

# Introduction to Notifications

Session 707

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Julien Barlerin iOS Frameworks QA Engineer

# Agenda

# Agenda

Notifications Overview

# Agenda

NEW

Notifications Overview

User Notifications Framework

# Agenda

NEW

## Notifications Overview

### User Notifications Framework

- Registration
- Content
- Scheduling
- Management
- Actions

# Agenda

NEW

Notifications Overview

User Notifications Framework

- Registration
- Content
- Scheduling
- Management
- Actions

Service Extensions

# Agenda

There's a lot more...

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Advanced Notifications

Pacific Heights

Wednesday 10:00AM

---

# User Notifications





100%

9:41

Wednesday, June 15

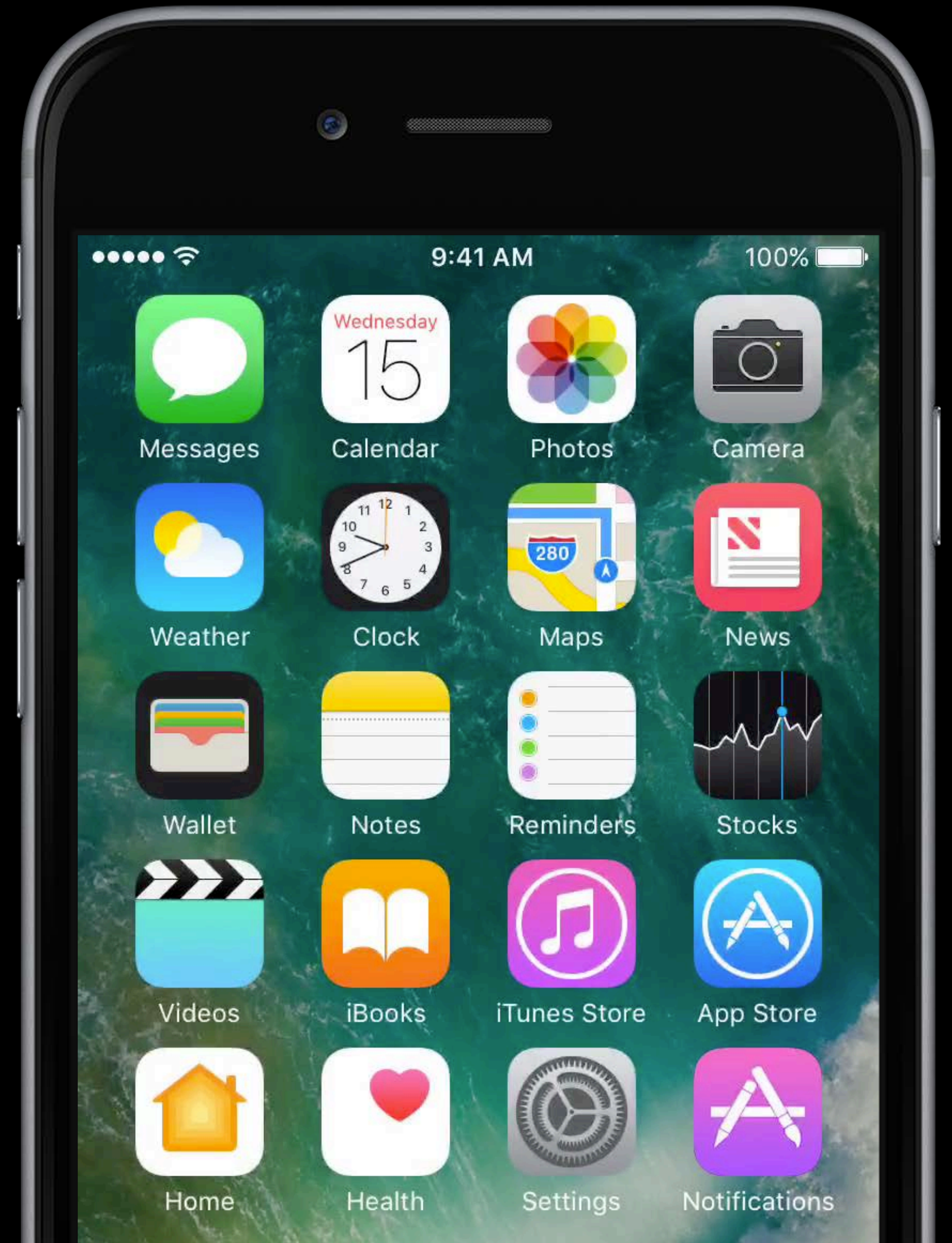


100%

9:41

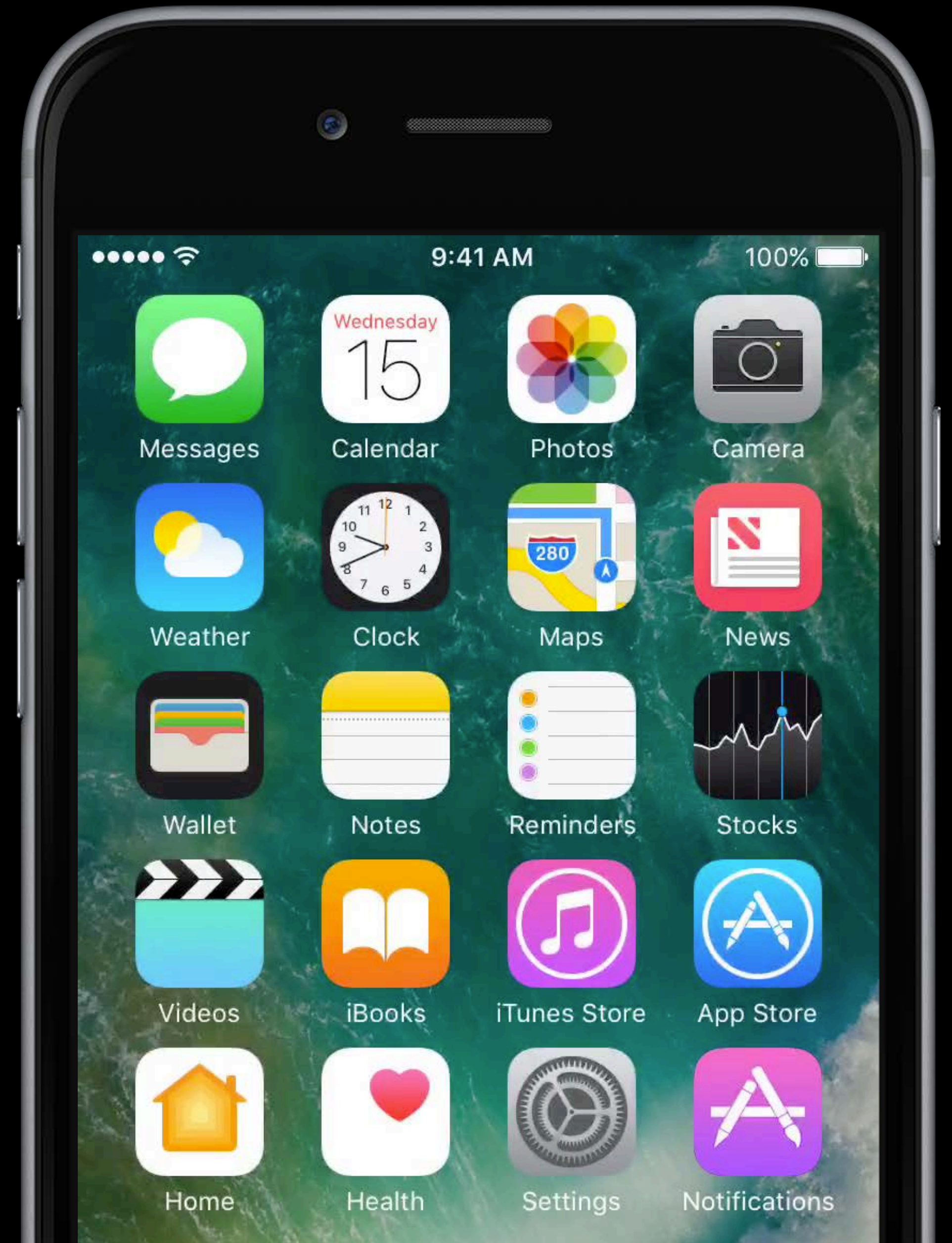
Wednesday, June 15

# User Notifications



# User Notifications

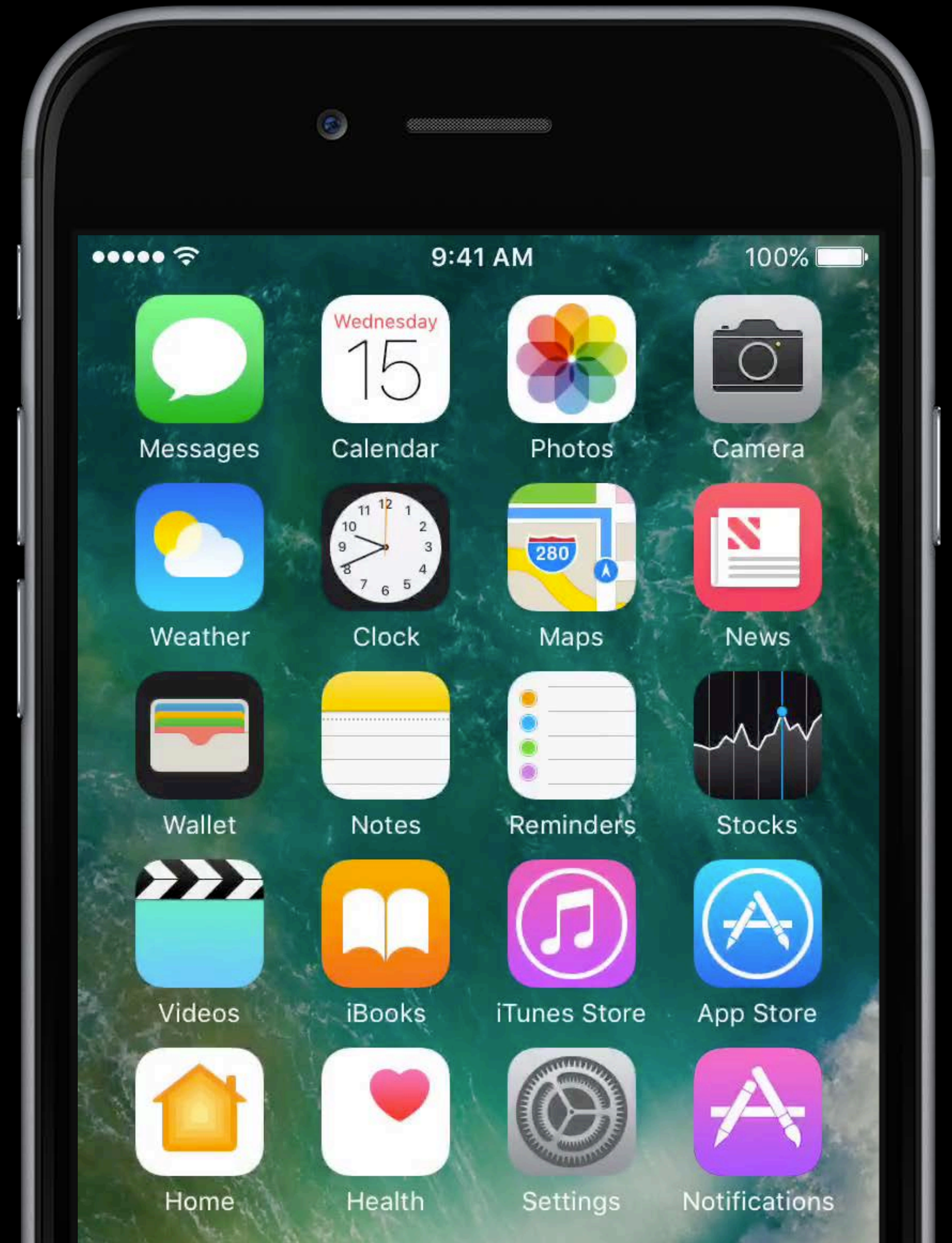
Visual alert



# User Notifications

Visual alert

Sound and vibration

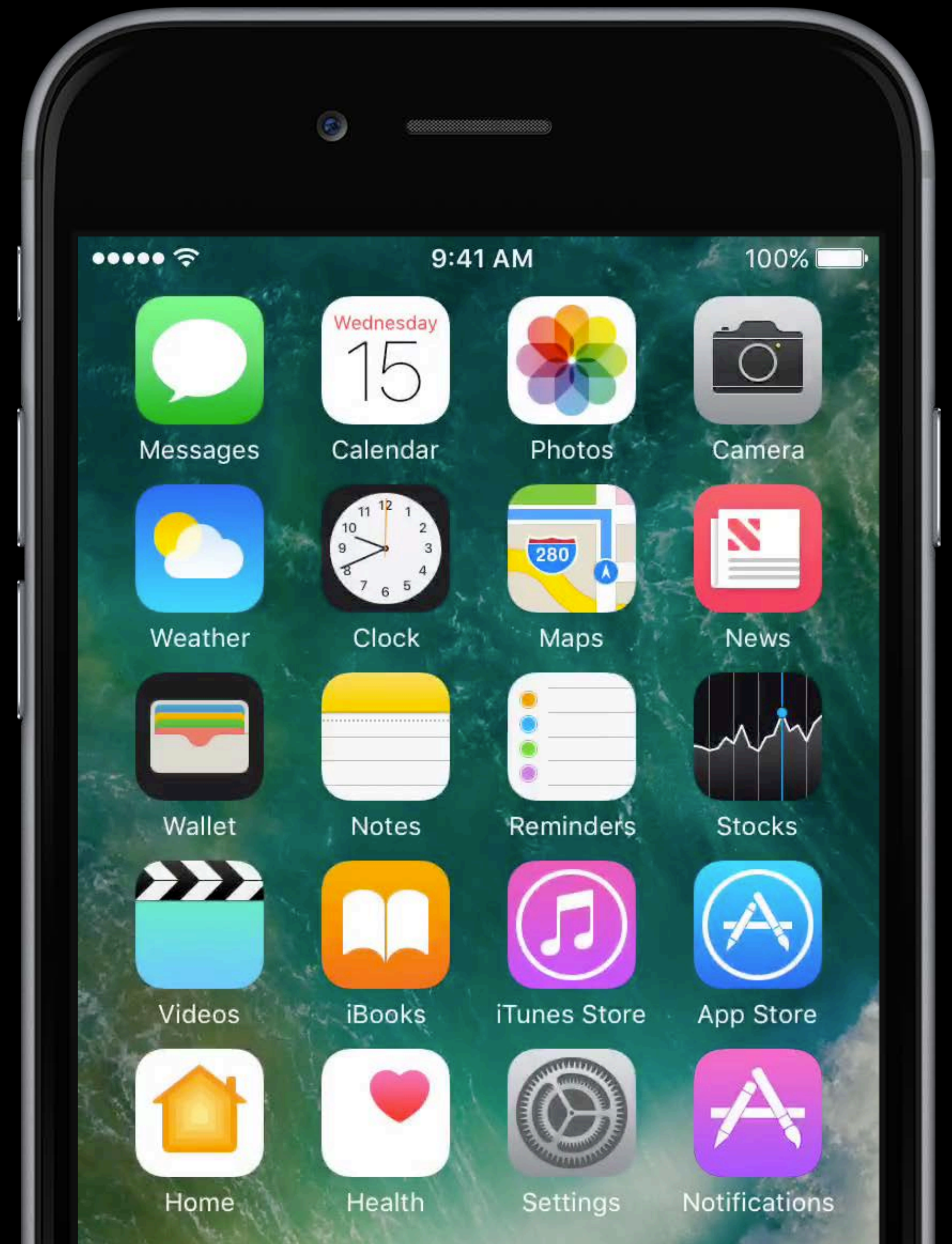


# User Notifications

Visual alert

Sound and vibration

App icon badging



# User Notifications



# User Notifications





# User Notifications



# User Notifications



# Types of Notifications

# Types of Notifications

Local Notifications

Remote Notifications

# Local Notifications

# Local Notifications

Application on device



# Local Notifications

Application on device



# Local Notifications

Application on device

Examples

- Task reminder alerts
- Calendar alerts
- Location-based triggers

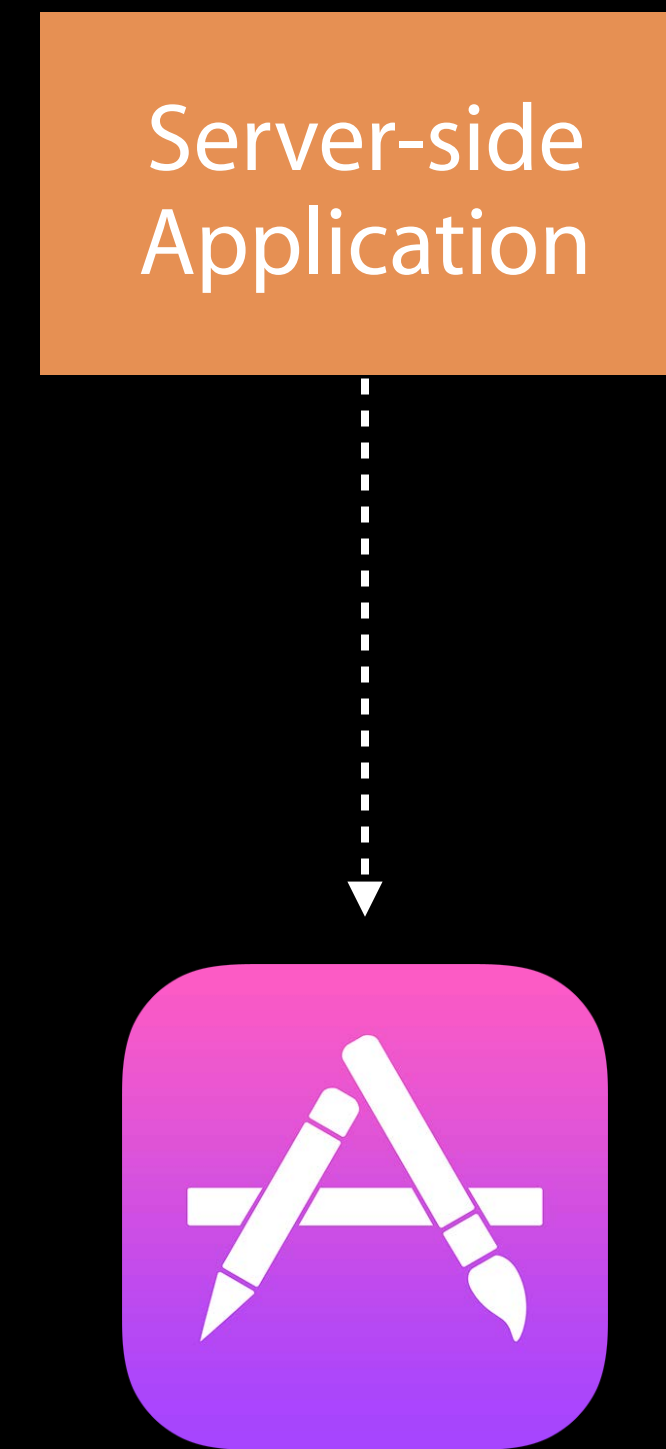




# Remote Notifications

# Remote Notifications

Server-side application component



# Remote Notifications

Server-side  
Application

# Remote Notifications

Apple Push Notification Service (APNs)

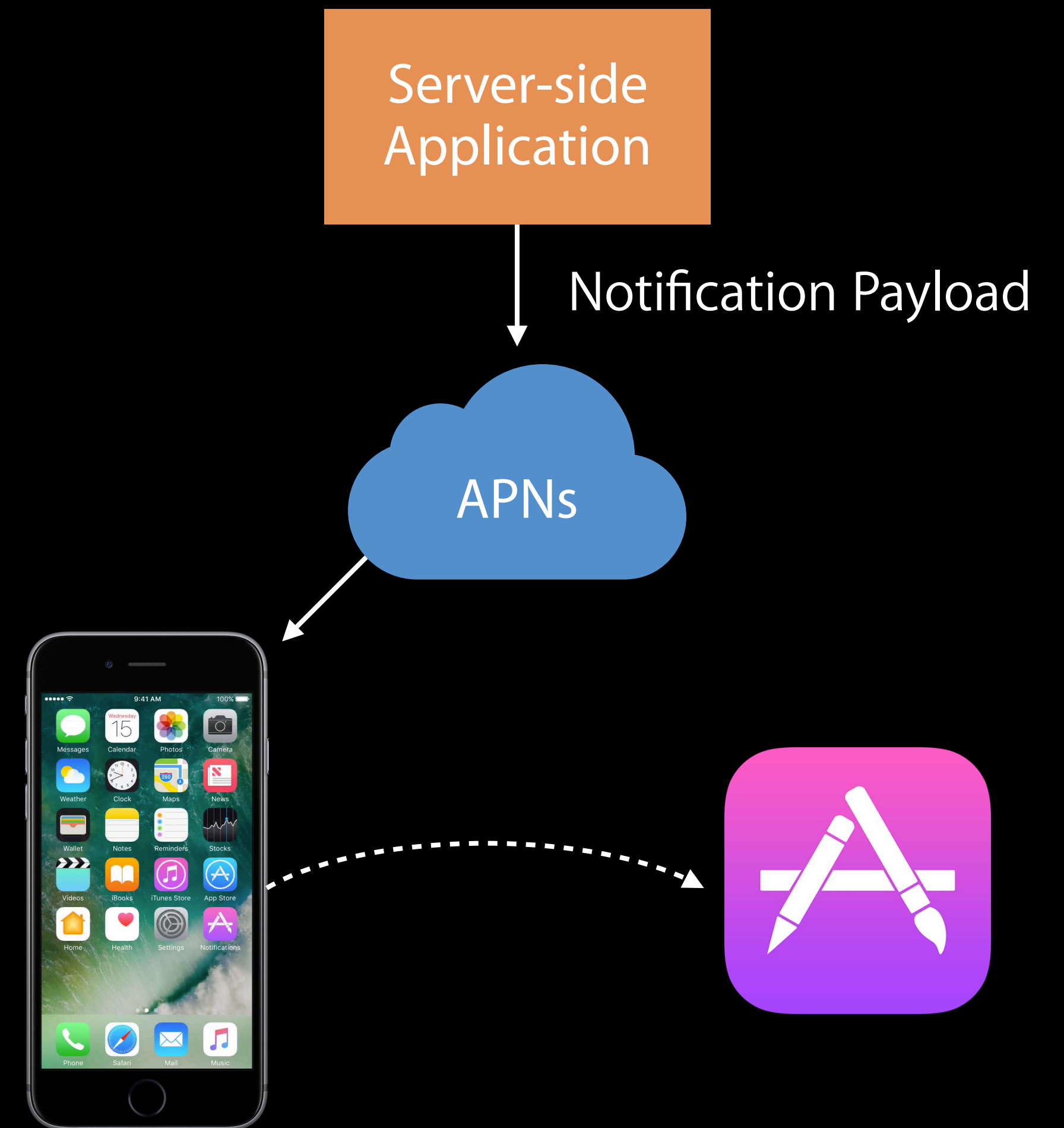
Server-side  
Application

APNs

A diagram illustrating the remote notification process. It features an orange rectangular box at the top right labeled "Server-side Application". Below it is a blue cloud-shaped icon labeled "APNs". The diagram shows the path of a notification from the server-side application to the APNs service.

