Integration Steps for Cordova Application with Netcore SDK For Push notification

Follow Below steps to integrating Cordova application with Netcore SDK for push notification

1. Copy permission, uses permission, receiver in AndroidManifest.xml

Below code paste above or below application tag:

```xml
<uses-permission android:name="${applicationId}.permission.C2D_MESSAGE" />
<uses-permission android:name="android.permission.ACCESS_COARSE_LOCATION" />
<uses-permission android:name="android.permission.INTERNET" />
<uses-permission android:name="android.permission.WAKE_LOCK" />
<uses-permission android:name="com.google.android.c2dm.permission.RECEIVE" />

<uses-permission android:name="android.permission.READ_PHONE_STATE" />
<uses-permission android:name="android.permission.GET_ACCOUNTS" />
<uses-permission android:name="android.permission.ACCESS_NETWORK_STATE" />
<uses-permission android:name="android.permission.VIBRATE" />

<permission android:name="<package name>.permission.C2D_MESSAGE"
android:protectionLevel="signature" />

<uses-permission android:name="<package name>.permission.C2D_MESSAGE" />
```

Below code paste in application tag:

```xml
<meta-data
  android:name="com.netcore.sdk.ApplicationId"
  android:value="<AppId>"/>
<!-- GCM TO BE ADDED By CUSTOMER IN MANIFEST -->
<receiver
  android:name="com.google.android.gms.gcm.GcmReceiver"
  android:exported="true"
  android:permission="com.google.android.c2dm.permission.SEND">
  <intent-filter>
    <action android:name="com.google.android.c2dm.intent.RECEIVE"/>
    <action android:name="com.google.android.c2dm.intent.REGISTRATION"/>
    />
  </intent-filter>
</receiver>
<!-- GCM -->
```

2. Add Netcore SDK (i.e. aar file) in libs folder

3. Add below code in MainActivity.java for registration of application through GCM and generate Token for push notification

Add import files in Launcher page

```java
import com.netcore.lib.ActivityLifeCycleCallBack;
import com.netcore.lib.NetcorePrefs;
import com.netcore.lib.NetcorePush;
import com.netcore.lib.NetcoreSDK;
```

Define config variable as

```java
NetcoreSDK.Config config;
```

Then paste below code in onCreate method:

```java
config = new NetcoreSDK.Config()
    .setSenderId( "<sender Id>" )
    .setApplicationId( getPackageName() );
config.setActivityClass( MainActivity.class ). /*Activity to be launched when user clicks on notification*/
    setSmallIcon( R.drawable.ic_launcher ); /*Custom notification icon to be shown*/

config.setNetcorePush( new NetcorePush() {
  @Override
  public void onDataReceived( String json ) {
    NetcoreSDK.registerAppEvent( MainActivity.this, NetcorePrefs.PUSH_DELIVERED,
System.currentTimeMillis(), System.currentTimeMillis(), "", "", config );
  }
} );
//Registers your app on Netcore Server
try {
  NetcoreSDK.register( this, config, System.currentTimeMillis(), System.currentTimeMillis(), "",
NetcorePrefs.SIGNUP_REGISTER );
}
catch ( NetcoreSDK.MissingPermissionException e ) {
  e.printStackTrace();
}
```

4. Follow below instruction for modification of build.gradle:

   Add in repositories below code:

   flatDir { dirs 'libs' }

   Add in dependencies below code:

   compile(name:'lib-debug', ext:'aar')

   Add in dependencies for Google play services of GMS:

   compile "com.google.android.gms:play-services:7.5.+"

5. Go to **tools->android** and click on **sync project with gradle files**

6. Run the application

For Unit Testing:

1. Check logs for registration with Push-Id, App-Id and token
2. Send push notification by using that Push-Id, App-Id
3. Check for it's delivery logs
4. Check by click on push notification which gives logs of opened in server