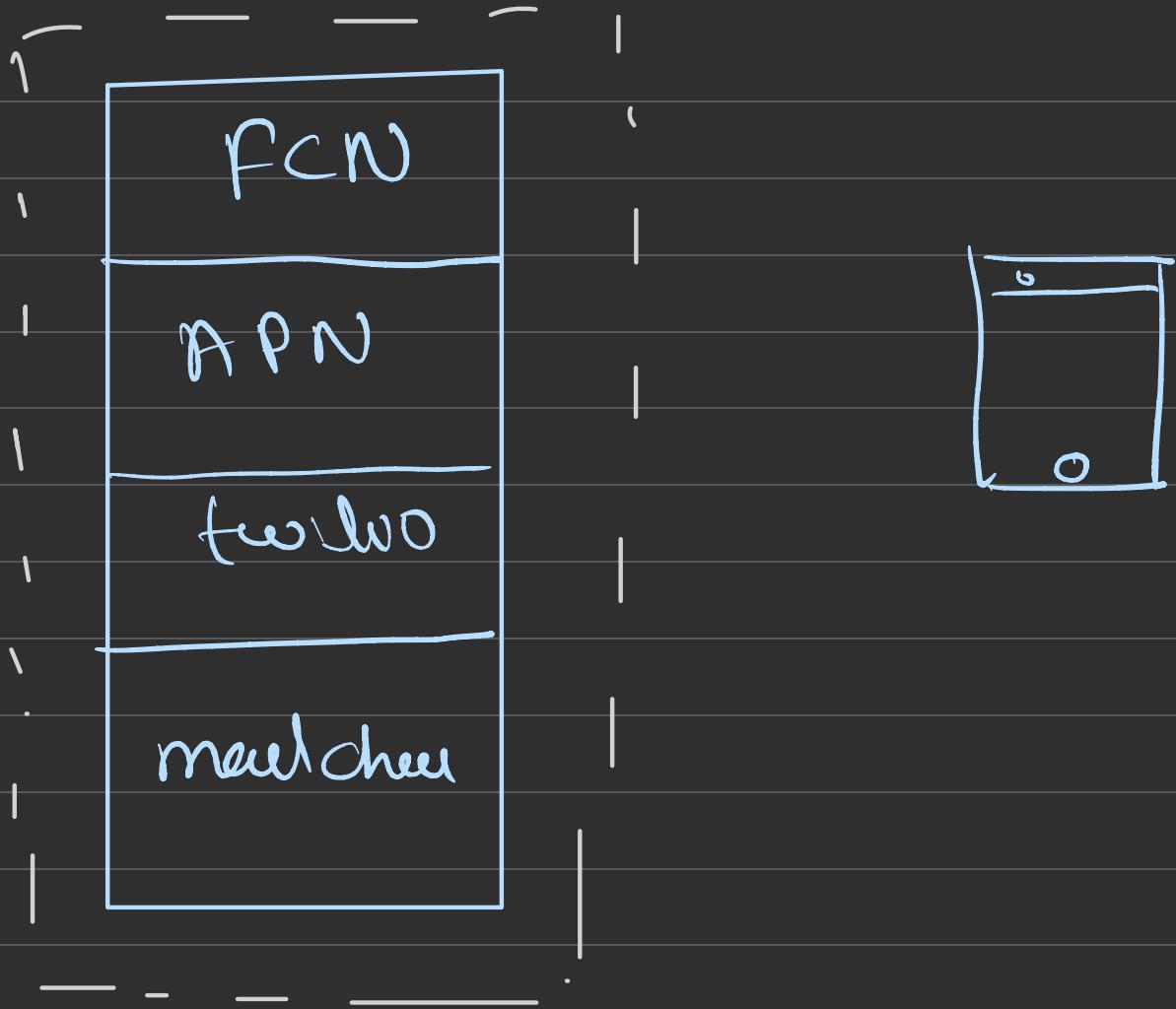
## iOS & Android

① iOS → APN → apple push notification.