# Remote Notifications

Apple Push Notification Service (APNs)

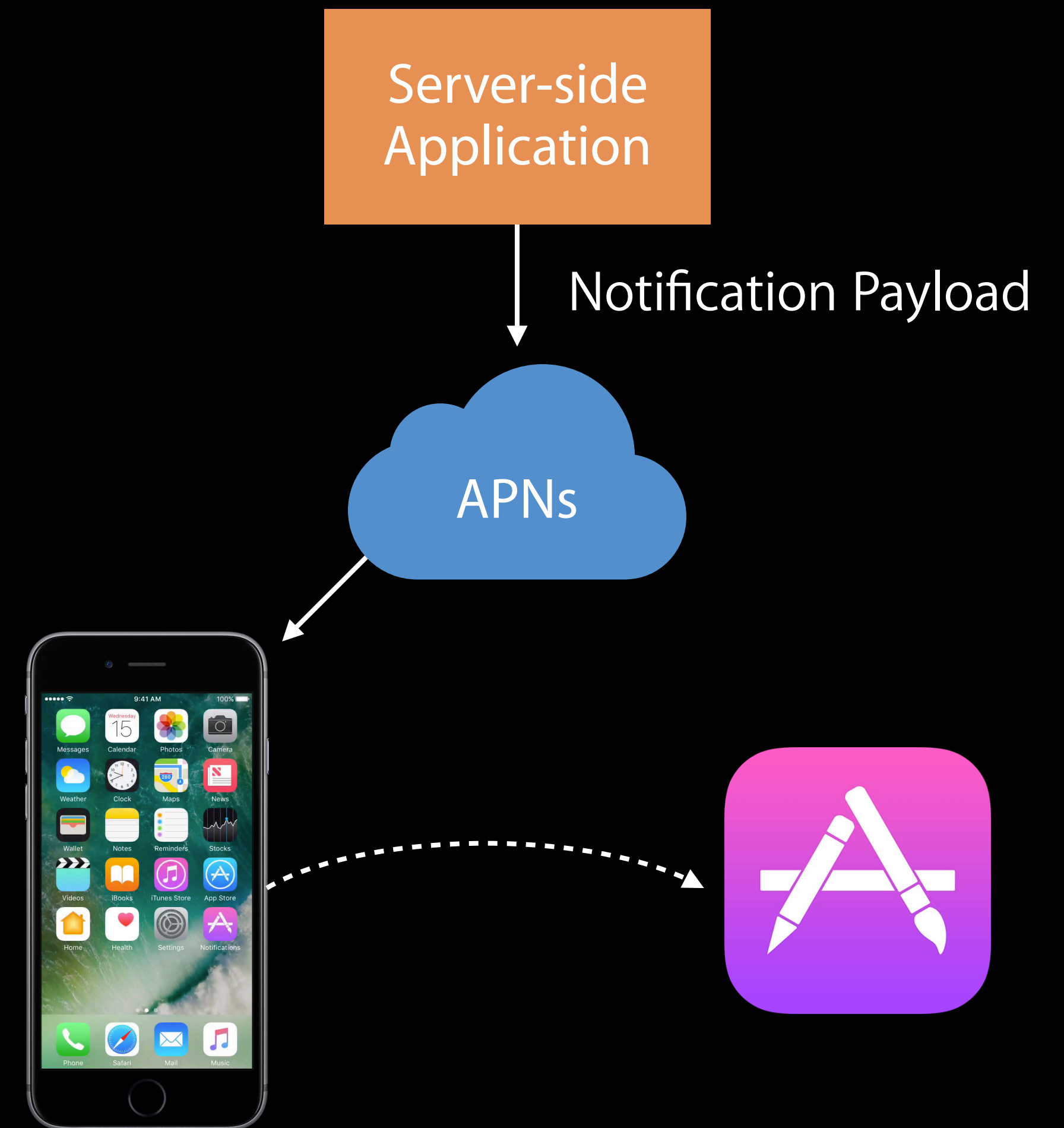


# Remote Notifications

## Apple Push Notification Service (APNs)

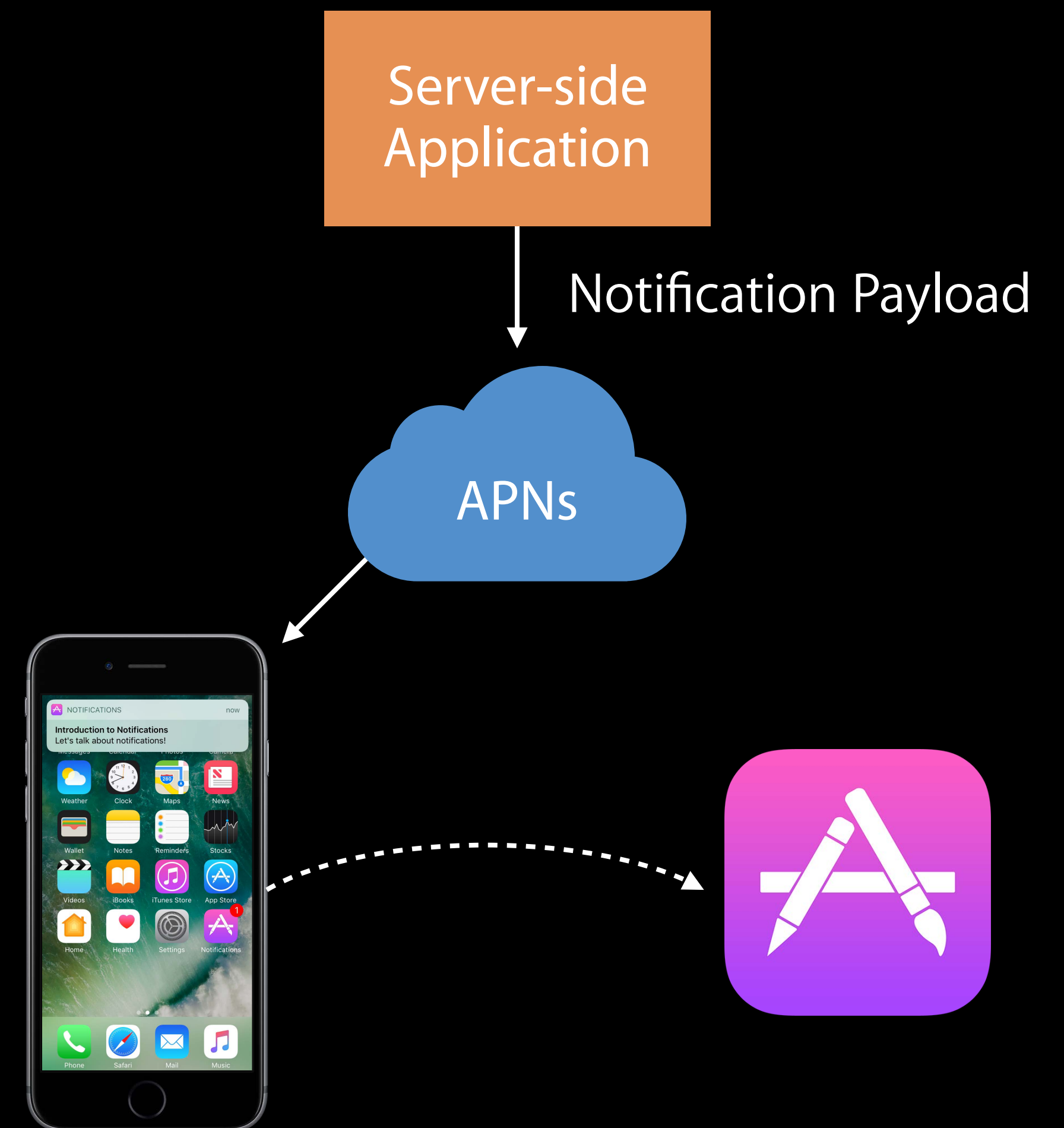
### Examples

- News alerts
- Instant messaging
- Sports updates



# Remote Notifications

## Components

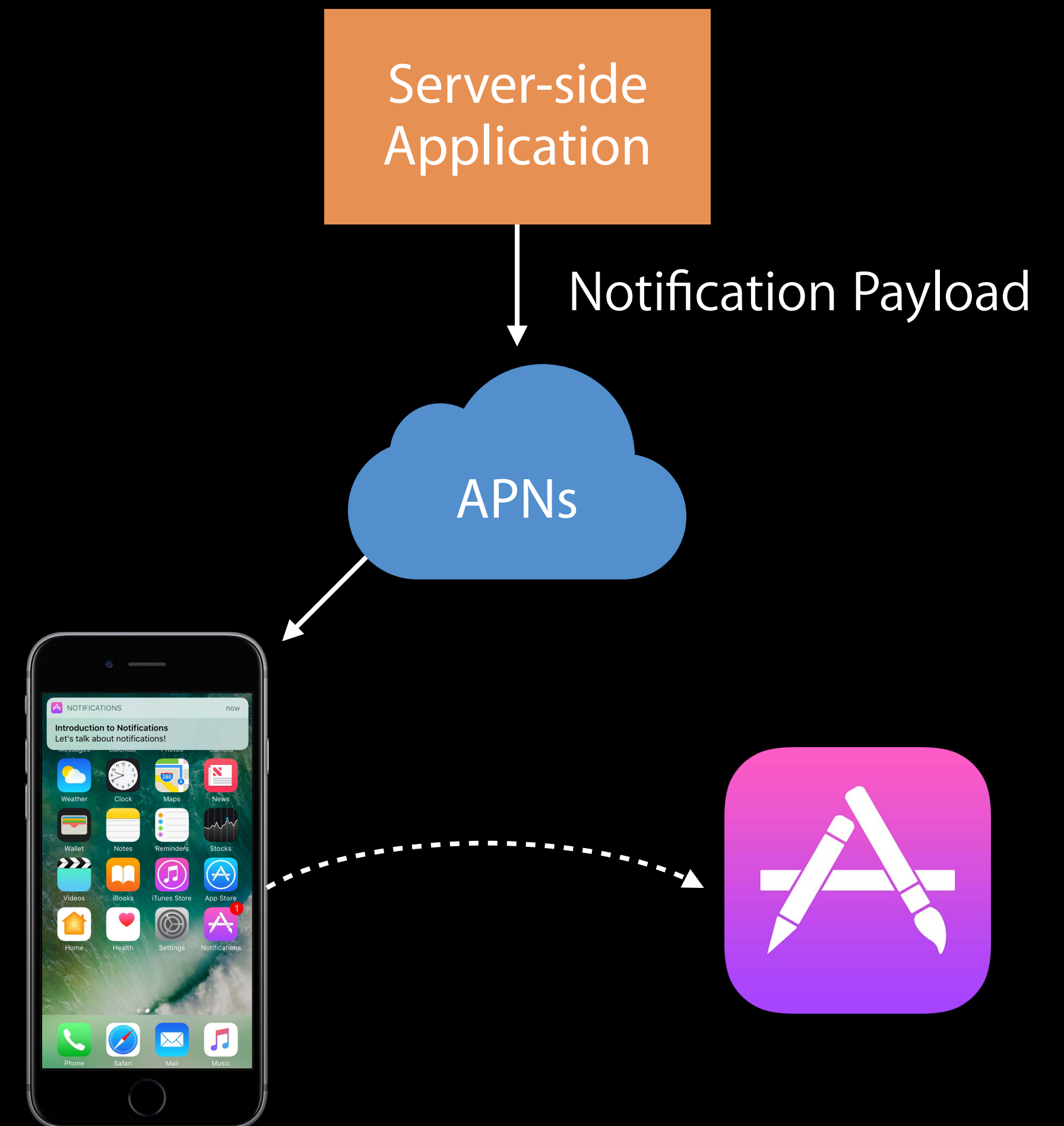


# Remote Notifications

## Components

User-facing

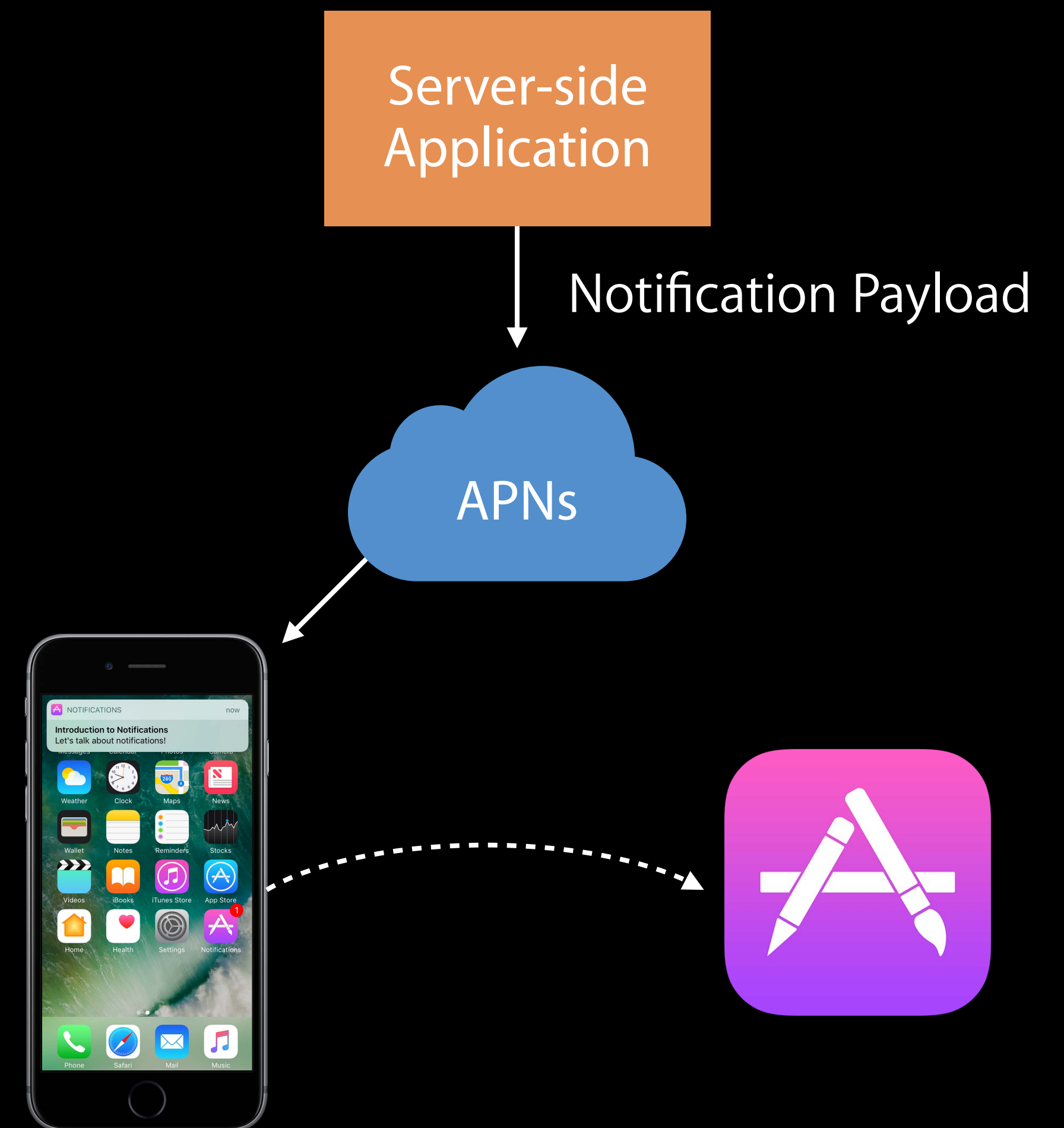
Silent update





# Remote Notifications

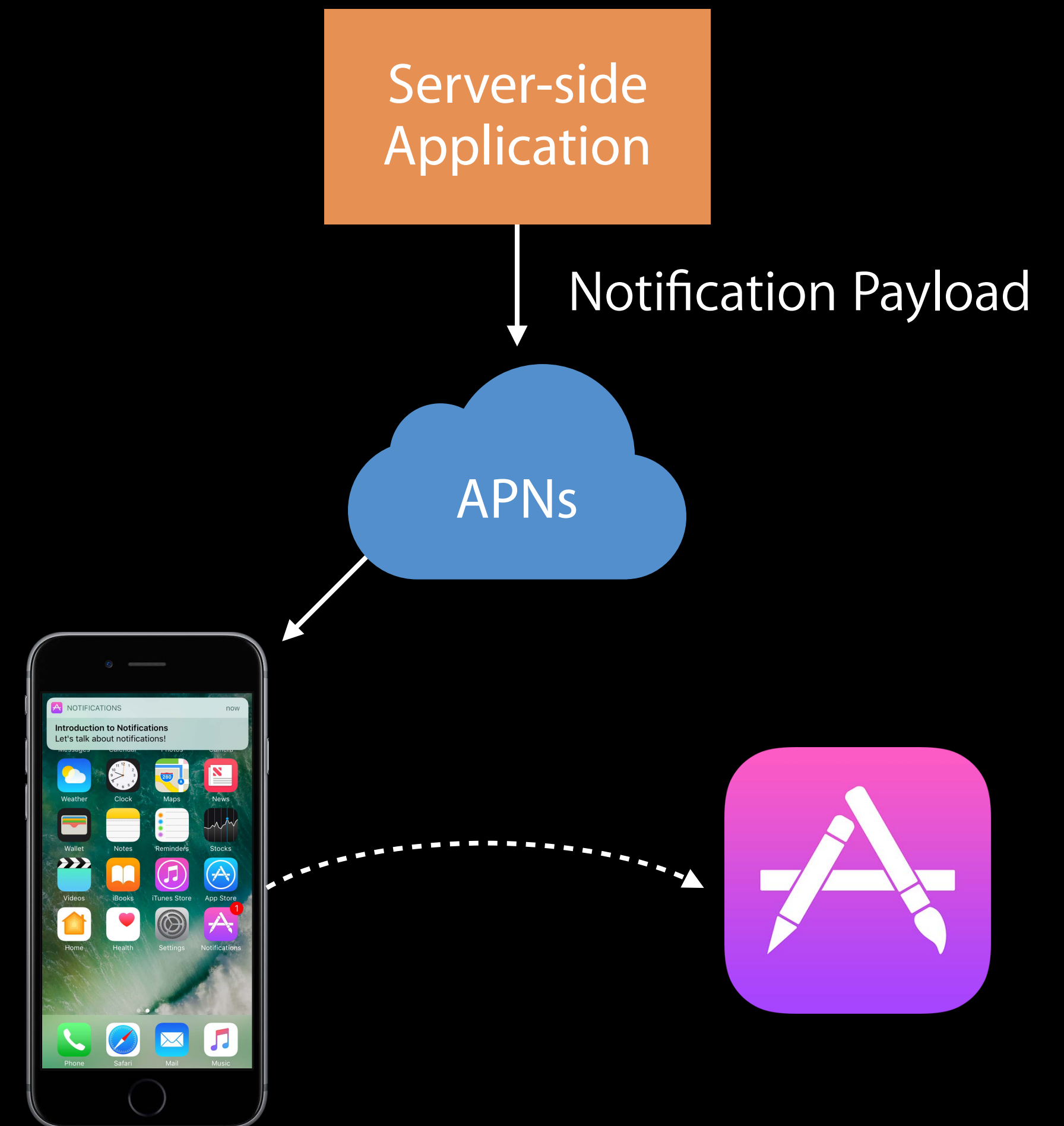
User-facing



# Remote Notifications

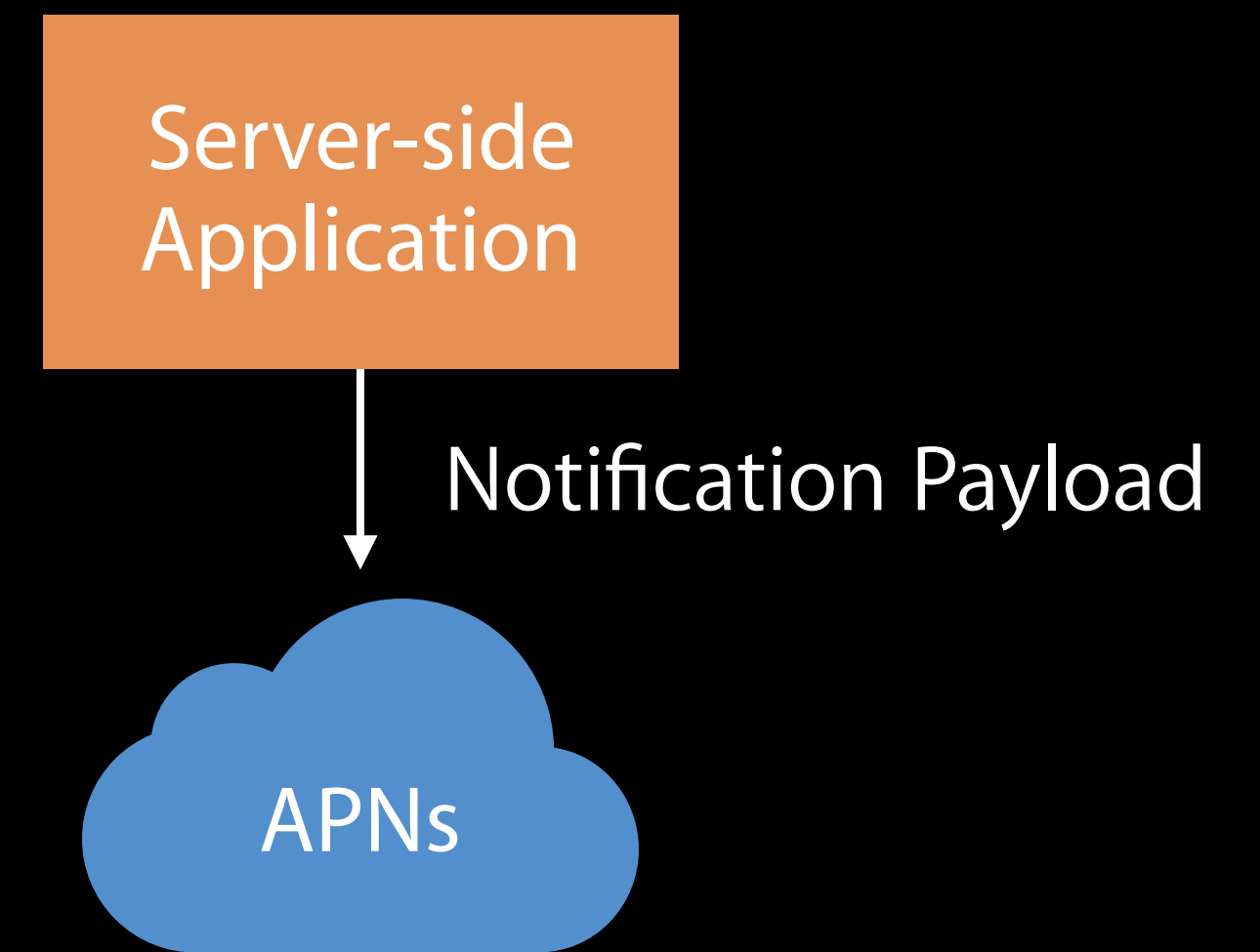
User-facing

Displayed to the user on device



# Remote Notifications

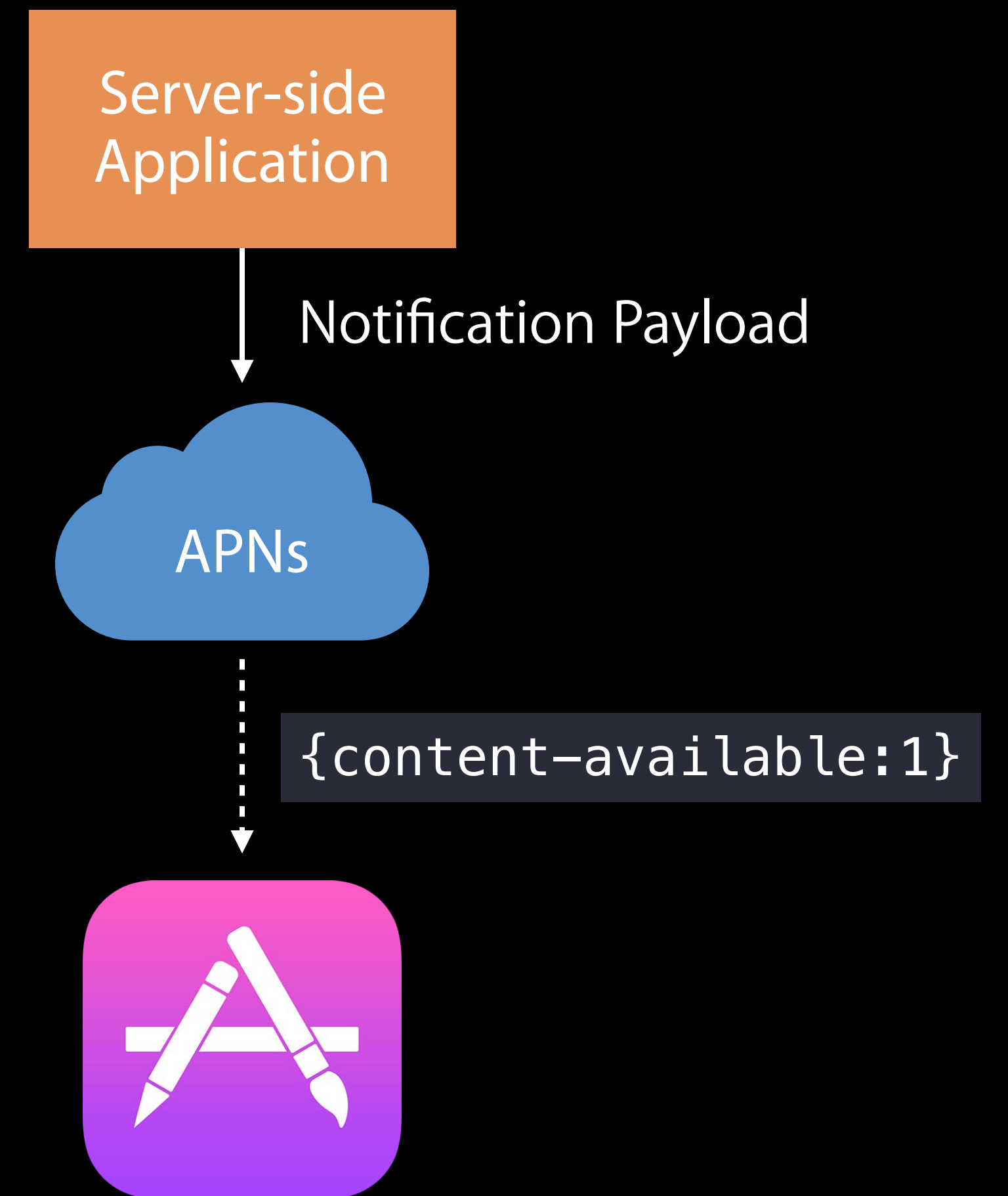
Silent update



# Remote Notifications

Silent update

Background App Refresh



# Existing API Overview

# Existing API Overview

# Existing API Overview

UIApplication

- Registration
- Scheduling

# Existing API Overview

UIApplication

- Registration
- Scheduling

Different callbacks for local and remote notifications



# Existing API Overview

UIApplication

- Registration
- Scheduling

Different callbacks for local and remote notifications

Limited control after notifications are scheduled

# Existing API Overview

UIApplication

- Registration
- Scheduling

Different callbacks for local and remote notifications

Limited control after notifications are scheduled

Different support across multiple platforms

NEW

# User Notifications Framework

# User Notifications Framework

Overview

NEW

# User Notifications Framework

NEW

## Overview

Familiar API with feature parity

# User Notifications Framework

NEW

## Overview

Familiar API with feature parity

Expanded content

# User Notifications Framework

NEW

## Overview

Familiar API with feature parity

Expanded content

Same code path for local and remote notification handling

# User Notifications Framework

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## Overview

Familiar API with feature parity

Expanded content

Same code path for local and remote notification handling

Simplified delegate methods



# User Notifications Framework

NEW

## Overview

Familiar API with feature parity

Expanded content

Same code path for local and remote notification handling

Simplified delegate methods

Better notification management

# User Notifications Framework

NEW

## Overview

Familiar API with feature parity

Expanded content

Same code path for local and remote notification handling

Simplified delegate methods

Better notification management

In-app presentation option

# User Notifications Framework

NEW

## Overview

Familiar API with feature parity

Expanded content

Same code path for local and remote notification handling

Simplified delegate methods

Better notification management

In-app presentation option

Schedule and handle notifications in extensions

# User Notifications Framework

NEW

## Overview

Familiar API with feature parity

Expanded content

Same code path for local and remote notification handling

Simplified delegate methods

Better notification management

In-app presentation option

Schedule and handle notifications in extensions

Notification Extensions!

