Chatting Implementation

Web Application Phase  
1.I have created one new project i.e. SingalRCoreWebApp  
2.In this project i have created the Hub class that will manage the SingalR process  
3.You can visit this link of detailed implementation of implementing core with respect to xamarin : <https://montemagno.com/real-time-communication-for-mobile-with-signalr/>

Mobile App Phase

4.After setting up web project ,I made a new model in QrTrack.Chat.Messages.

5.After that In QrTrack project, in services>SignalRImplementation i have modified the IchatService and implement it according to the tutorial just mentioned above.  
6.Till now the signalR is setup in our project, now we have to use it.  
7.I have create new table in azure for storing the chat messages.

8.When ever user hits the send button , then it will go to signalR server and it sends to the desrired user.

9.During start of app, every user is registerd in EmailAddressList which is in ChatHub class, and this list is used to get the connection of user to whom message is to be sent.

Push Notifications Implementation  
1.First of all add this plugin in xamarin project <https://github.com/CrossGeeks/PushNotificationPlugin>  
It will download all the necessary plugins and dlls for both android and ios  
2. Now follow the documentation of the this link ,It will very simple to understand and implement (read For android only)

3. For Ios, we need to create all the necessary certificates and profiles that we have to create while developement of app.(Just make sure to implement add Push notifications while creating appid on developer account and also avaialble remote notifications in background mode of info.plist)

4.On developer console of ios, you need to create key and download it

5.After that add that key on teh firebase ios project.  
6. You can check these steps with the current project for better understanding  
  
  
You can ping me any time and i can explain you push notifications and SignalR implementation (free of cost ) :)