② Android → F CM → firebase cloud messaging

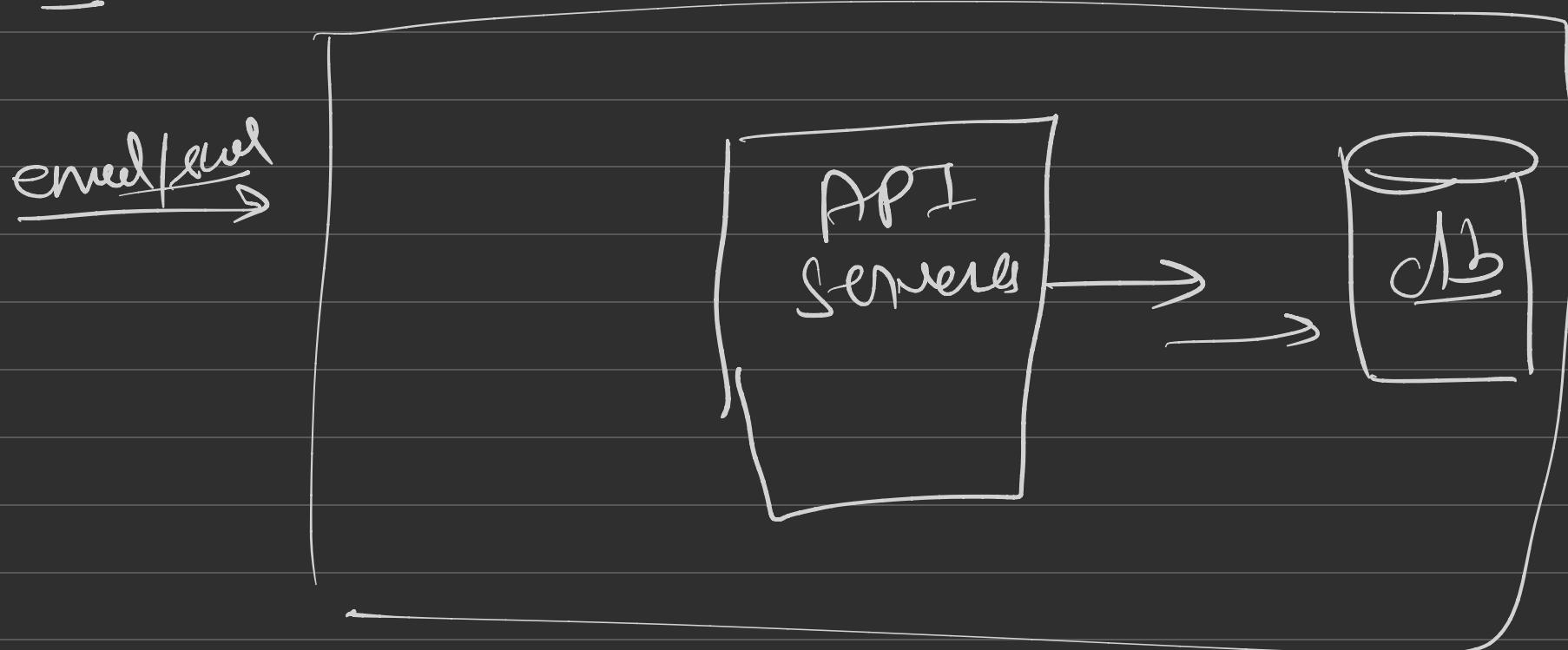
③ SMS → Twilio

④ Gmail → mailchimp

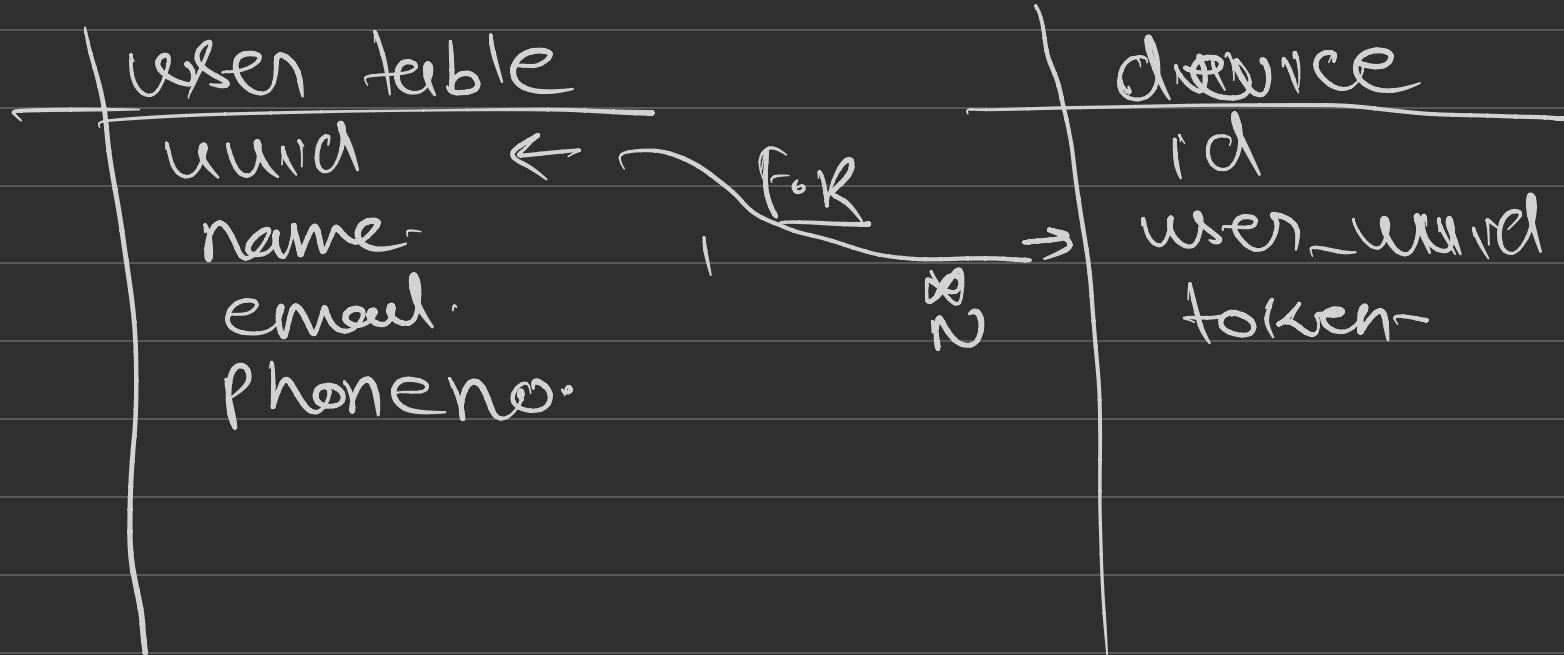


gather data around notifications —

No S.



## Schemer



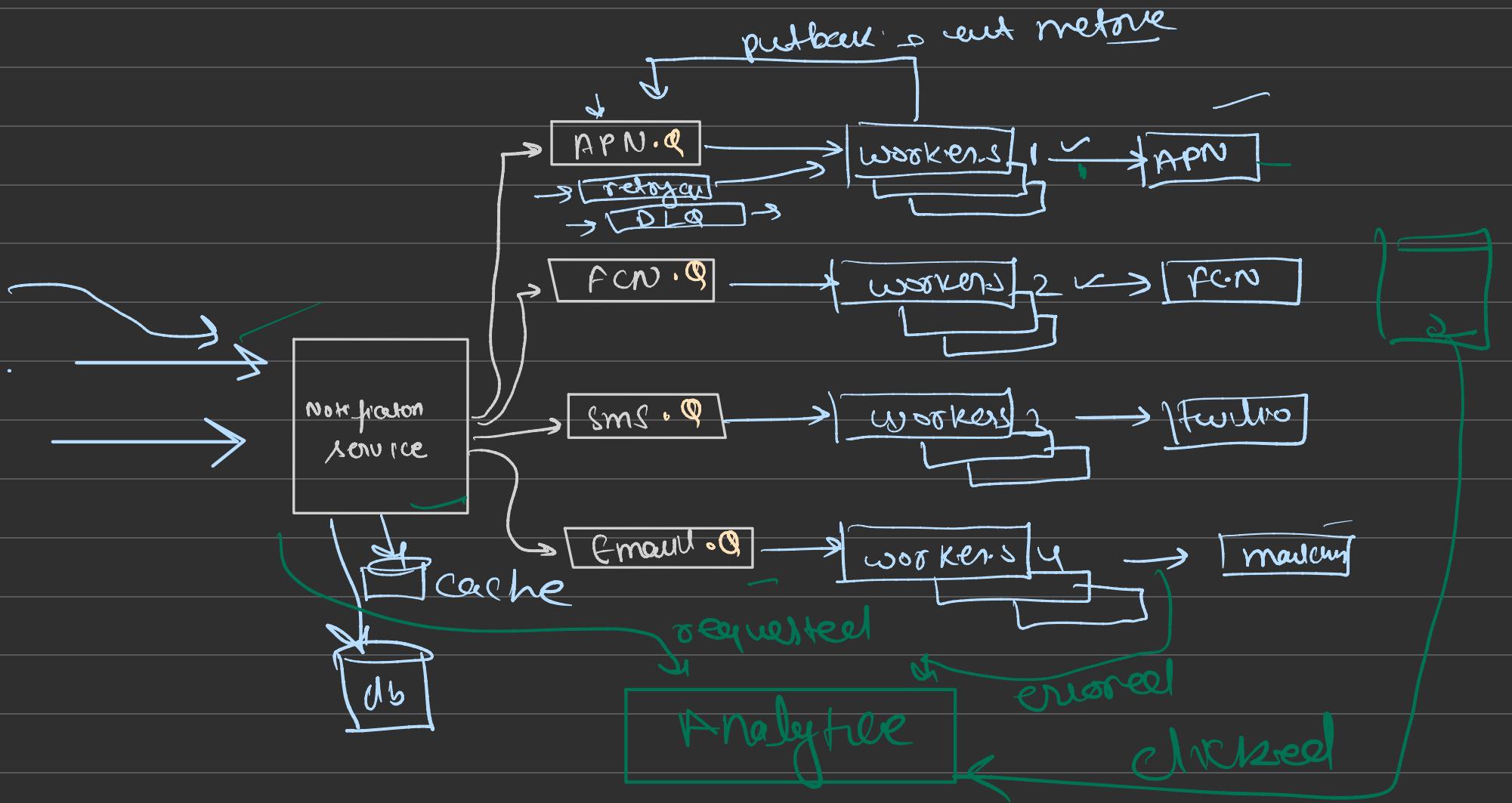
## user Table ✓

①	deeksha	uuid1	signed	anti-fu
②	Ashish	uuid2	unsigned	---

## device table ✓

uuid1	id1	token
uuid1	id2	token2
uuid2	id3	token

device token



- request ✓
- sent ✓
- error out ✓
- check ✓
- uncheck —