# User Notifications Framework

Multi-Platform Support

NEW

# User Notifications Framework

Multi-Platform Support

NEW

Single Notifications API across platforms

iOS

watchOS

tvOS

# User Notifications Framework

iOS

NEW

iOS

# User Notifications Framework

iOS

NEW

Full support to schedule and manage  
notifications

iOS



# User Notifications Framework

watchOS

watchOS

# User Notifications Framework

watchOS

Existing support for forwarded notifications

watchOS

# User Notifications Framework

watchOS

NEW

Existing support for forwarded notifications

Local Notifications on the watch

# watchOS

# User Notifications Framework

watchOS

NEW

Existing support for forwarded notifications

Local Notifications on the watch

Examples

- “Workout goal met”
- “Timers on the watch”

# watchOS

# User Notifications Framework

watchOS

NEW

Existing support for forwarded notifications

Local Notifications on the watch

Examples

- “Workout goal met”
- “Timers on the watch”

# watchOS

# User Notifications Framework

tvOS

NEW

tvOS

# User Notifications Framework

tvOS

NEW

Support to badge app icons

tvOS

# User Notifications Framework

tvOS

NEW

Support to badge app icons

- Examples
- “3 unwatched episodes”
- “Pending user turn in game”

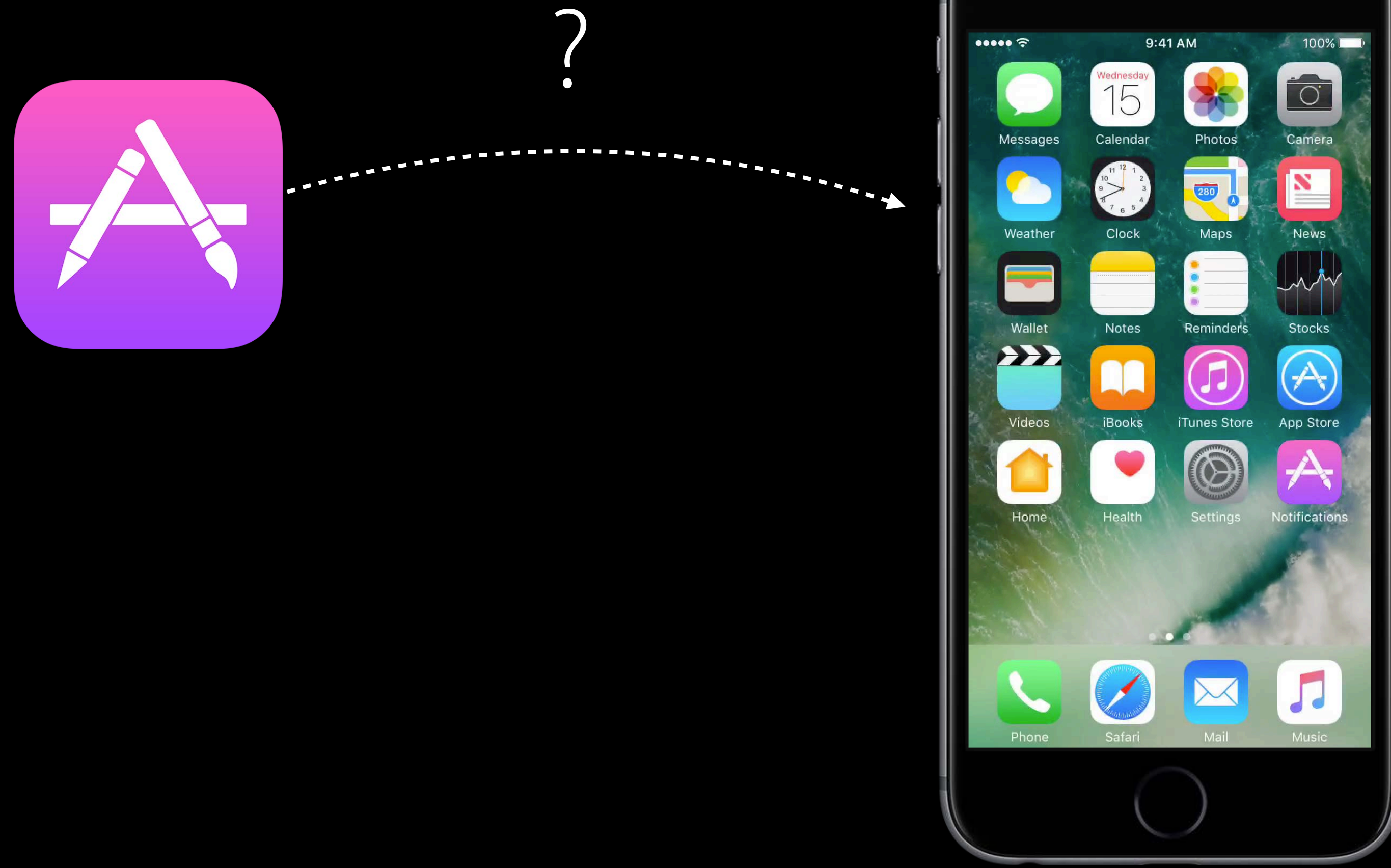
tvOS



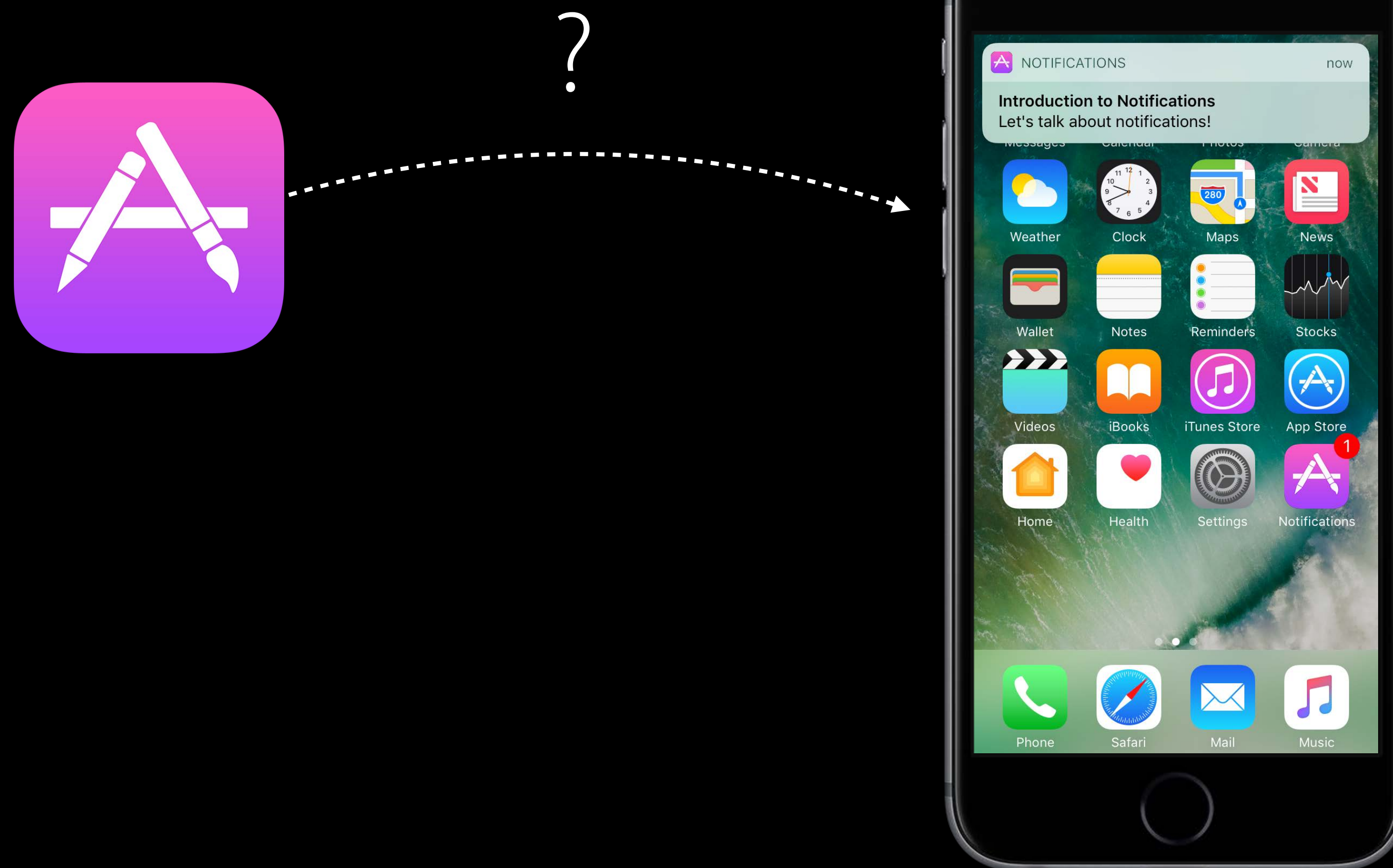
# Notification Delivery

# Notification Delivery

# Notification Delivery

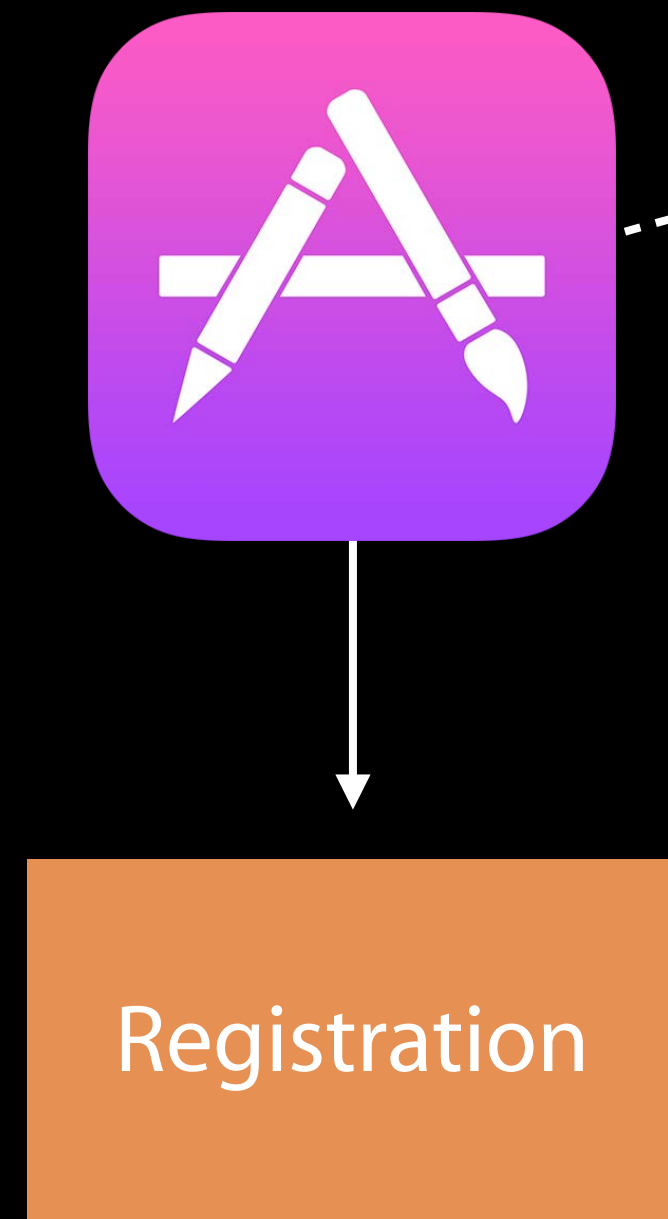


# Notification Delivery



# Notification Delivery

## Registration



# Registration



# Registration

## User Authorization

- Banners
- Sound alerts
- Badging

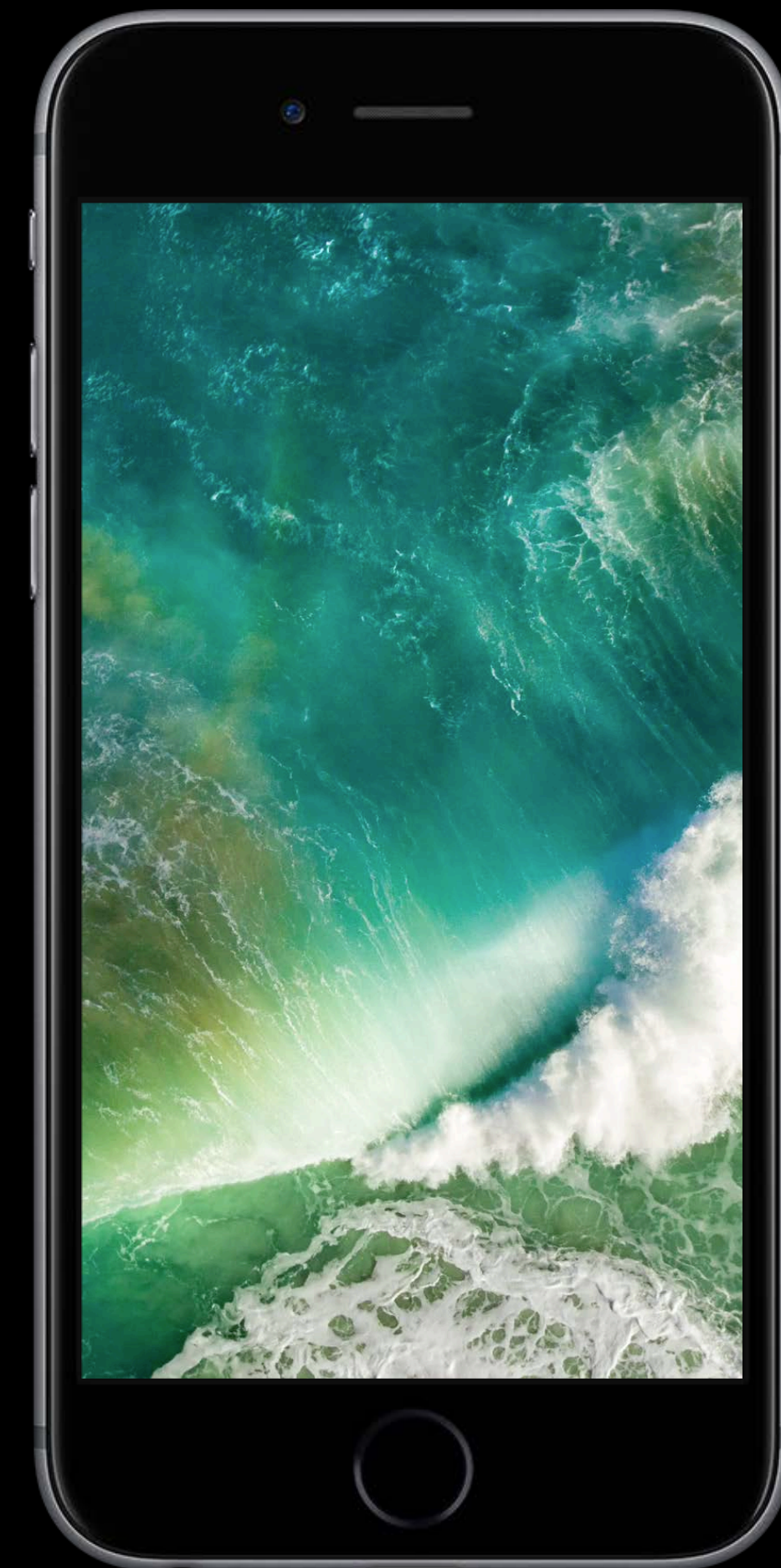


# Registration

## User Authorization

- Banners
- Sound alerts
- Badging

Needed for local and remote notifications





# Registration

## User Authorization

- Banners
- Sound alerts
- Badging

Needed for local and remote notifications

```
UNUserNotificationCenter.current().requestAuthorization([.alert, .sound, .badge])  
  { (granted, error) in // ... }
```

# Registration

## Notification settings



# Registration

Notification settings

Configurable in Settings per app



# Registration

## Notification settings

NEW

Configurable in Settings per app

Access to user-defined settings

```
UNUserNotificationCenter.current().getNotificationSettings { (settings) in // ... }
```

# Token Registration

# Token Registration

Remote Notifications

# Token Registration

Remote Notifications

Existing API

Server-side  
Application

```
UIApplication.shared().registerForRemoteNotifications()
```



UIApplication

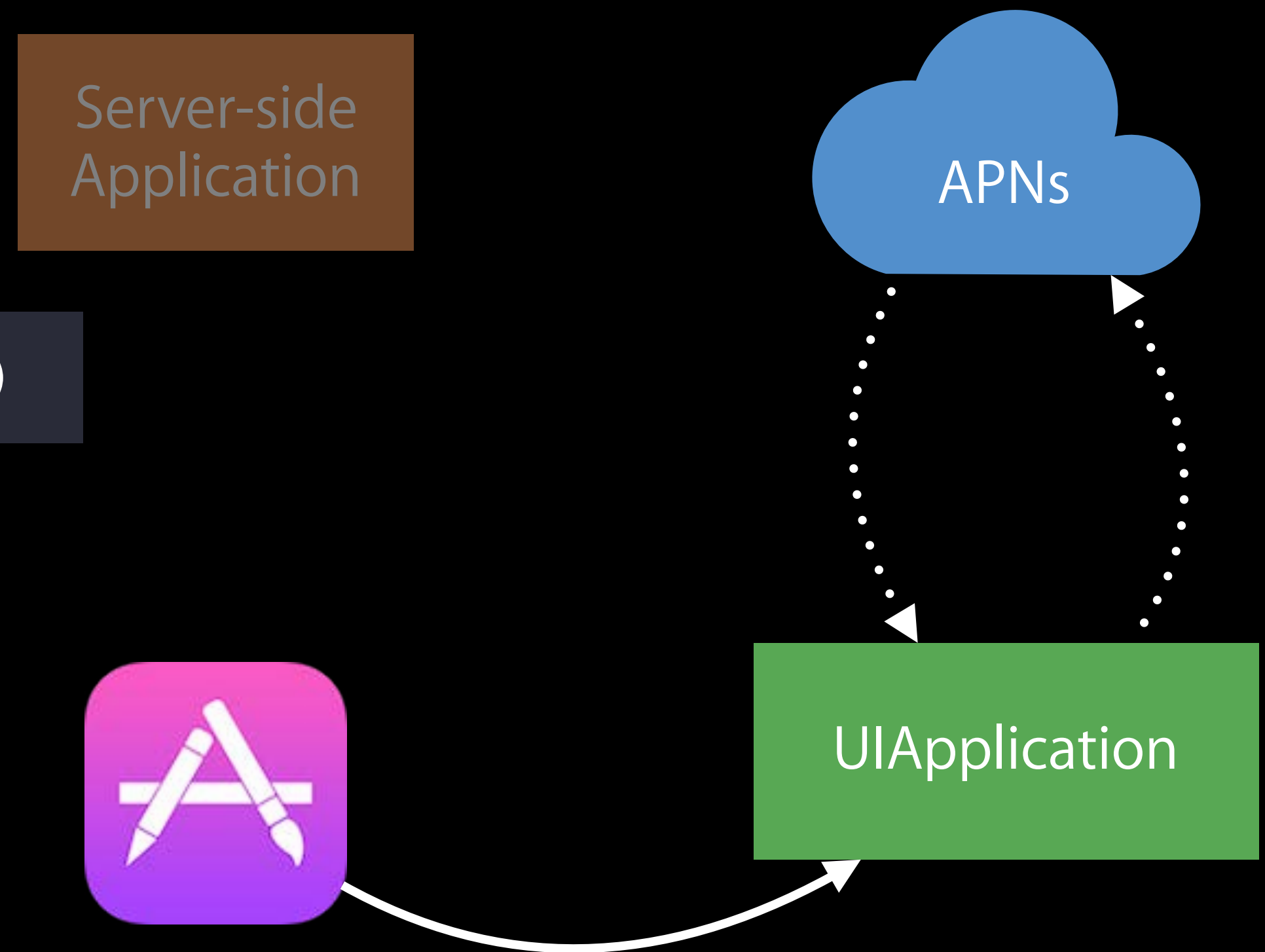
# Token Registration

Remote Notifications

Existing API

```
UIApplication.shared().registerForRemoteNotifications()
```

Need network connection to talk to APNs





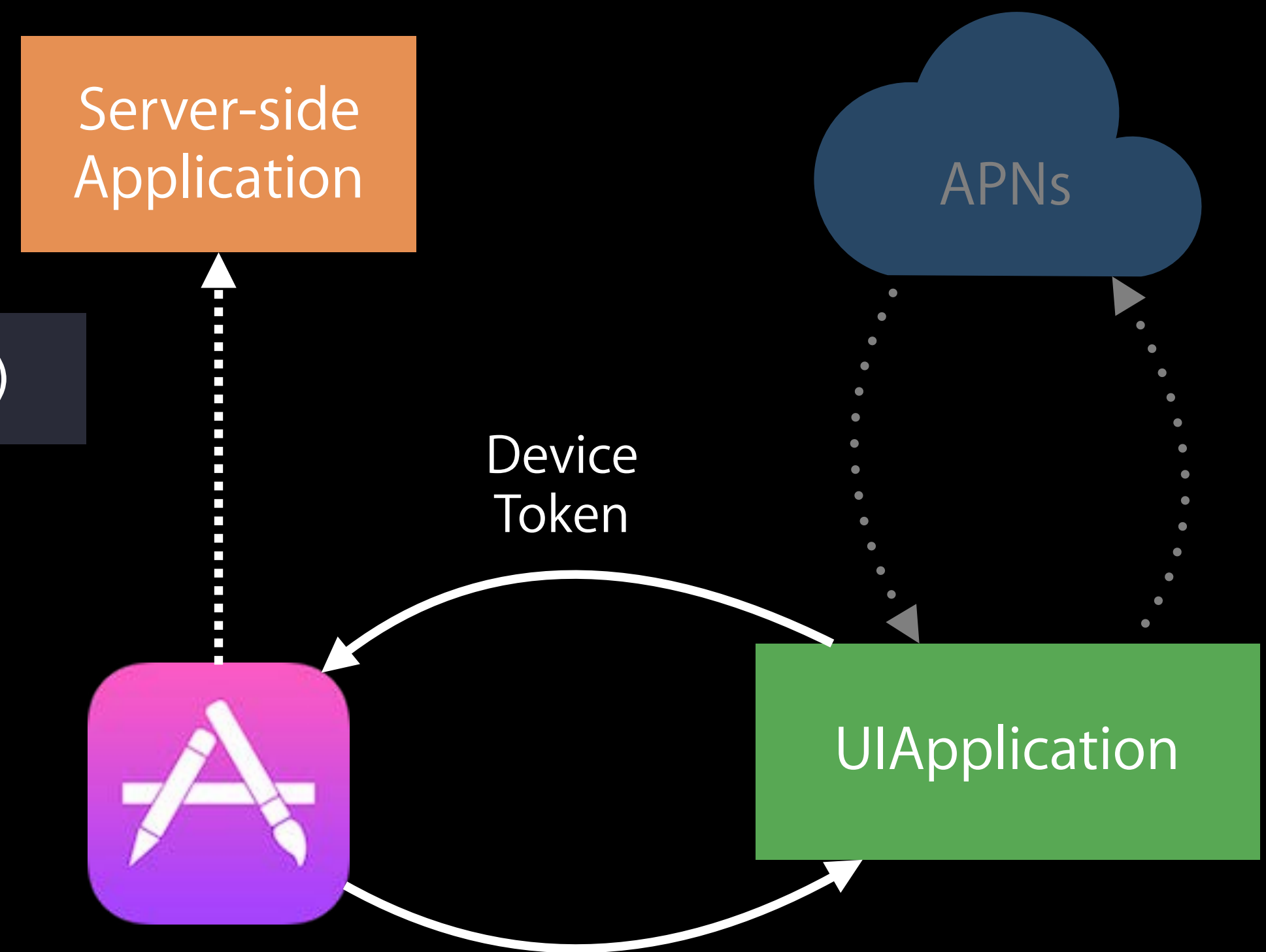
# Token Registration

Remote Notifications

Existing API

```
UIApplication.shared().registerForRemoteNotifications()
```

Need network connection to talk to APNs



# Token Registration

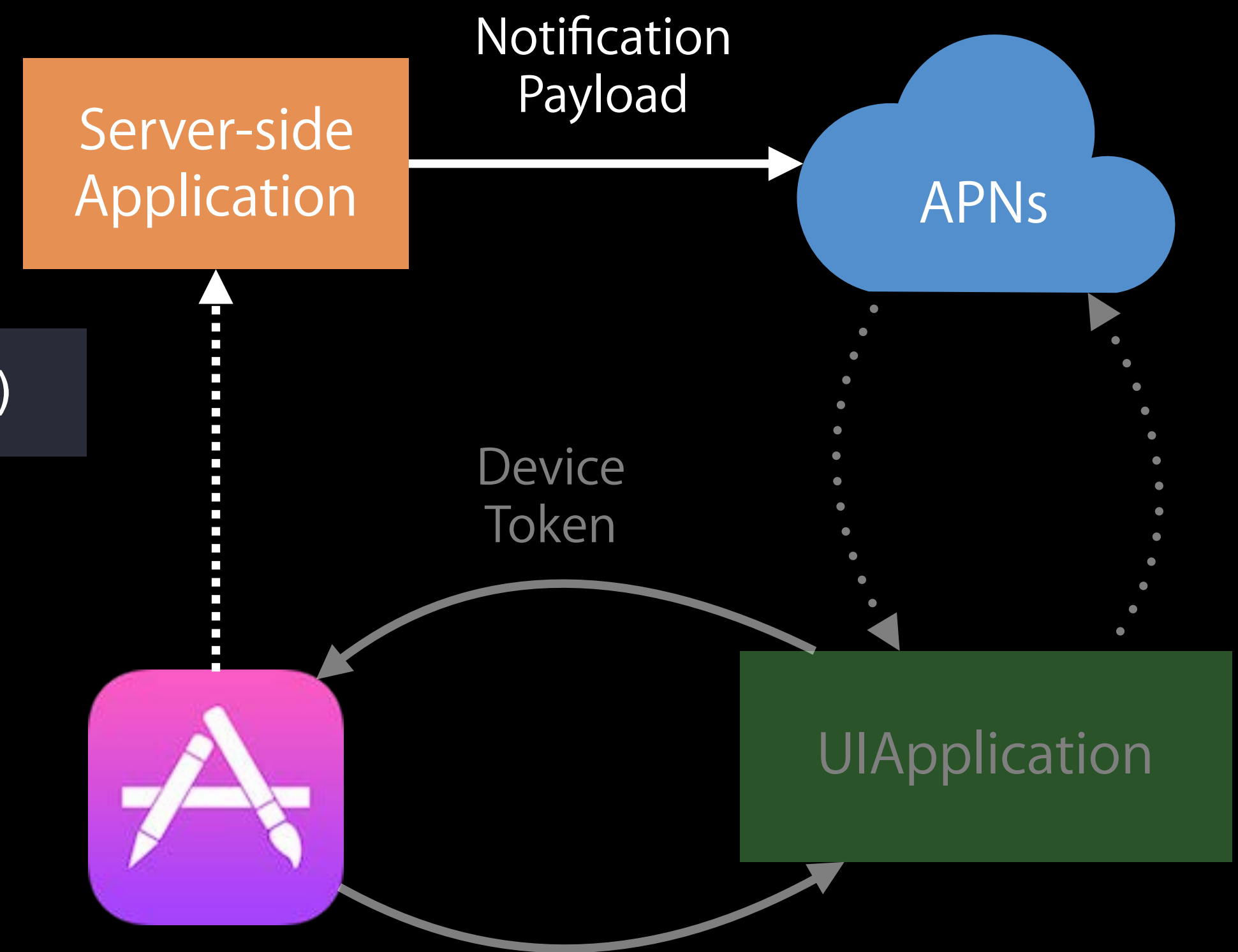
Remote Notifications

Existing API

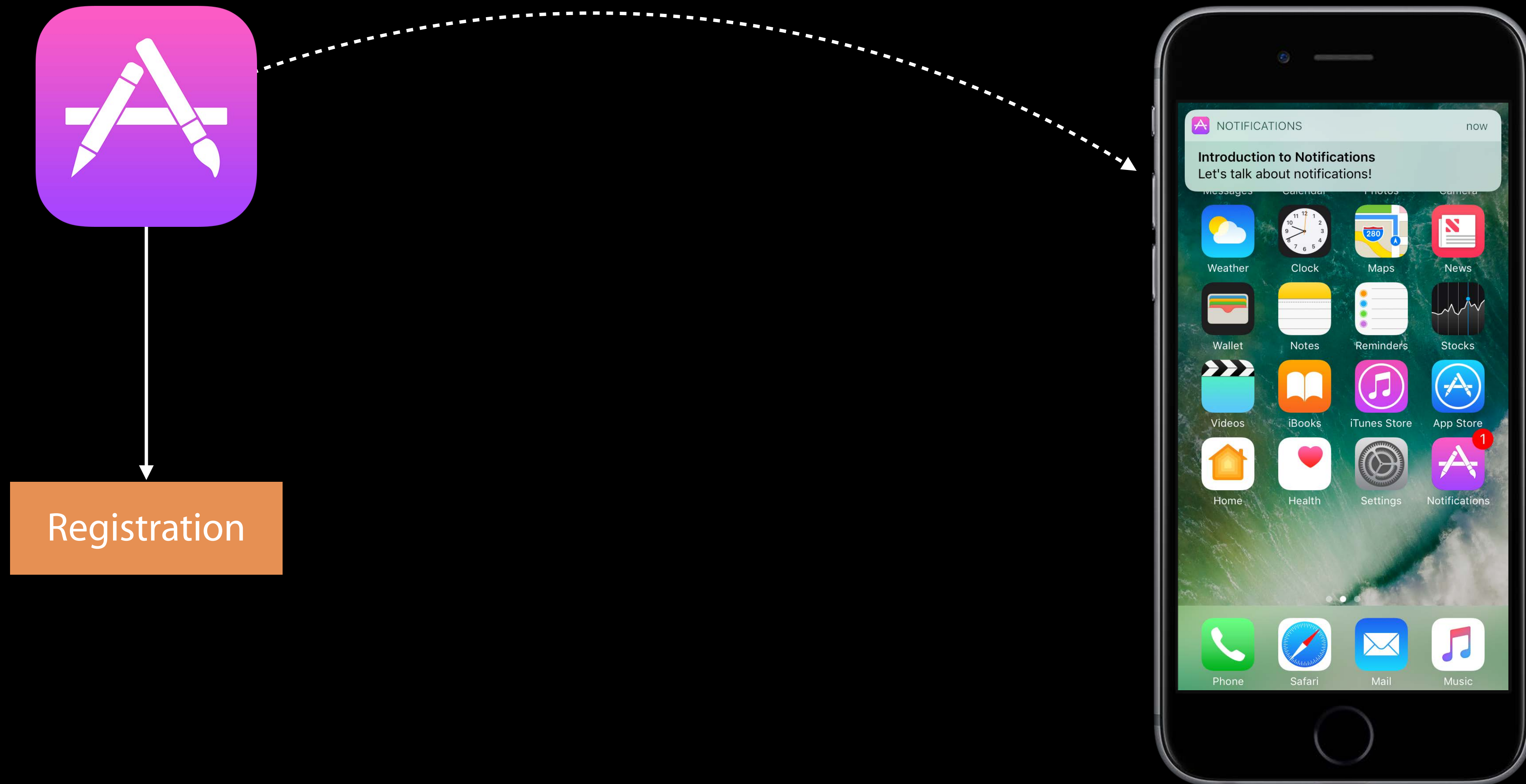
```
UIApplication.shared().registerForRemoteNotifications()
```

Need network connection to talk to APNs

Token must be included in remote payload

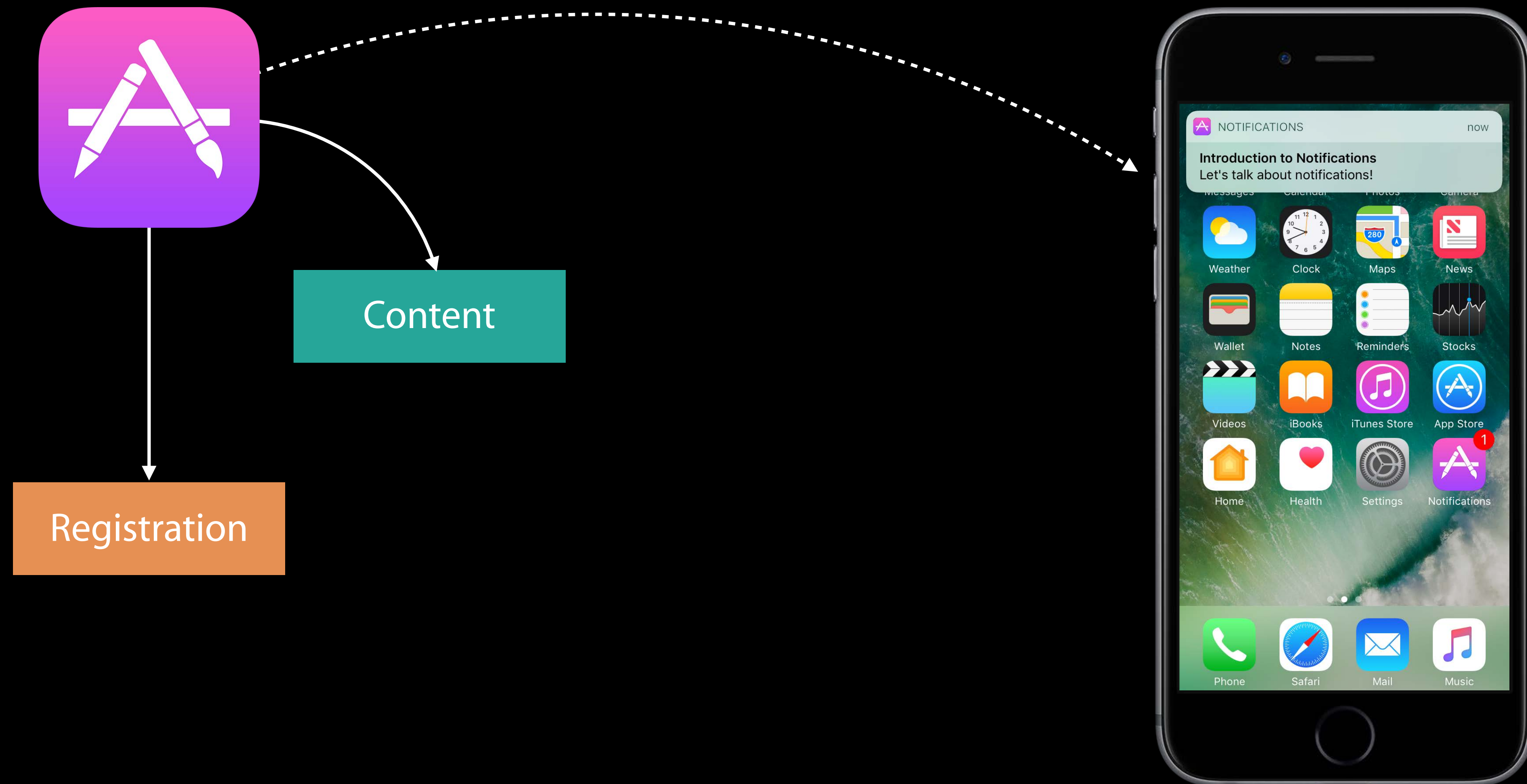


# Notification Delivery



# Notification Delivery

## Content



# Content



# Content



# Content

NEW

Title



# Content

NEW

Subtitle  
Title





# Content

NEW

Subtitle  
Title  
Body



# Content

## Local Notification

```
let content = UNMutableNotificationContent()  
content.title = "Introduction to Notifications"  
content.subtitle = "Session 707"  
content.body = "Woah! These new notifications look amazing! Don't you agree?"  
content.badge = 1
```

# Content

## Remote Notification

```
{
  "aps" : {
    "alert" : {
      "title" : "Introduction to Notifications",
      "subtitle" : "Session 707",
      "body" : "Woah! These new notifications look amazing! Don't you agree?"
    },
    "badge" : 1
  },
}
```

# Content



# Content

## Media Attachments

NEW



Media  
Attachment

# Content

Media Attachments

More on Media Attachments

---

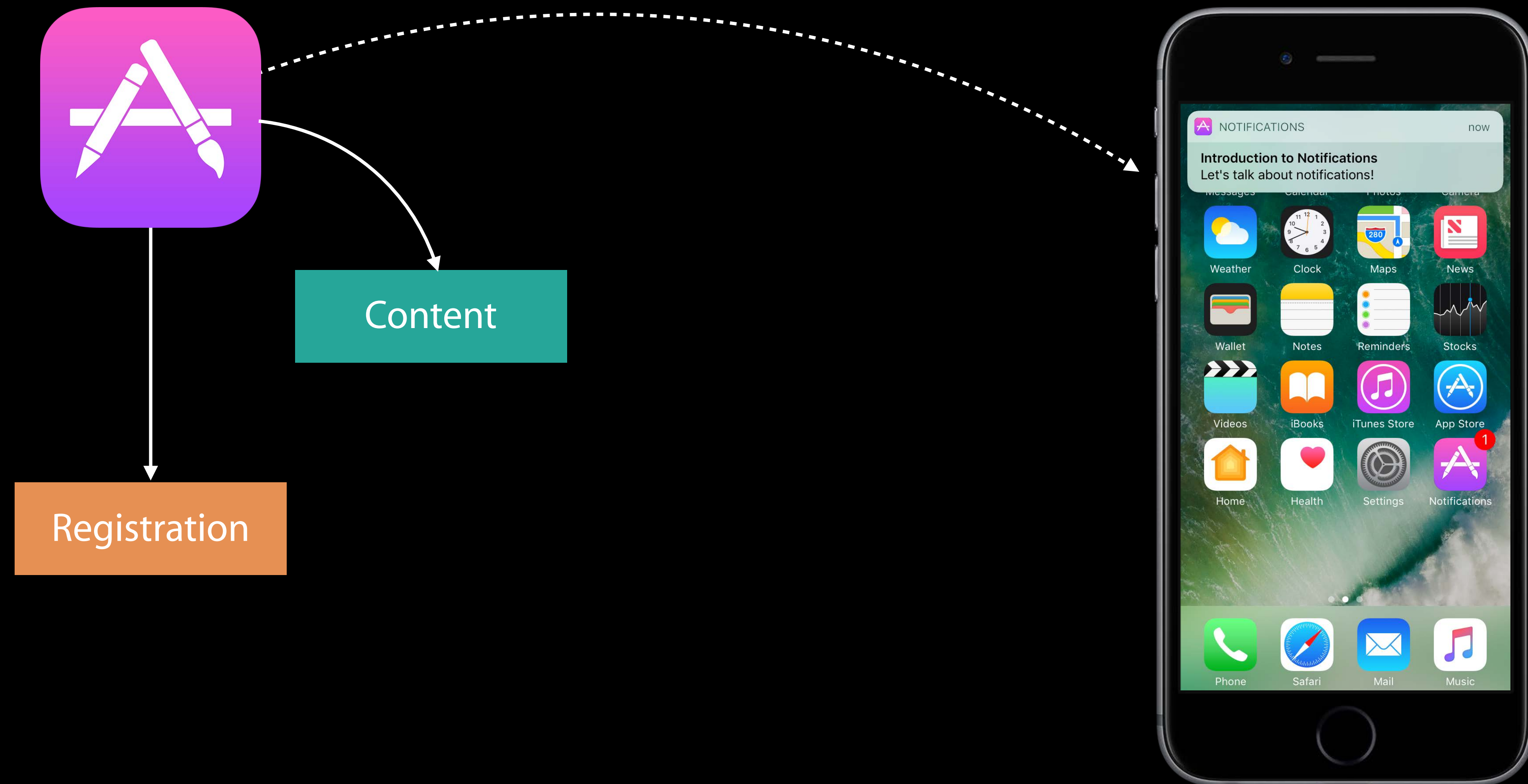
Advanced Notifications

Pacific Heights

Wednesday 10:00AM

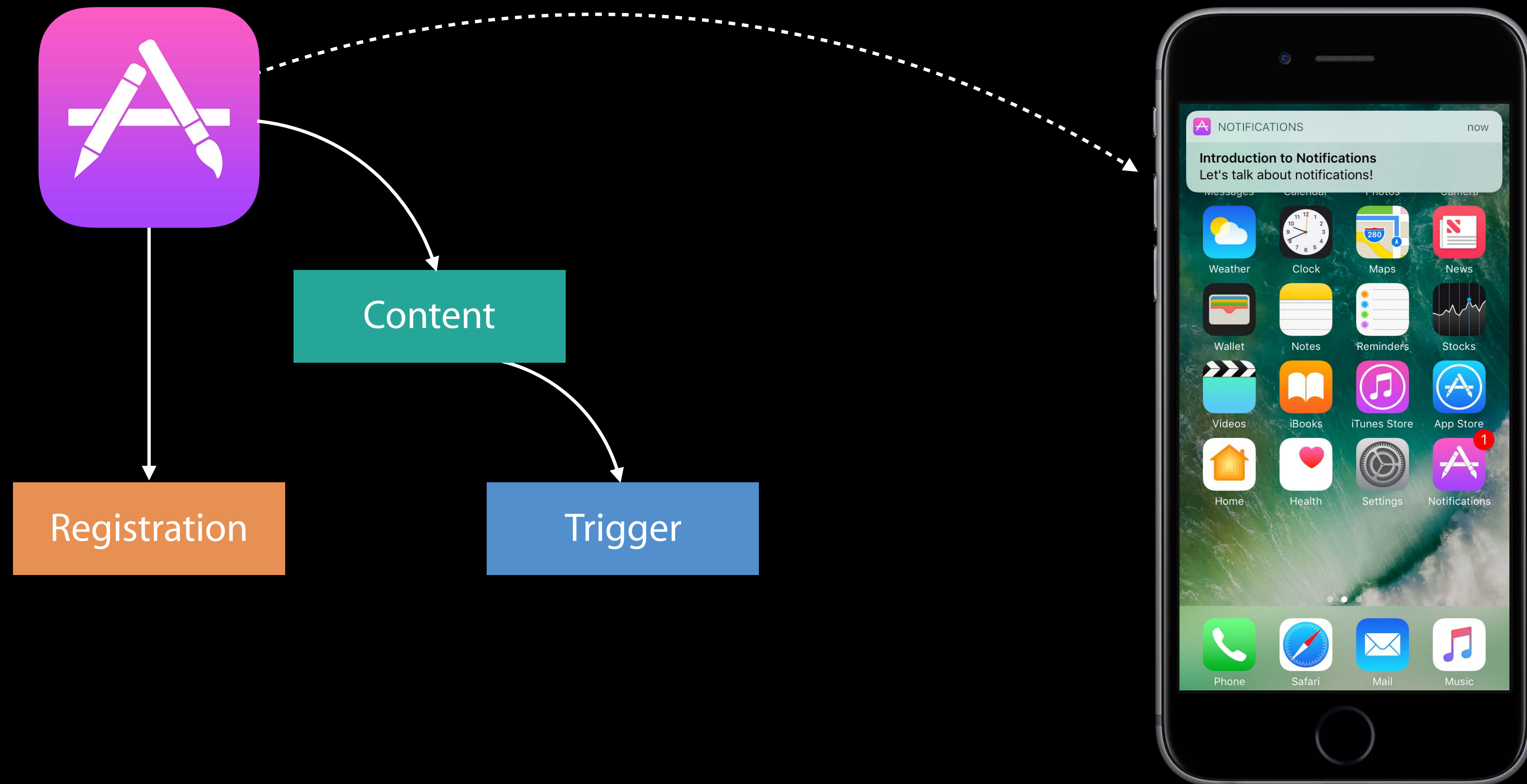
---

# Notification Delivery



# Notification Delivery

Trigger





# Triggers

# Triggers



Push



Time Interval



Calendar



Location

# Triggers

Push



Push

# Triggers

Push

Remote Notifications



Push

# Triggers

Time Interval



Time Interval

# Triggers

## Time Interval

### Examples

- "In 2 minutes from now"

```
UNTimeIntervalNotificationTrigger(timeInterval: 120,  
                                 repeats: false)
```



Time Interval

# Triggers

## Time Interval

### Examples

- "In 2 minutes from now"

```
UNTimeIntervalNotificationTrigger(timeInterval: 120,  
                                 repeats: false)
```

- "Repeat every hour starting now"

```
UNTimeIntervalNotificationTrigger(timeInterval: 3600,  
                                 repeats: true)
```



Time Interval

# Triggers

## Calendar



Calendar



# Triggers

## Calendar

### Examples

- "8:00am tomorrow morning"
- "Repeat every Monday at 6:00pm"

```
let dateComponents = DateComponents()  
// Configure dateComponents  
UNCalendarNotificationTrigger(dateMatching: dateComponents,  
                              repeats: false)
```



Calendar

# Triggers

Location



Location

# Triggers

## Location

### Examples

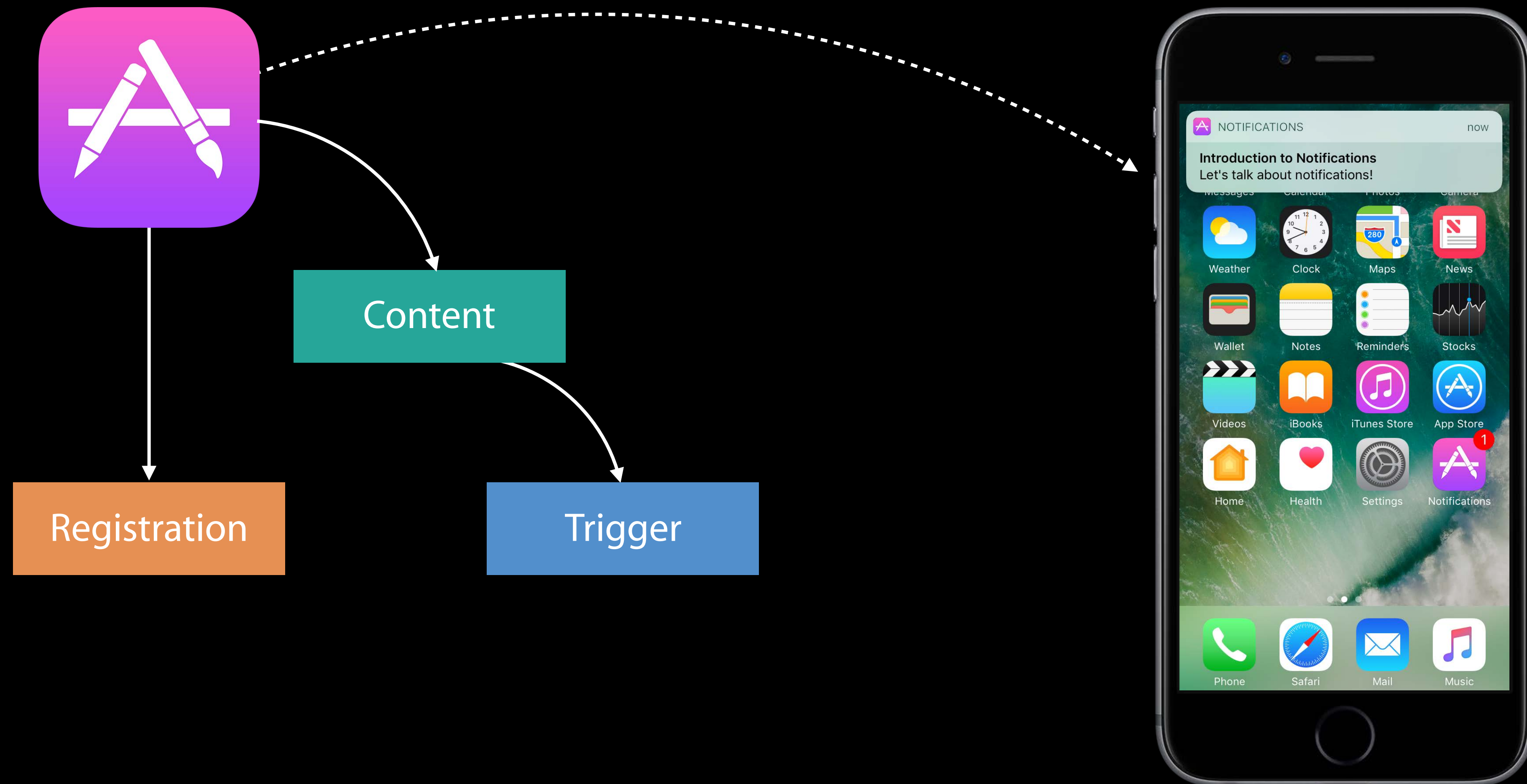
- “When leaving home”
- “When arriving in proximity of grocery store”

```
let region = CLRegion()  
// Configure region  
UNLocationNotificationTrigger(region: region,  
                               repeats: false);
```



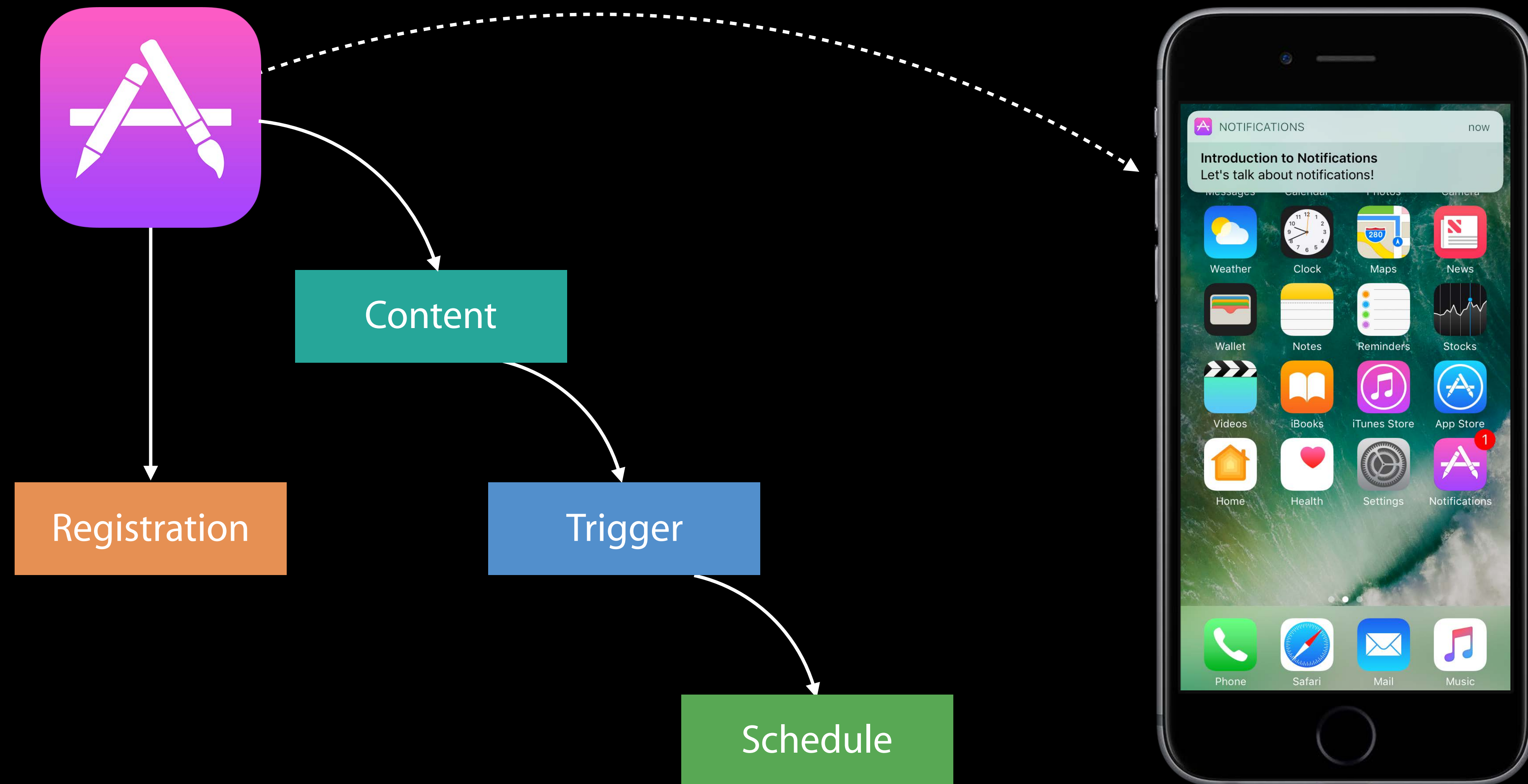
Location

# Notification Delivery



# Notification Delivery

## Schedule

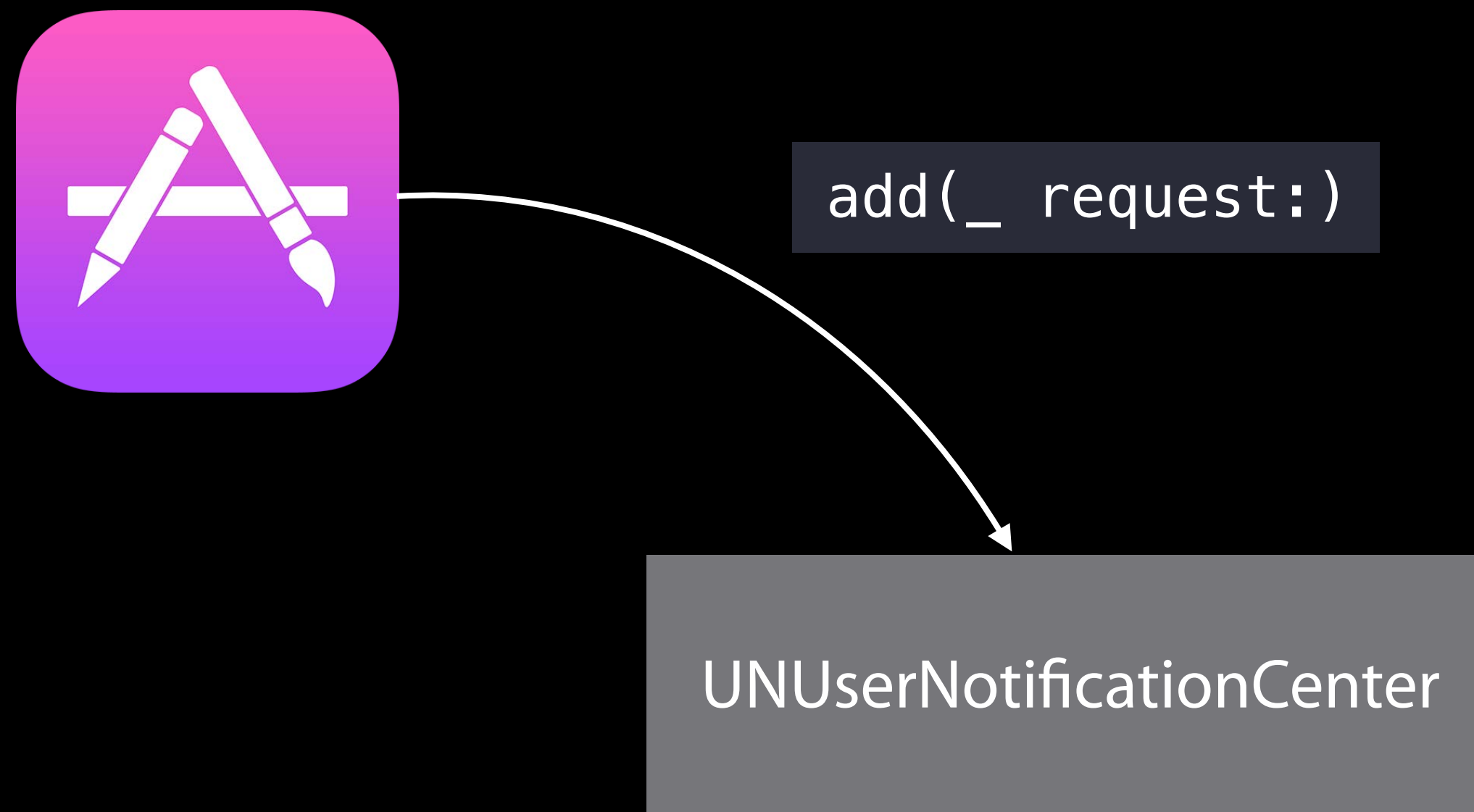


# Schedule

Local Notifications

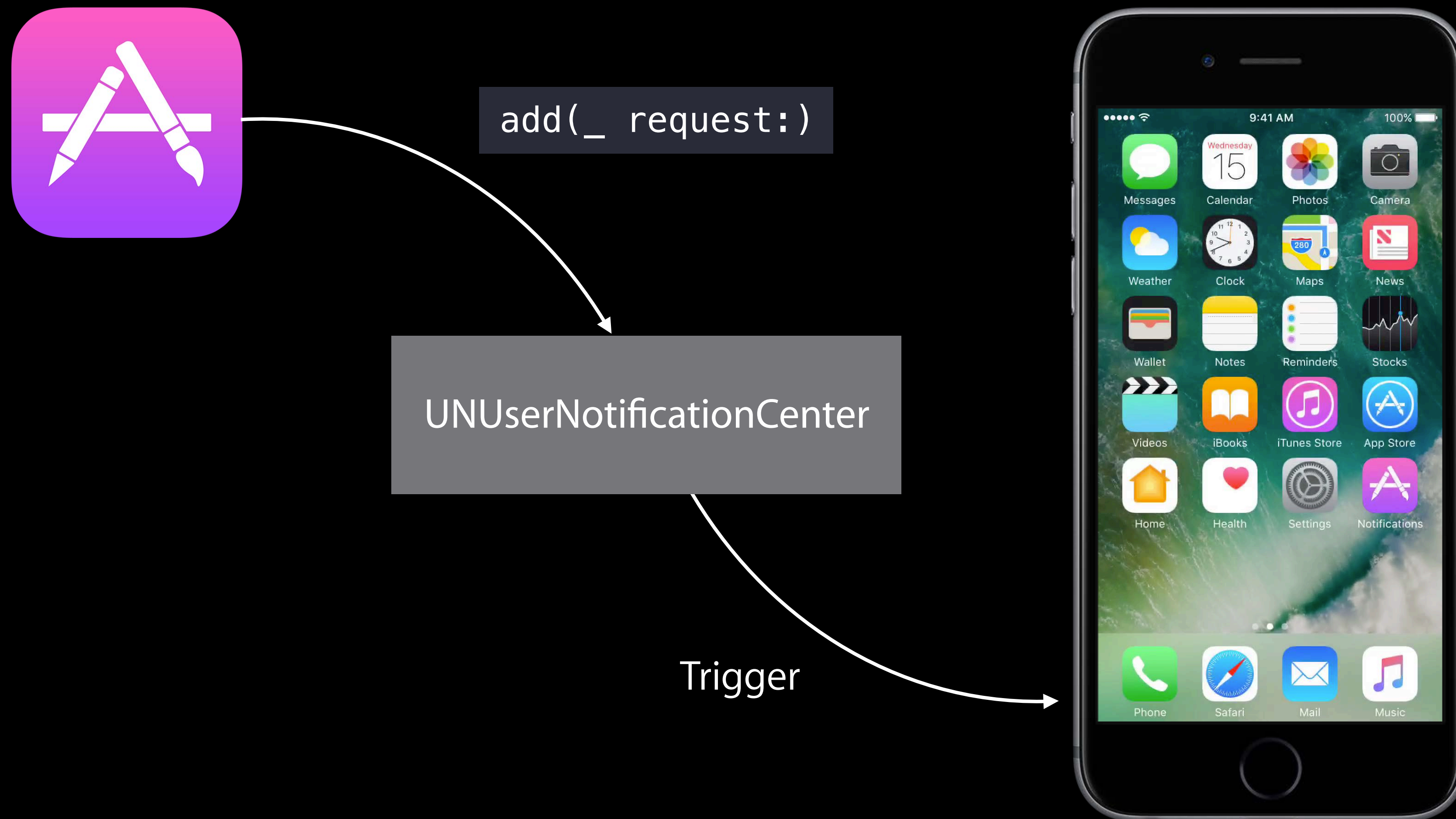
# Schedule

## Local Notifications



# Schedule

## Local Notifications



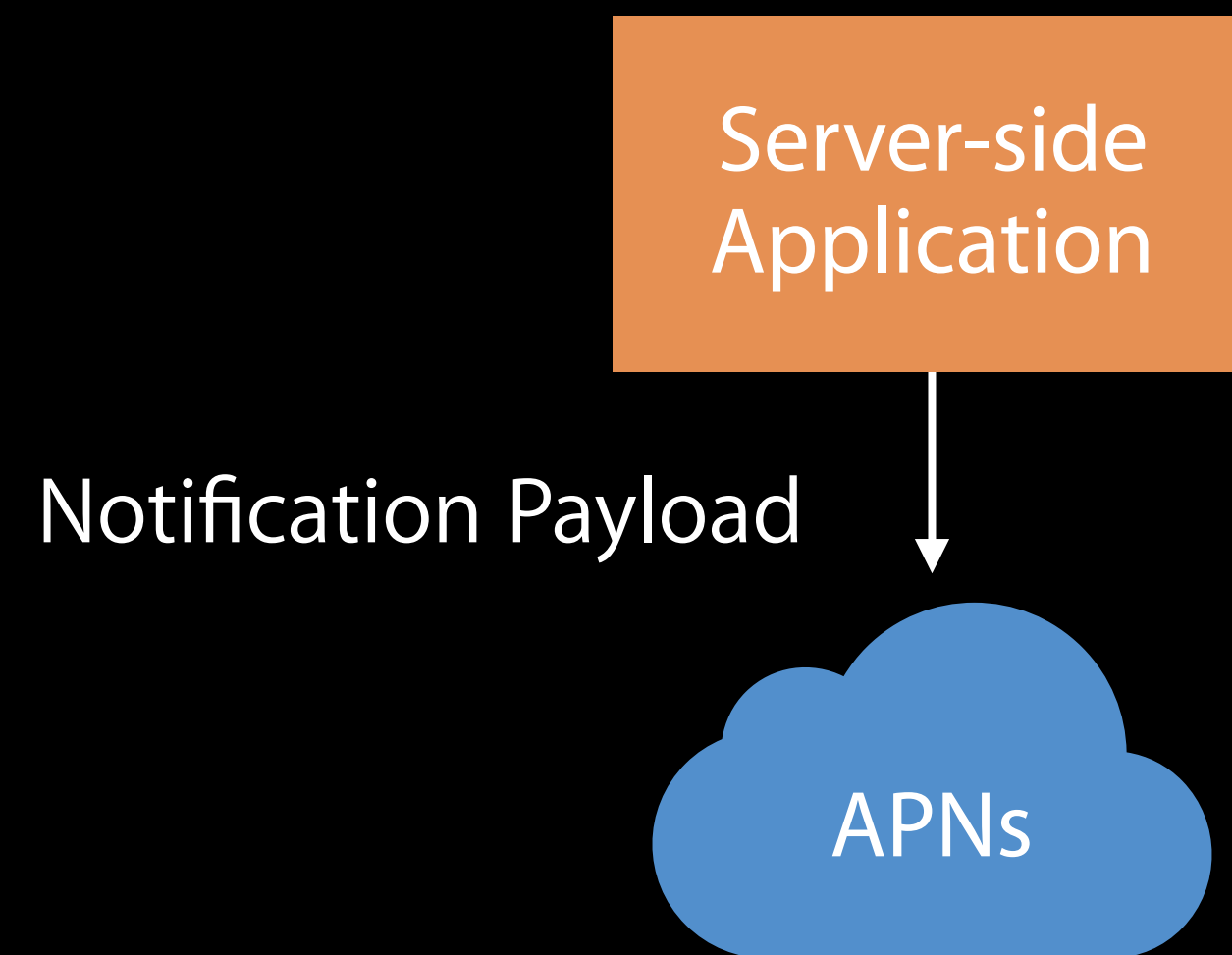


# Schedule

Remote Notifications

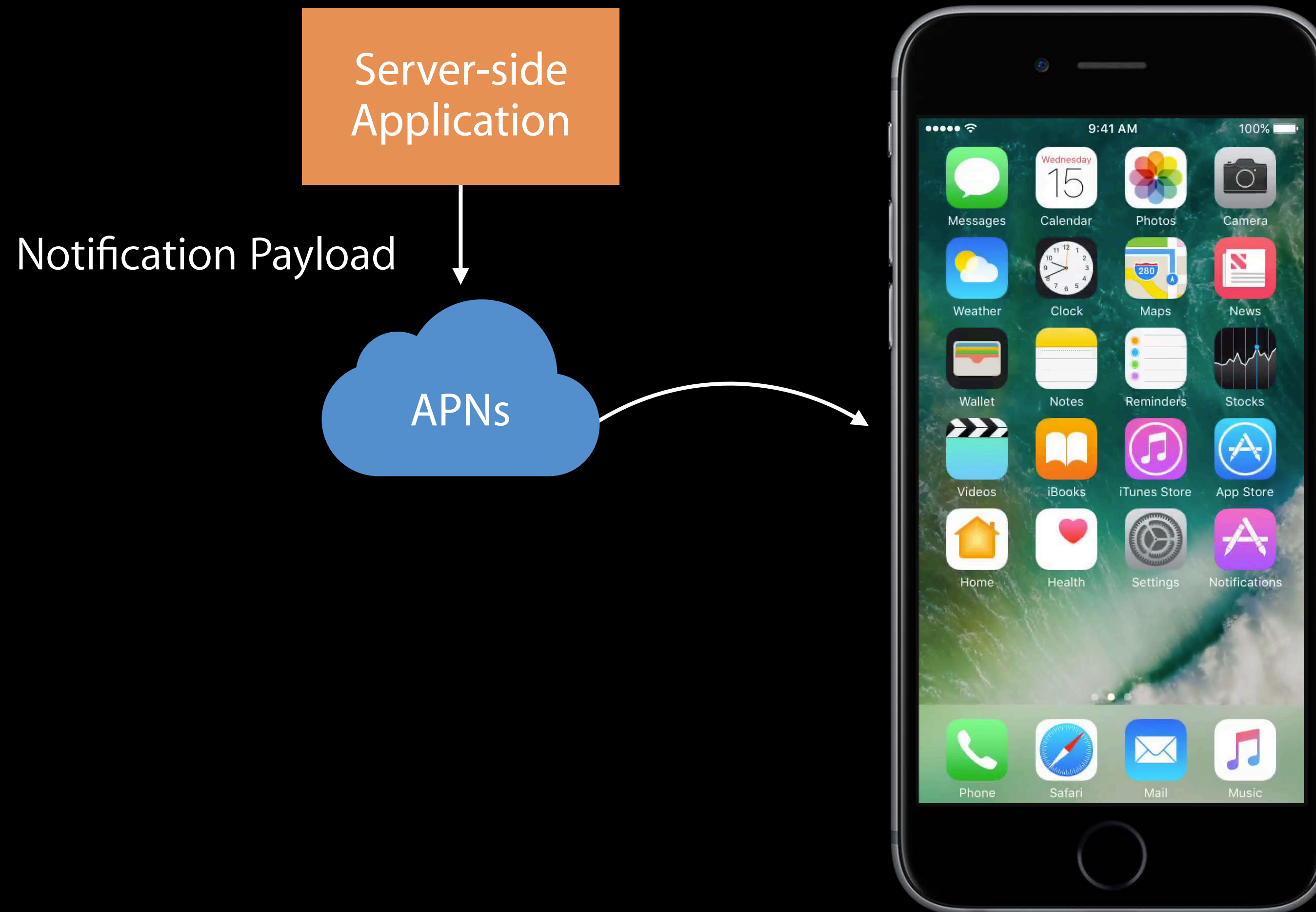
# Schedule

## Remote Notifications



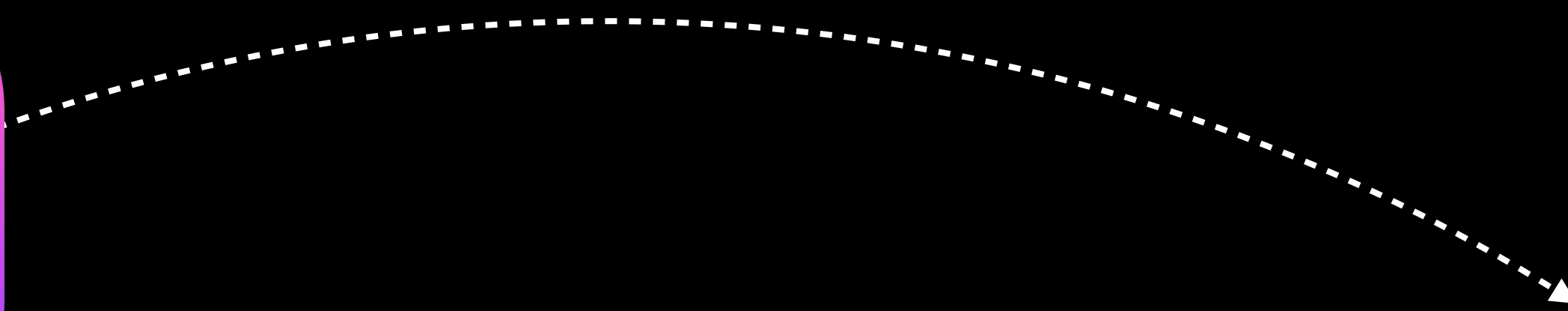
# Schedule

## Remote Notifications

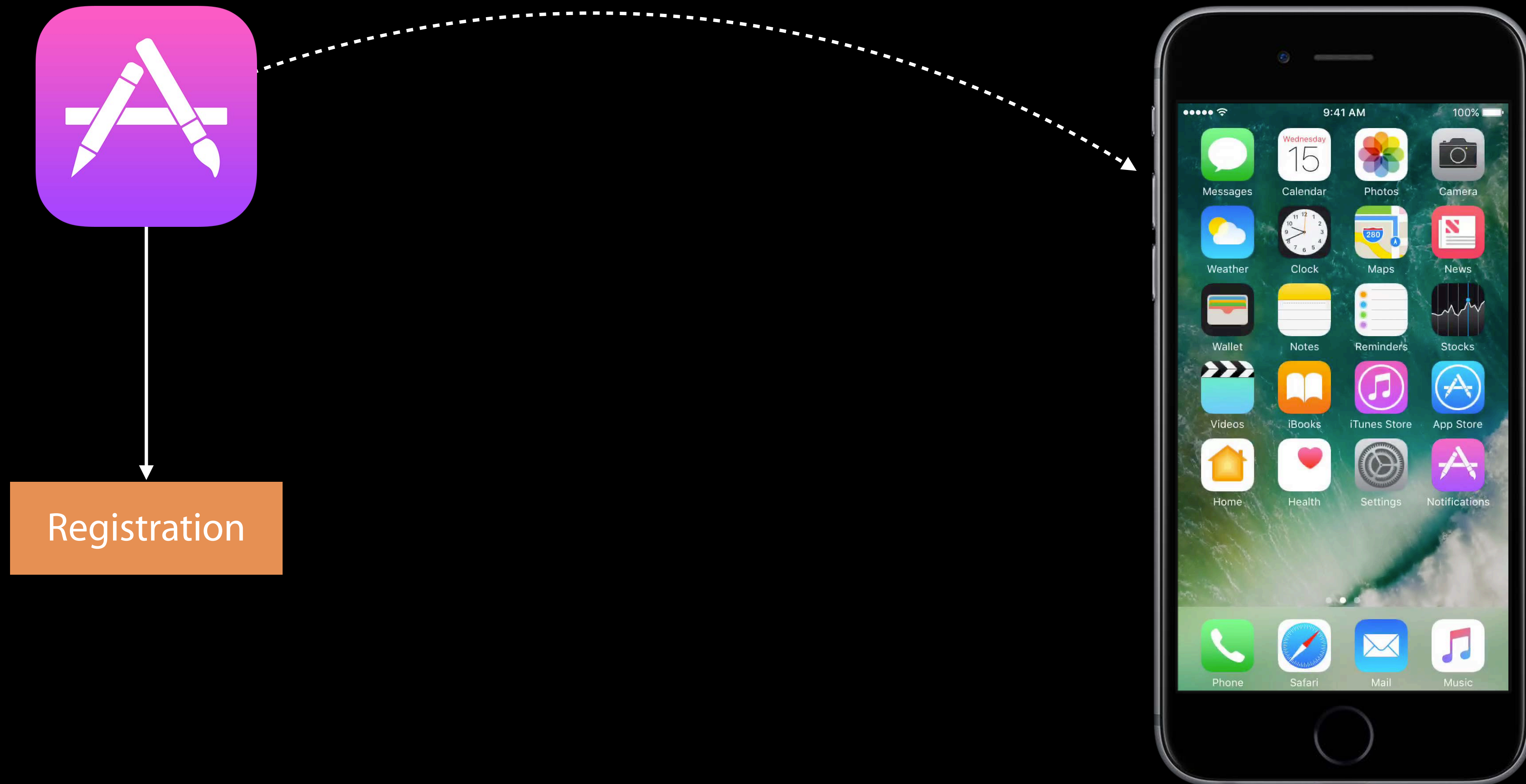


# Delivery Summary

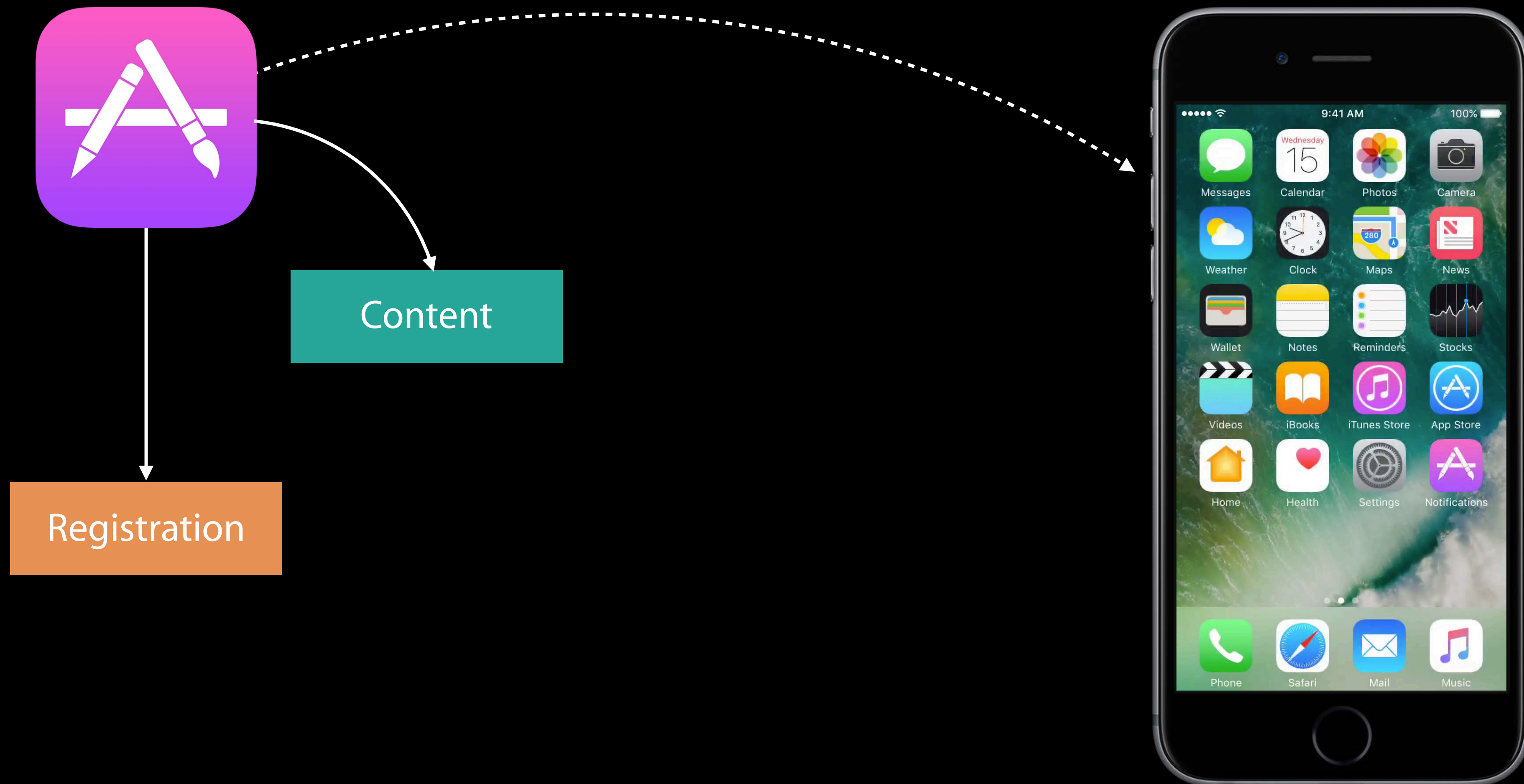
# Delivery Summary



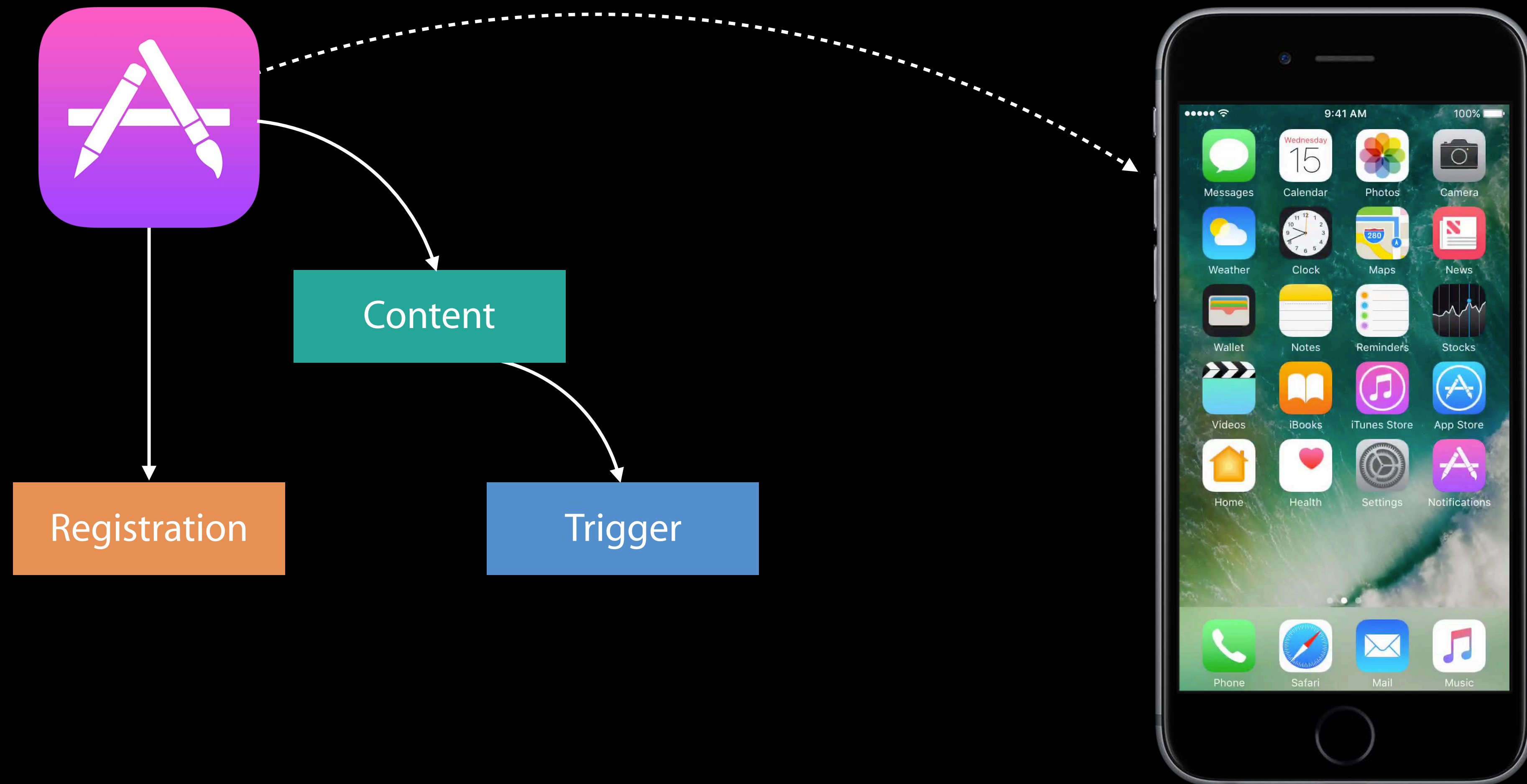
# Delivery Summary



# Delivery Summary

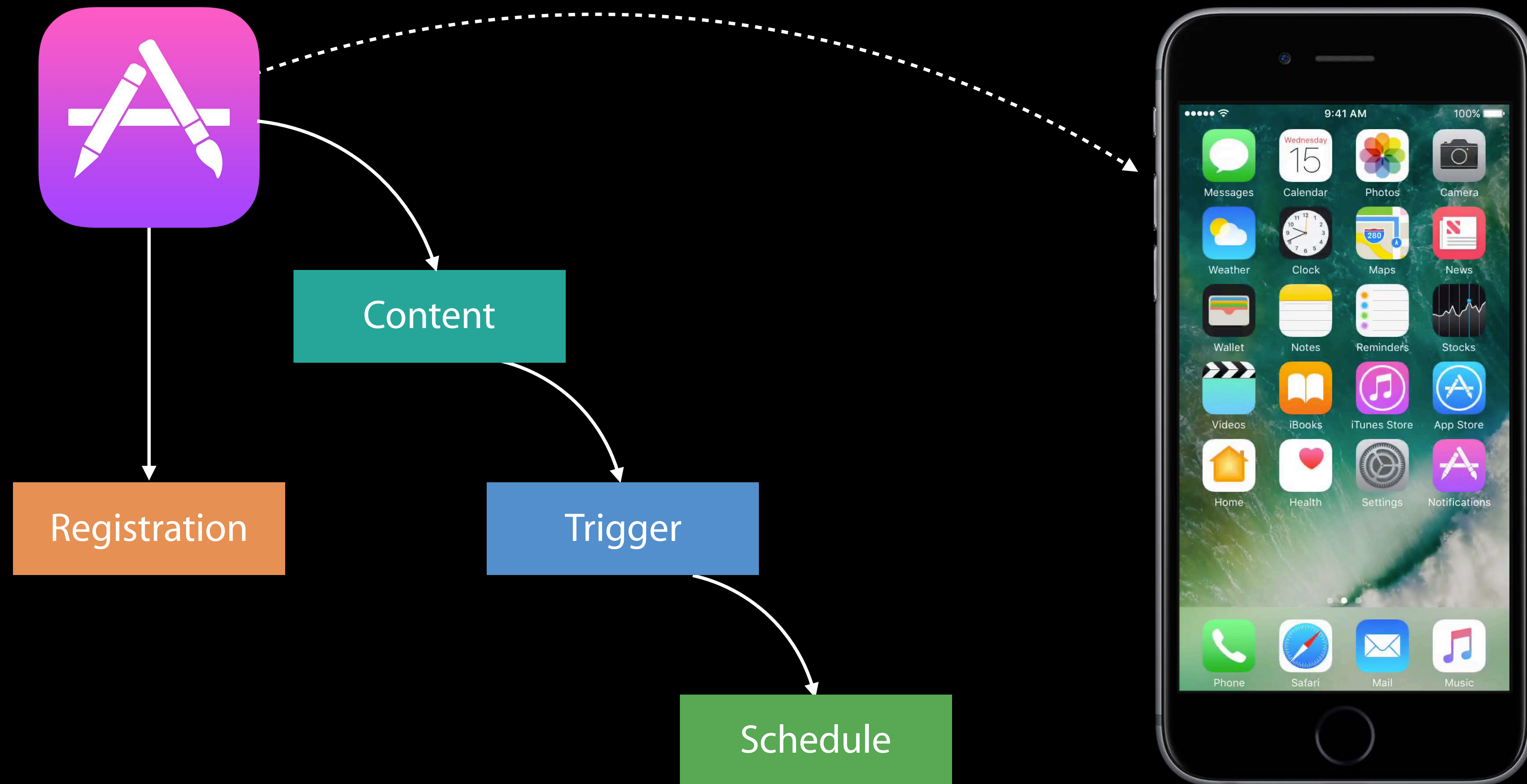


# Delivery Summary

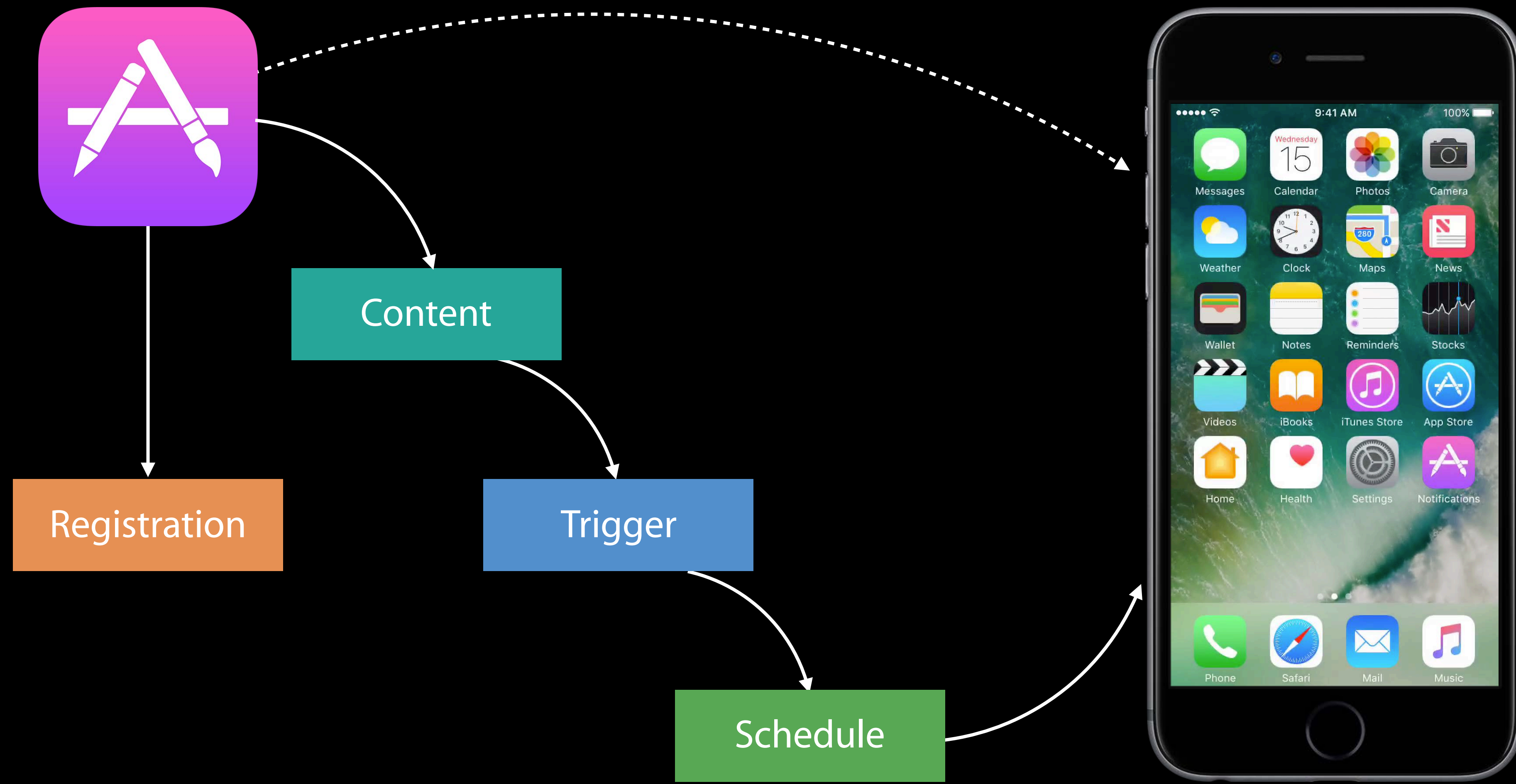




# Delivery Summary



# Delivery Summary



```
// Notification Delivery Summary
import UserNotifications

UNUserNotificationCenter.current().requestAuthorization([.alert, .sound, .badge])
    { (granted, error) in // ... }

let content = UNMutableNotificationContent()
content.title = "Introduction to Notifications"
content.body = "Let's talk about notifications!"

let trigger = UNTimeIntervalNotificationTrigger(timeInterval: 5, repeats: false)

let requestIdentifier = "sampleRequest"
let request = UNNotificationRequest(identifier: requestIdentifier,
                                   content: content,
                                   trigger: trigger)

UNUserNotificationCenter.current().add(request) { (error) in // ... }
```

```
// Notification Delivery Summary
```

```
import UserNotifications
```

```
UNUserNotificationCenter.current().requestAuthorization([.alert, .sound, .badge])  
    { (granted, error) in // ... }
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let content = UNMutableNotificationContent()
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content.title = "Introduction to Notifications"
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let request = UNNotificationRequest(identifier: requestIdentifier,
                                    content: content,
                                    trigger: trigger)
```

```
UNUserNotificationCenter.current().add(request) { (error) in // ... }
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let requestIdentifier = "sampleRequest"
let request = UNNotificationRequest(identifier: requestIdentifier,
                                   content: content,
                                   trigger: trigger)

UNUserNotificationCenter.current().add(request) { (error) in // ... }
```



# Notification Handling

# Notification Handling

# Notification Handling

Application in foreground

# Notification Handling

Application in foreground

```
protocol UNNotificationCenterDelegate : NSObjectProtocol

func userNotificationCenter(_ center: UNNotificationCenter,
                           willPresent notification: UNNotification,
                           completionHandler completionHandler:
                               (UNNotificationPresentationOptions) -> Void)
```

# Notification Handling

Application in foreground

```
protocol UNNotificationCenterDelegate : NSObjectProtocol

func userNotificationCenter(_ center: UNNotificationCenter,
                           willPresent notification: UNNotification,
                           withCompletionHandler completionHandler:
                               (UNNotificationPresentationOptions) -> Void)
```

# Notification Handling

Application in foreground

```
protocol UNUserNotificationCenterDelegate : NSObjectProtocol

func userNotificationCenter(_ center: UNUserNotificationCenter,
    willPresent notification: UNNotification,
    withCompletionHandler completionHandler:
        (UNNotificationPresentationOptions) -> Void)
```

# Notification Handling

NEW

Application in foreground

In-app presentation

```
protocol UNNotificationCenterDelegate : NSObjectProtocol

func userNotificationCenter(_ center: UNNotificationCenter,
                           willPresent notification: UNNotification,
                           completionHandler completionHandler:
                               (UNNotificationPresentationOptions) -> Void)
```

# Notification Handling

NEW

Application in foreground

In-app presentation



# Notification Handling

NEW

Application in foreground

In-app presentation

```
func userNotificationCenter(_ center: UNUserNotificationCenter,
                           willPresent notification: UNNotification,
                           completionHandler handlerBlock:
                               (UNNotificationPresentationOptions) -> Void) {
    // Roll banner and sound alert
    handlerBlock([.alert, .sound])
}
```

# Notification Handling

NEW

Application in foreground

In-app presentation

```
func userNotificationCenter(_ center: UNUserNotificationCenter,
                           willPresent notification: UNNotification,
                           completionHandler handlerBlock:
                               (UNNotificationPresentationOptions) -> Void) {
    // Roll banner and sound alert
    handlerBlock([.alert, .sound])
}
```

NEW

# Notification Management

# Notification Management

Overview

NEW

# Notification Management

NEW

## Overview

### Access

- Pending Notifications
- Delivered Notifications

# Notification Management

NEW

## Overview

### Access

- Pending Notifications
- Delivered Notifications

### Remove Notifications

# Notification Management

NEW

## Overview

### Access

- Pending Notifications
- Delivered Notifications

### Remove Notifications

### Update and promote Notifications

# Notification Management

Request Identifier



# Notification Management

## Request Identifier

### Local Notifications

- Set on Notification Request

# Notification Management

## Request Identifier

### Local Notifications

- Set on Notification Request

### Remote Notifications

- New field on the HTTP/2 request header: `apns-collapse-id`

# Notification Management

Example

# Notification Management

## Example

Notifications scheduled for a sports game

- Start of game

```
// Pending Notification Removal

let gameStartIdentifier = "game1.start.identifier"
let gameStartRequest = UNNotificationRequest(identifier: gameStartIdentifier,
                                             content: content,
                                             trigger: startTrigger)

UNUserNotificationCenter.current().add(gameStartRequest) { (error) in // ... }

// Game was cancelled

UNUserNotificationCenter.current()
    .removePendingNotificationRequests(withIdentifiers: [gameStartIdentifier])
```

```
// Pending Notification Removal
```

```
let gameStartIdentifier = "game1.start.identifier"  
let gameStartRequest = UNNotificationRequest(identifier: gameStartIdentifier,  
                                             content: content,  
                                             trigger: startTrigger)
```

```
UNUserNotificationCenter.current().add(gameStartRequest) { (error) in // ... }
```

```
// Game was cancelled
```

```
UNUserNotificationCenter.current()  
    .removePendingNotificationRequests(withIdentifiers: [gameStartIdentifier])
```

```
// Pending Notification Removal
```

```
let gameStartIdentifier = "game1.start.identifier"
```

```
let gameStartRequest = UNNotificationRequest(identifier: gameStartIdentifier,  
                                             content: content,  
                                             trigger: startTrigger)
```

```
UNUserNotificationCenter.current().add(gameStartRequest) { (error) in // ... }
```

```
// Game was cancelled
```

```
UNUserNotificationCenter.current()
```

```
    .removePendingNotificationRequests(withIdentifiers: [gameStartIdentifier])
```

```
// Pending Notification Removal
```

```
let gameStartIdentifier = "game1.start.identifier"
```

```
let gameStartRequest = UNNotificationRequest(identifier: gameStartIdentifier,  
                                             content: content,  
                                             trigger: startTrigger)
```

```
UNUserNotificationCenter.current().add(gameStartRequest) { (error) in // ... }
```

```
// Game was cancelled
```

```
UNUserNotificationCenter.current()  
    .removePendingNotificationRequests(withIdentifiers: [gameStartIdentifier])
```



```
// Pending Notification Removal
```

```
let gameStartIdentifier = "game1.start.identifier"
```

```
let gameStartRequest = UNNotificationRequest(identifier: gameStartIdentifier,  
                                             content: content,  
                                             trigger: startTrigger)
```

```
UNUserNotificationCenter.current().add(gameStartRequest) { (error) in // ... }
```

```
// Game was cancelled
```

```
UNUserNotificationCenter.current()
```

```
    .removePendingNotificationRequests(withIdentifiers: [gameStartIdentifier])
```

```
// Pending Notification Update
```

```
let gameStartIdentifier = "game1.start.identifier"
```

```
let gameStartRequest = UNNotificationRequest(identifier: gameStartIdentifier,  
                                             content: content,  
                                             trigger: startTrigger)
```

```
UNUserNotificationCenter.current().add(gameStartRequest) { (error) in // ... }
```

```
// Game start time was updated
```

```
let updatedGameStartRequest = UNNotificationRequest(identifier: gameStartIdentifier,  
                                                    content: content,  
                                                    trigger: newStartTrigger)
```

```
UNUserNotificationCenter.current().add(updatedGameStartRequest) { (error) in // ... }
```

```
// Pending Notification Update
```

```
let gameStartIdentifier = "game1.start.identifier"
```

```
let gameStartRequest = UNNotificationRequest(identifier: gameStartIdentifier,  
                                             content: content,  
                                             trigger: startTrigger)
```

```
UNUserNotificationCenter.current().add(gameStartRequest) { (error) in // ... }
```

```
// Game start time was updated
```

```
let updatedGameStartRequest = UNNotificationRequest(identifier: gameStartIdentifier,  
                                                    content: content,  
                                                    trigger: newStartTrigger)
```

```
UNUserNotificationCenter.current().add(updatedGameStartRequest) { (error) in // ... }
```

```
// Pending Notification Update
```

```
let gameStartIdentifier = "game1.start.identifier"
```

```
let gameStartRequest = UNNotificationRequest(identifier: gameStartIdentifier,  
                                             content: content,  
                                             trigger: startTrigger)
```

```
UNUserNotificationCenter.current().add(gameStartRequest) { (error) in // ... }
```

```
// Game start time was updated
```

```
let updatedGameStartRequest = UNNotificationRequest(identifier: gameStartIdentifier,  
                                                    content: content,  
                                                    trigger: newStartTrigger)
```

```
UNUserNotificationCenter.current().add(updatedGameStartRequest) { (error) in // ... }
```

```
// Pending Notification Update
```

```
let gameStartIdentifier = "game1.start.identifier"
```

```
let gameStartRequest = UNNotificationRequest(identifier: gameStartIdentifier,  
                                             content: content,  
                                             trigger: startTrigger)
```

```
UNUserNotificationCenter.current().add(gameStartRequest) { (error) in // ... }
```

```
// Game start time was updated
```

```
let updatedGameStartRequest = UNNotificationRequest(identifier: gameStartIdentifier,  
                                                    content: content,  
                                                    trigger: newStartTrigger)
```

```
UNUserNotificationCenter.current().add(updatedGameStartRequest) { (error) in // ... }
```

```
// Pending Notification Update
```

```
let gameStartIdentifier = "game1.start.identifier"
```

```
let gameStartRequest = UNNotificationRequest(identifier: gameStartIdentifier,  
                                             content: content,  
                                             trigger: startTrigger)
```

```
UNUserNotificationCenter.current().add(gameStartRequest) { (error) in // ... }
```

```
// Game start time was updated
```

```
let updatedGameStartRequest = UNNotificationRequest(identifier: gameStartIdentifier,  
                                                    content: content,  
                                                    trigger: newStartTrigger)
```

```
UNUserNotificationCenter.current().add(updatedGameStartRequest) { (error) in // ... }
```

# Notification Management

## Example

Notifications scheduled for a sports game

- Score Updates

```
// Delivered Notification Removal
```

```
let gameScoreIdentifier = "game1.score.identifier"
```

```
let gameScoreRequest = UNNotificationRequest(identifier: gameScoreIdentifier,  
                                             content: scoreContent,  
                                             trigger: trigger)
```

```
UNUserNotificationCenter.current().add(gameScoreRequest) { (error) in // ... }
```

```
// Wrong game score was published
```

```
UNUserNotificationCenter.current()
```

```
    .removeDeliveredNotifications(withIdentifiers: [gameScoreIdentifier])
```



```
// Delivered Notification Removal
```

```
let gameScoreIdentifier = "game1.score.identifier"  
let gameScoreRequest = UNNotificationRequest(identifier: gameScoreIdentifier,  
                                             content: scoreContent,  
                                             trigger: trigger)
```

```
UNUserNotificationCenter.current().add(gameScoreRequest) { (error) in // ... }
```

```
// Wrong game score was published
```

```
UNUserNotificationCenter.current()  
    .removeDeliveredNotifications(withIdentifiers: [gameScoreIdentifier])
```

```
// Delivered Notification Removal
```

```
let gameScoreIdentifier = "game1.score.identifier"
```

```
let gameScoreRequest = UNNotificationRequest(identifier: gameScoreIdentifier,  
                                             content: scoreContent,  
                                             trigger: trigger)
```

```
UNUserNotificationCenter.current().add(gameScoreRequest) { (error) in // ... }
```

```
// Wrong game score was published
```

```
UNUserNotificationCenter.current()
```

```
    .removeDeliveredNotifications(withIdentifiers: [gameScoreIdentifier])
```

```
// Delivered Notification Removal
```

```
let gameScoreIdentifier = "game1.score.identifier"
```

```
let gameScoreRequest = UNNotificationRequest(identifier: gameScoreIdentifier,  
                                             content: scoreContent,  
                                             trigger: trigger)
```

```
UNUserNotificationCenter.current().add(gameScoreRequest) { (error) in // ... }
```

```
// Wrong game score was published
```

```
UNUserNotificationCenter.current()  
    .removeDeliveredNotifications(withIdentifiers: [gameScoreIdentifier])
```

```
// Delivered Notification Removal
```

```
let gameScoreIdentifier = "game1.score.identifier"
```

```
let gameScoreRequest = UNNotificationRequest(identifier: gameScoreIdentifier,  
                                             content: scoreContent,  
                                             trigger: trigger)
```

```
UNUserNotificationCenter.current().add(gameScoreRequest) { (error) in // ... }
```

```
// Wrong game score was published
```

```
UNUserNotificationCenter.current()  
    .removeDeliveredNotifications(withIdentifiers: [gameScoreIdentifier])
```

```
// Delivered Notification Update

let gameScoreIdentifier = "game1.score.identifier"
let gameScoreRequest = UNNotificationRequest(identifier: gameScoreIdentifier,
                                             content: scoreContent,
                                             trigger: trigger)

UNUserNotificationCenter.current().add(gameScoreRequest) { (error) in // ... }

// Score game was updated

let updateGameScoreRequest = UNNotificationRequest(identifier: gameScoreIdentifier,
                                                    content: newScoreContent,
                                                    trigger: newTrigger)

UNUserNotificationCenter.current().add(updateGameScoreRequest) { (error) in // ... }
```

```
// Delivered Notification Update
```

```
let gameScoreIdentifier = "game1.score.identifier"
```

```
let gameScoreRequest = UNNotificationRequest(identifier: gameScoreIdentifier,  
                                             content: scoreContent,  
                                             trigger: trigger)
```

```
UNUserNotificationCenter.current().add(gameScoreRequest) { (error) in // ... }
```

```
// Score game was updated
```

```
let updateGameScoreRequest = UNNotificationRequest(identifier: gameScoreIdentifier,  
                                                    content: newScoreContent,  
                                                    trigger: newTrigger)
```

```
UNUserNotificationCenter.current().add(updateGameScoreRequest) { (error) in // ... }
```

```
// Delivered Notification Update
```

```
let gameScoreIdentifier = "game1.score.identifier"
```

```
let gameScoreRequest = UNNotificationRequest(identifier: gameScoreIdentifier,  
                                             content: scoreContent,  
                                             trigger: trigger)
```

```
UNUserNotificationCenter.current().add(gameScoreRequest) { (error) in // ... }
```

```
// Score game was updated
```

```
let updateGameScoreRequest = UNNotificationRequest(identifier: gameScoreIdentifier,  
                                                  content: newScoreContent,  
                                                  trigger: newTrigger)
```

```
UNUserNotificationCenter.current().add(updateGameScoreRequest) { (error) in // ... }
```

```
// Delivered Notification Update
```

```
let gameScoreIdentifier = "game1.score.identifier"
```

```
let gameScoreRequest = UNNotificationRequest(identifier: gameScoreIdentifier,  
                                             content: scoreContent,  
                                             trigger: trigger)
```

```
UNUserNotificationCenter.current().add(gameScoreRequest) { (error) in // ... }
```

```
// Score game was updated
```

```
let updateGameScoreRequest = UNNotificationRequest(identifier: gameScoreIdentifier,  
                                                  content: newScoreContent,  
                                                  trigger: newTrigger)
```

```
UNUserNotificationCenter.current().add(updateGameScoreRequest) { (error) in // ... }
```



```
// Delivered Notification Update
```

```
let gameScoreIdentifier = "game1.score.identifier"
```

```
let gameScoreRequest = UNNotificationRequest(identifier: gameScoreIdentifier,  
                                             content: scoreContent,  
                                             trigger: trigger)
```

```
UNUserNotificationCenter.current().add(gameScoreRequest) { (error) in // ... }
```

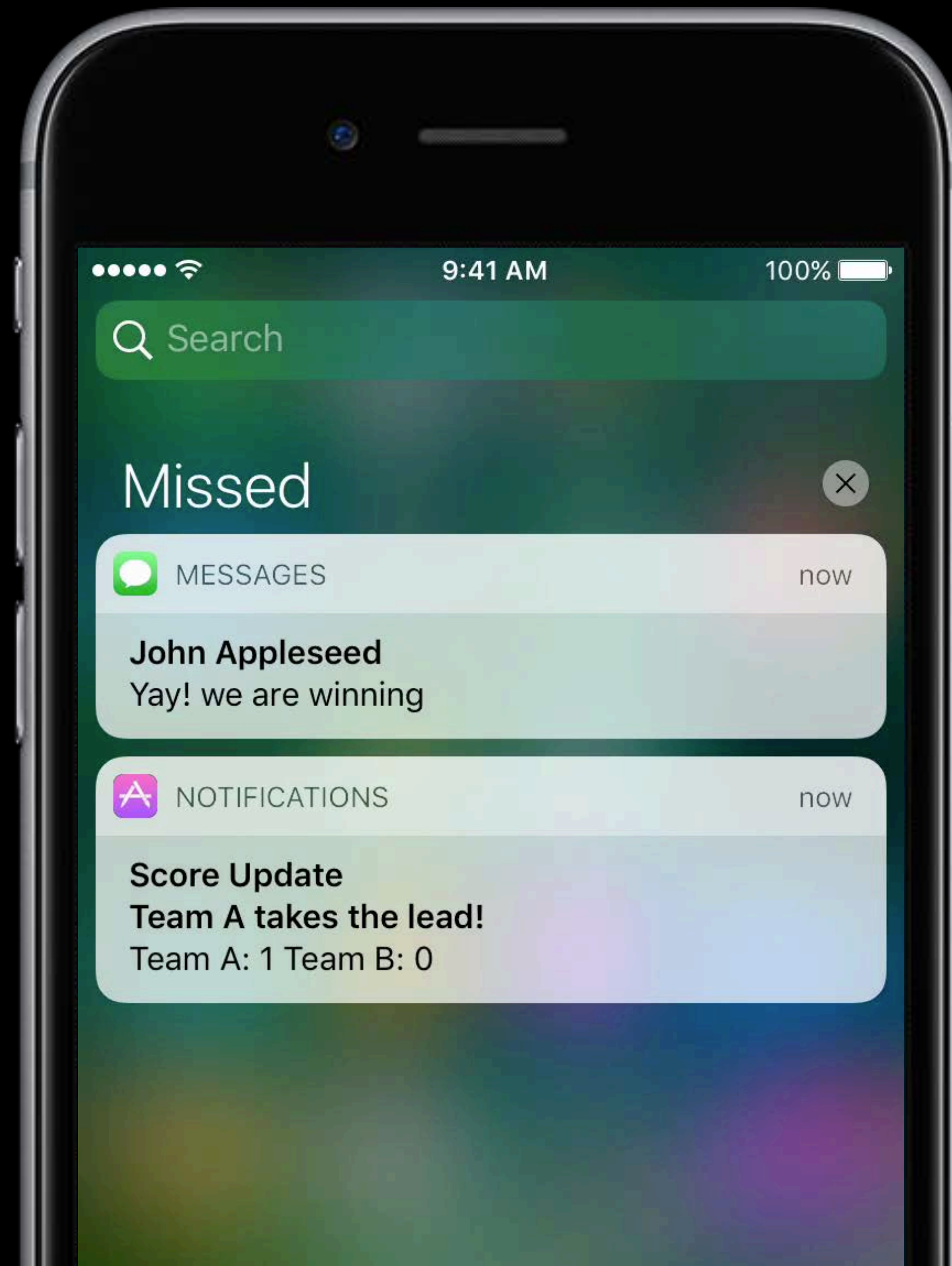
```
// Score game was updated
```

```
let updateGameScoreRequest = UNNotificationRequest(identifier: gameScoreIdentifier,  
                                                  content: newScoreContent,  
                                                  trigger: newTrigger)
```

```
UNUserNotificationCenter.current().add(updateGameScoreRequest) { (error) in // ... }
```

# Notification Management

## Example



# Notification Management

## Example



# Notification Actions

Julien Barlerin iOS Frameworks QA Engineer

Default Action

# Default Action



# Default Action



# Default Action





# Actionable Notifications

# Actionable Notifications

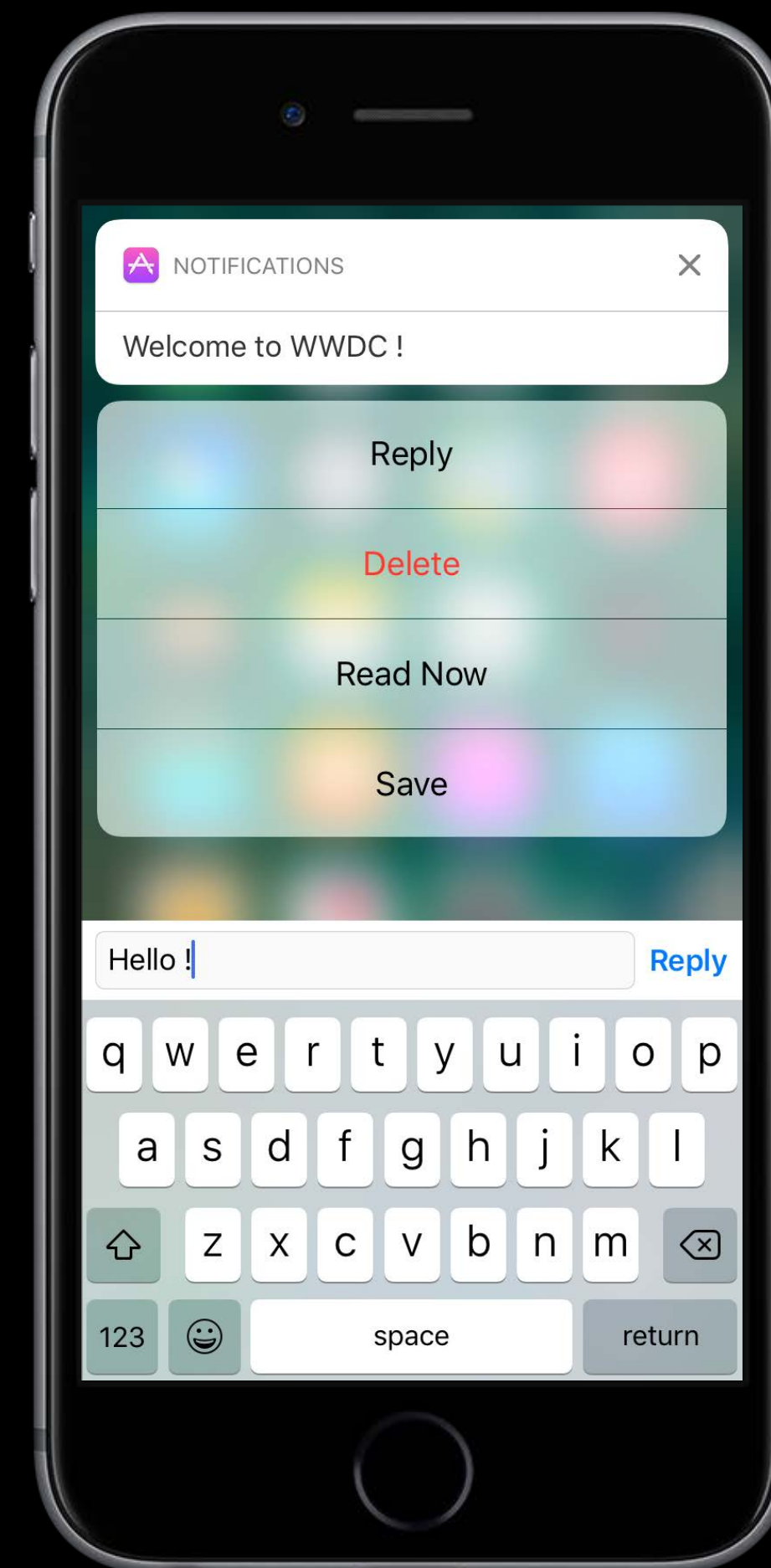
Buttons with customizable title



# Actionable Notifications

Buttons with customizable title

Text input

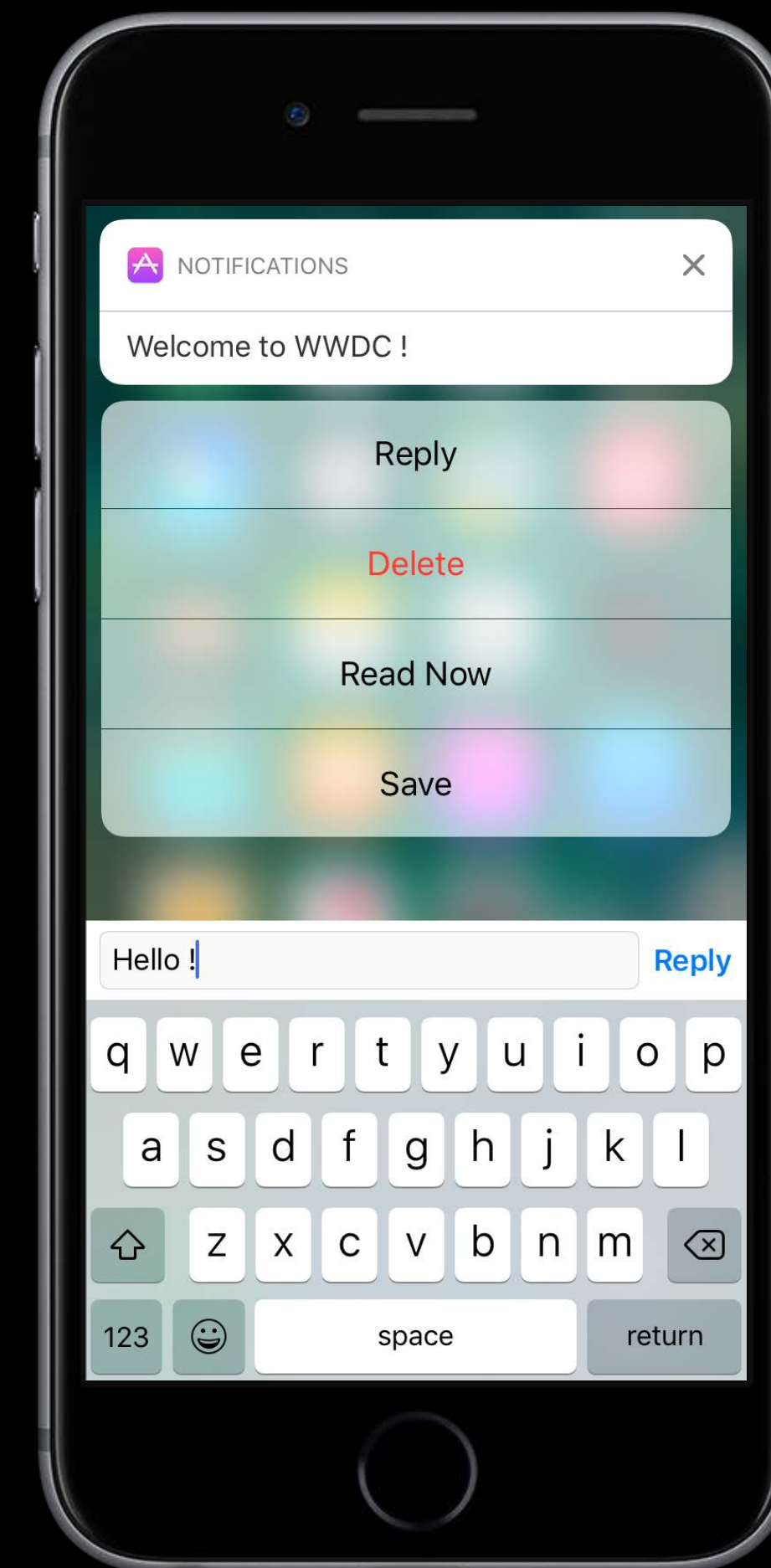


# Actionable Notifications

Buttons with customizable title

Text input

Background or foreground



# Actionable Notifications

Buttons with customizable title

Text input

Background or foreground

iOS and watchOS

# Actionable Notifications

iOS



# Actionable Notifications

iOS



# Actionable Notifications

watchOS





# Actionable Notifications

watchOS



# Actionable Notifications

watchOS



# Actionable Notifications

watchOS



# Actionable Notifications

Registration

# Actionable Notifications

## Registration

```
let action = UNNotificationAction(identifier: "reply", title: "Reply", options: [])

let category = UNNotificationCategory(identifier: "message", actions: [action],
    minimalActions: [action], intentIdentifiers: [], options: [])

UNUserNotificationCenter.current().setNotificationCategories([category])
```

# Actionable Notifications

## Registration

```
let action = UNNotificationAction(identifier: "reply", title: "Reply", options: [])
```

```
let category = UNNotificationCategory(identifier: "message", actions: [action],  
    minimalActions: [action], intentIdentifiers: [], options: [])
```

```
UNUserNotificationCenter.current().setNotificationCategories([category])
```

# Actionable Notifications

## Registration

```
let action = UNNotificationAction(identifier: "reply", title: "Reply", options: [])
```

```
let category = UNNotificationCategory(identifier: "message", actions: [action],  
                                     minimalActions: [action], intentIdentifiers: [], options: [])
```

```
UNUserNotificationCenter.current().setNotificationCategories([category])
```

# Actionable Notifications

## Registration

```
let action = UNNotificationAction(identifier: "reply", title: "Reply", options: [])
```

```
let category = UNNotificationCategory(identifier: "message", actions: [action],  
    minimalActions: [action], intentIdentifiers: [], options: [])
```

```
UNUserNotificationCenter.current().setNotificationCategories([category])
```



# Actionable Notifications

## Registration

```
let action = UNNotificationAction(identifier: "reply", title: "Reply", options: [])
```

```
let category = UNNotificationCategory(identifier: "message", actions: [action],  
    minimalActions: [action], intentIdentifiers: [], options: [])
```

```
UNUserNotificationCenter.current().setNotificationCategories([category])
```

# Actionable Notifications

Presentation

# Actionable Notifications

## Presentation

### Remote Notifications

```
{  
  aps : {  
    alert : "Welcome to WWDC !",  
    category: "message"  
  }  
}
```

# Actionable Notifications

## Presentation

### Remote Notifications

```
{  
  aps : {  
    alert : "Welcome to WWDC !",  
    category: "message"  
  }  
}
```

### Local Notifications

```
content.categoryIdentifier = "message"
```

# Dismiss Action

NEW



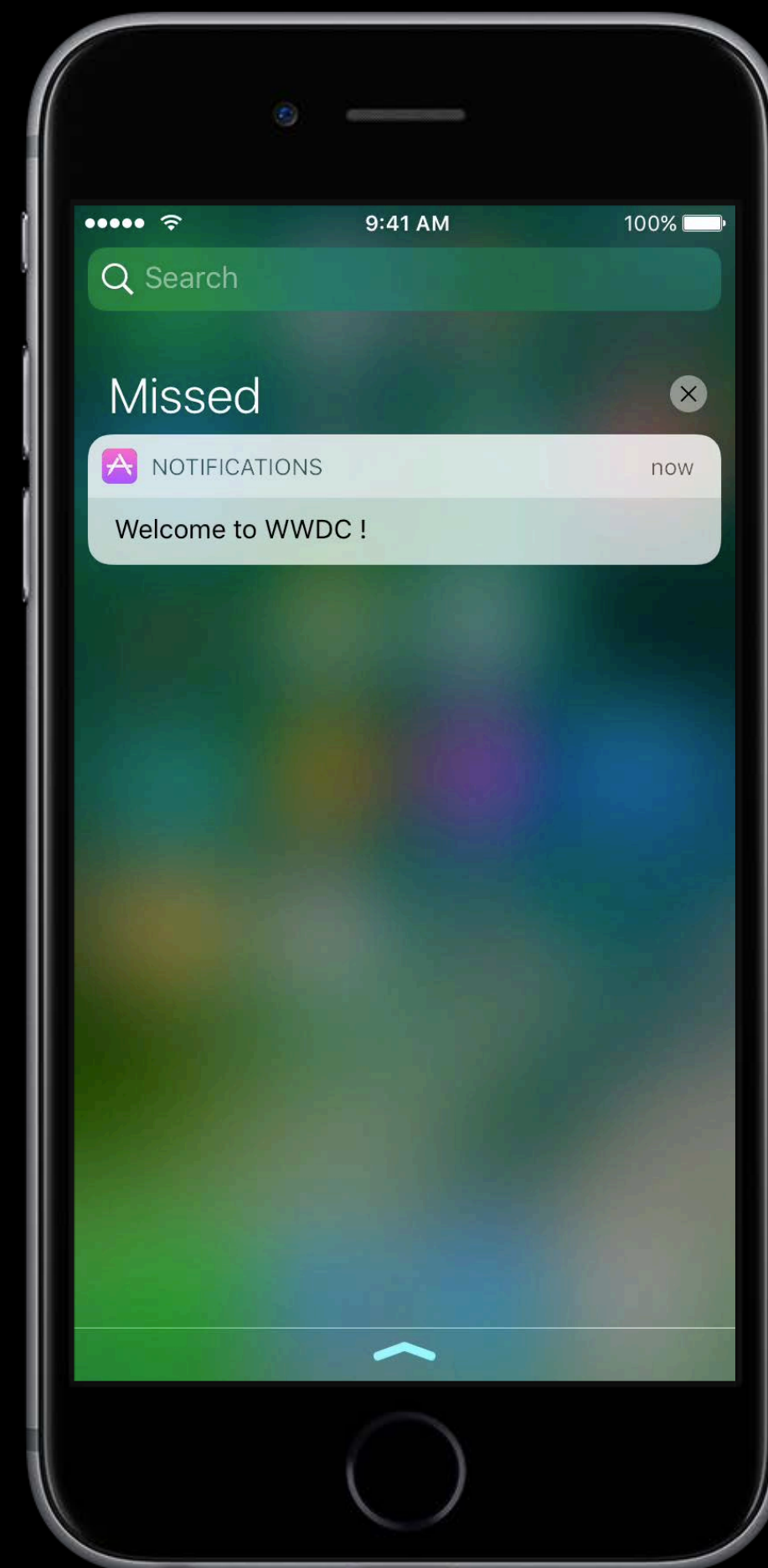
# Dismiss Action

NEW



# Dismiss Action

NEW



# Dismiss Action

NEW





# Dismiss Action

Category option

NEW

# Dismiss Action

Category option

NEW

```
customDismissAction: UNNotificationCategoryOptions
```

# Dismiss Action

## Category option

NEW

```
customDismissAction: UNNotificationCategoryOptions
```

```
let category = UNNotificationCategory(identifier: "message", actions: [action],  
    minimalActions: [action], intentIdentifiers: [], options: [])
```

# Dismiss Action

## Category option

NEW

```
customDismissAction: UNNotificationCategoryOptions
```

```
let category = UNNotificationCategory(identifier: "message", actions: [action],  
    minimalActions: [action], intentIdentifiers: [], options: [.customDismissAction])
```

# Notification Actions

Summary

# Notification Actions

Summary

Default action

# Notification Actions

Summary

Default action

Actionable Notifications

# Notification Actions

Summary

Default action

Actionable Notifications

Dismiss action



# Notification Actions

Response handling

# Notification Actions

NEW

## Response handling

```
protocol UNUserNotificationCenterDelegate : NSObjectProtocol

func userNotificationCenter(_ center: UNUserNotificationCenter,
    didReceive response: UNNotificationResponse,
    withCompletionHandler completionHandler: () -> Void)
```

# Notification Actions

NEW

## Response handling

```
protocol UNUserNotificationCenterDelegate : NSObjectProtocol

func userNotificationCenter(_ center: UNUserNotificationCenter,
    didReceive response: UNNotificationResponse,
    withCompletionHandler completionHandler: () -> Void)
```

# Notification Actions

NEW

## Response handling

```
protocol UNUserNotificationCenterDelegate : NSObjectProtocol

func userNotificationCenter(_ center: UNUserNotificationCenter,
    didReceive response: UNNotificationResponse,
    withCompletionHandler completionHandler: () -> Void)
```

# Notification Actions

NEW

## Response handling

```
protocol UNUserNotificationCenterDelegate : NSObjectProtocol

func userNotificationCenter(_ center: UNUserNotificationCenter,
    didReceive response: UNNotificationResponse,
    completionHandler: () -> Void)
```

Response

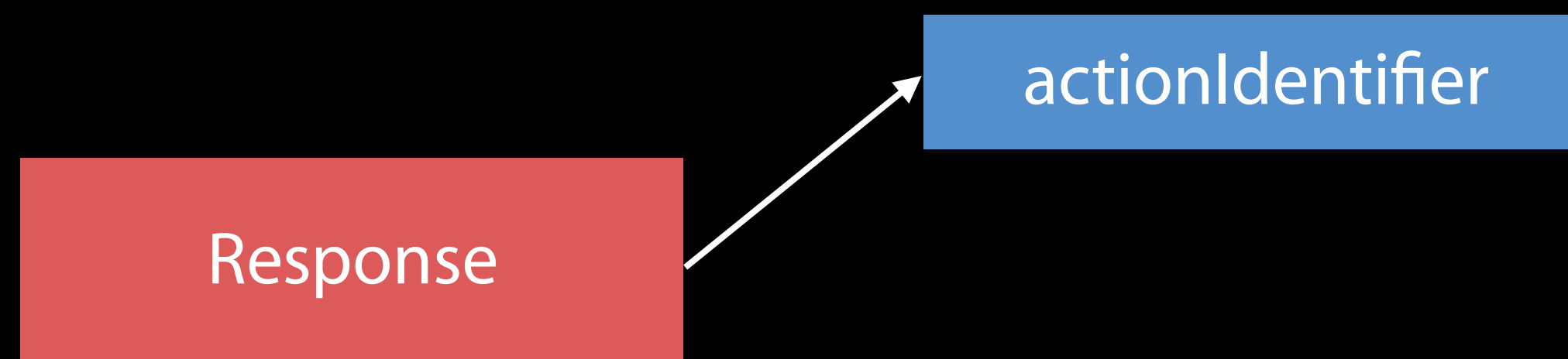
# Notification Actions

NEW

## Response handling

```
protocol UNUserNotificationCenterDelegate : NSObjectProtocol

func userNotificationCenter(_ center: UNUserNotificationCenter,
    didReceive response: UNNotificationResponse,
    withCompletionHandler completionHandler: () -> Void)
```



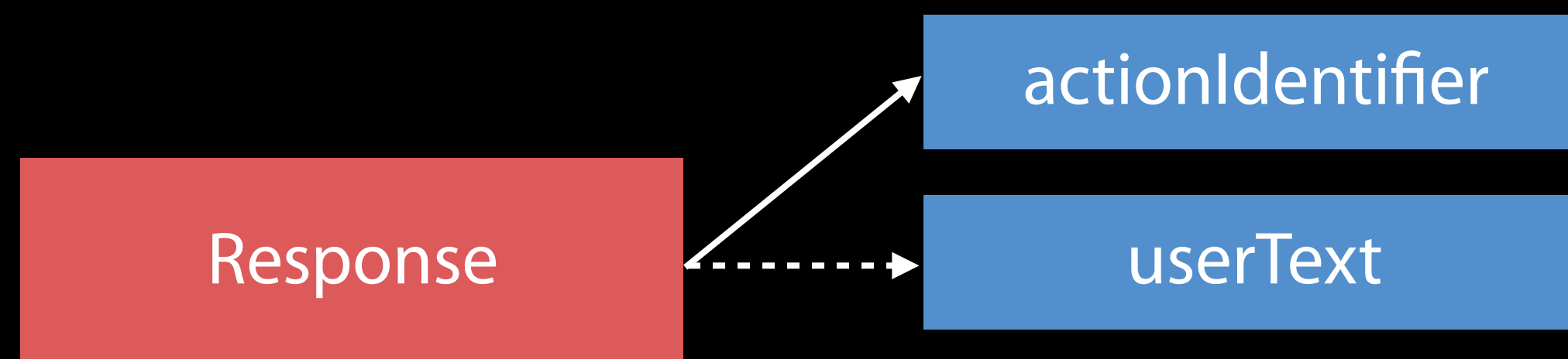
# Notification Actions

NEW

## Response handling

```
protocol UNUserNotificationCenterDelegate : NSObjectProtocol

func userNotificationCenter(_ center: UNUserNotificationCenter,
    didReceive response: UNNotificationResponse,
    withCompletionHandler completionHandler: () -> Void)
```



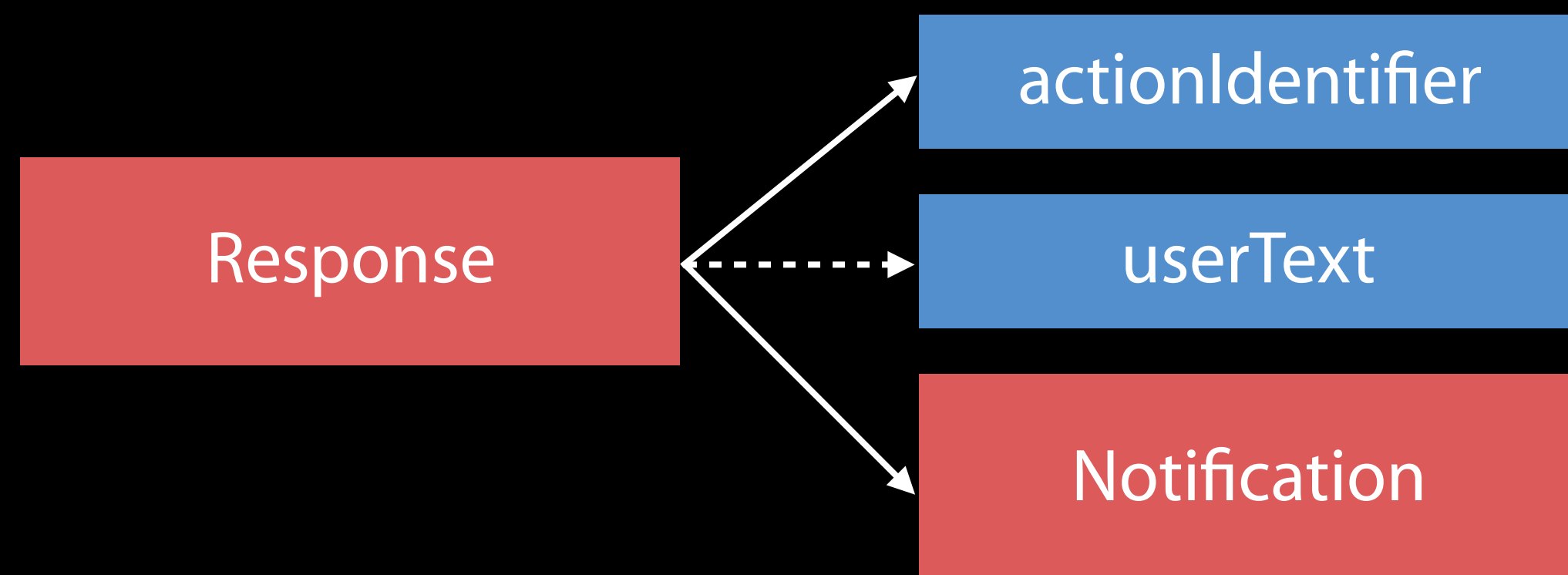
# Notification Actions

NEW

## Response handling

```
protocol UNUserNotificationCenterDelegate : NSObjectProtocol

func userNotificationCenter(_ center: UNUserNotificationCenter,
    didReceive response: UNNotificationResponse,
    withCompletionHandler completionHandler: () -> Void)
```





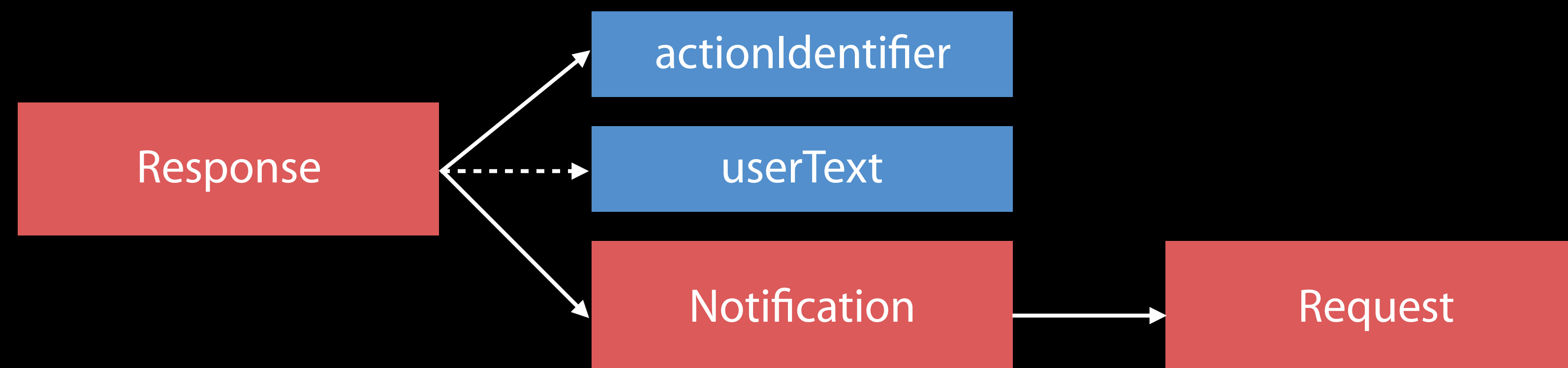
# Notification Actions

NEW

## Response handling

```
protocol UNUserNotificationCenterDelegate : NSObjectProtocol

func userNotificationCenter(_ center: UNUserNotificationCenter,
    didReceive response: UNNotificationResponse,
    withCompletionHandler completionHandler: () -> Void)
```



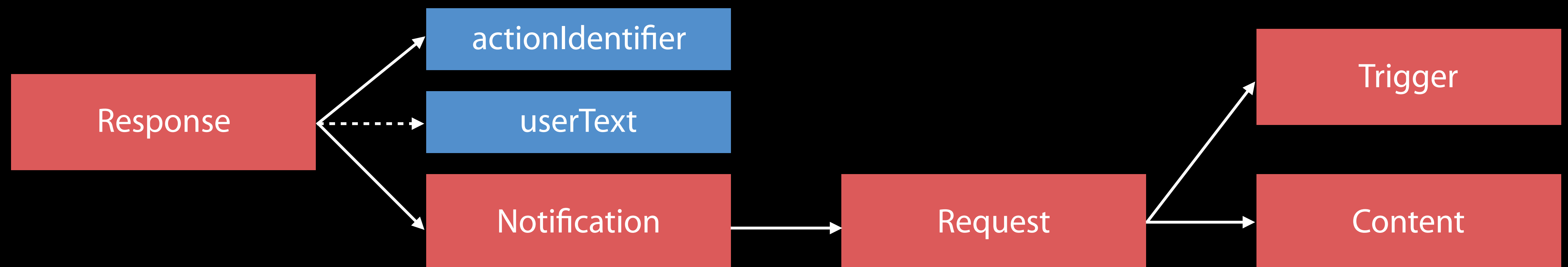
# Notification Actions

NEW

## Response handling

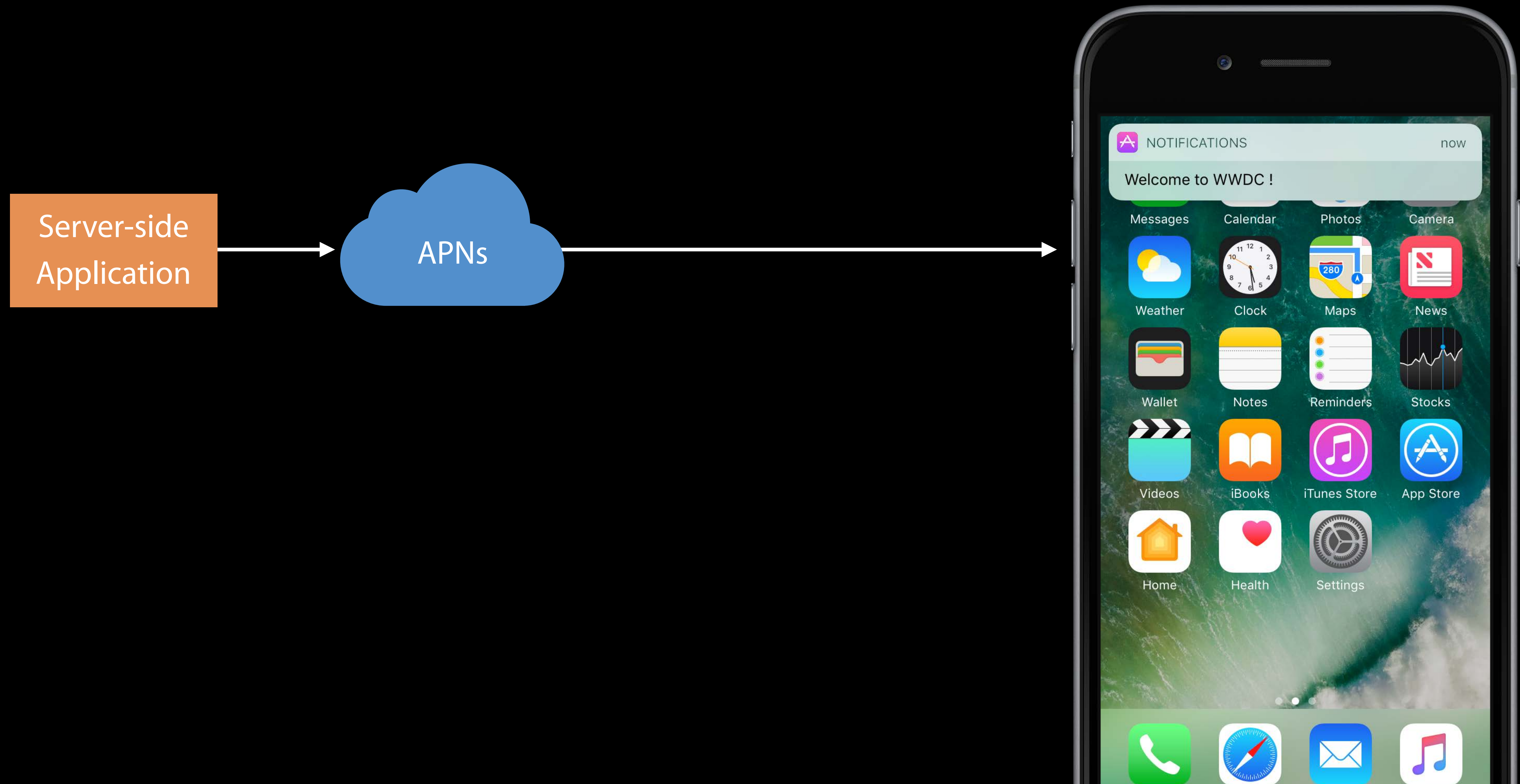
```
protocol UNUserNotificationCenterDelegate : NSObjectProtocol

func userNotificationCenter(_ center: UNUserNotificationCenter,
    didReceive response: UNNotificationResponse,
    withCompletionHandler completionHandler: () -> Void)
```



# Remote Notifications

# Remote Notifications



Service Extension

# Service Extension

Basics

# Service Extension

Basics

Non UI iOS Extension

# Service Extension

## Basics

Non UI iOS Extension

Augment or Replace the content of visible Remote Notifications

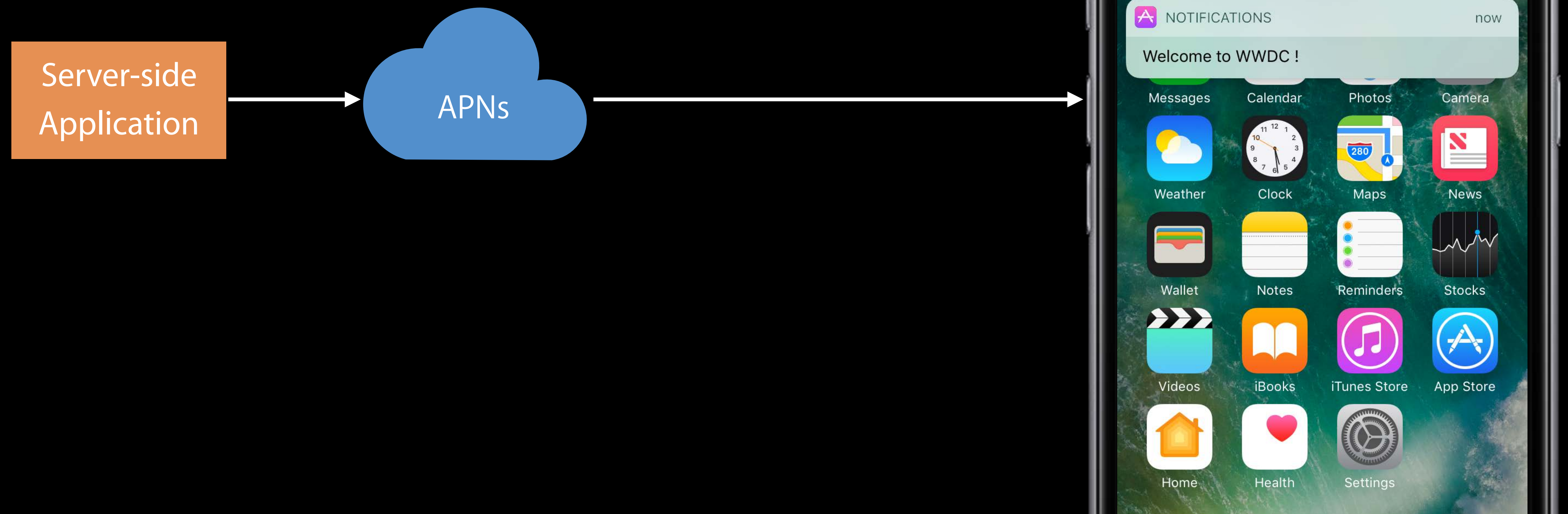


# Service Extension

## Basics

Non UI iOS Extension

Augment or Replace the content of visible Remote Notifications

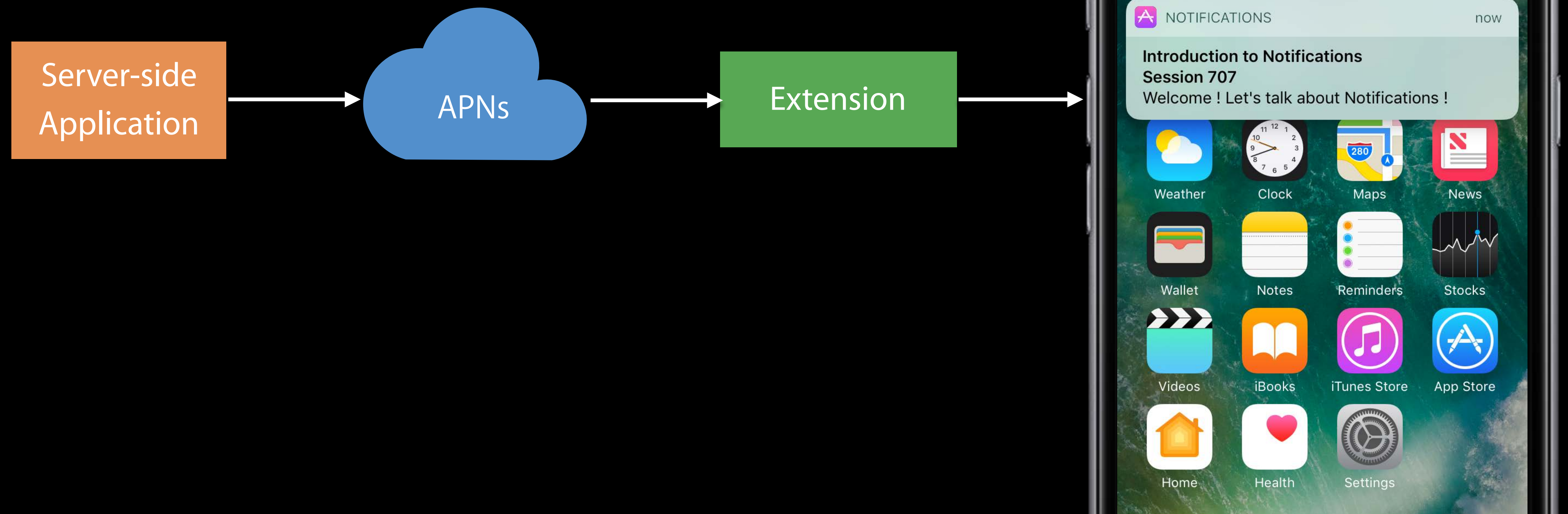


# Service Extension

## Basics

Non UI iOS Extension

Augment or Replace the content of visible Remote Notifications



# Service Extension

Details

# Service Extension

Details

Short execution time

# Service Extension

Details

Short execution time

Fallback

# Service Extension

Potential uses

# Service Extension

Potential uses

End-to-end encryption

# Service Extension

Potential uses

End-to-end encryption

Add Attachments

---

Advanced Notifications

Pacific Heights

Wednesday 10:00AM

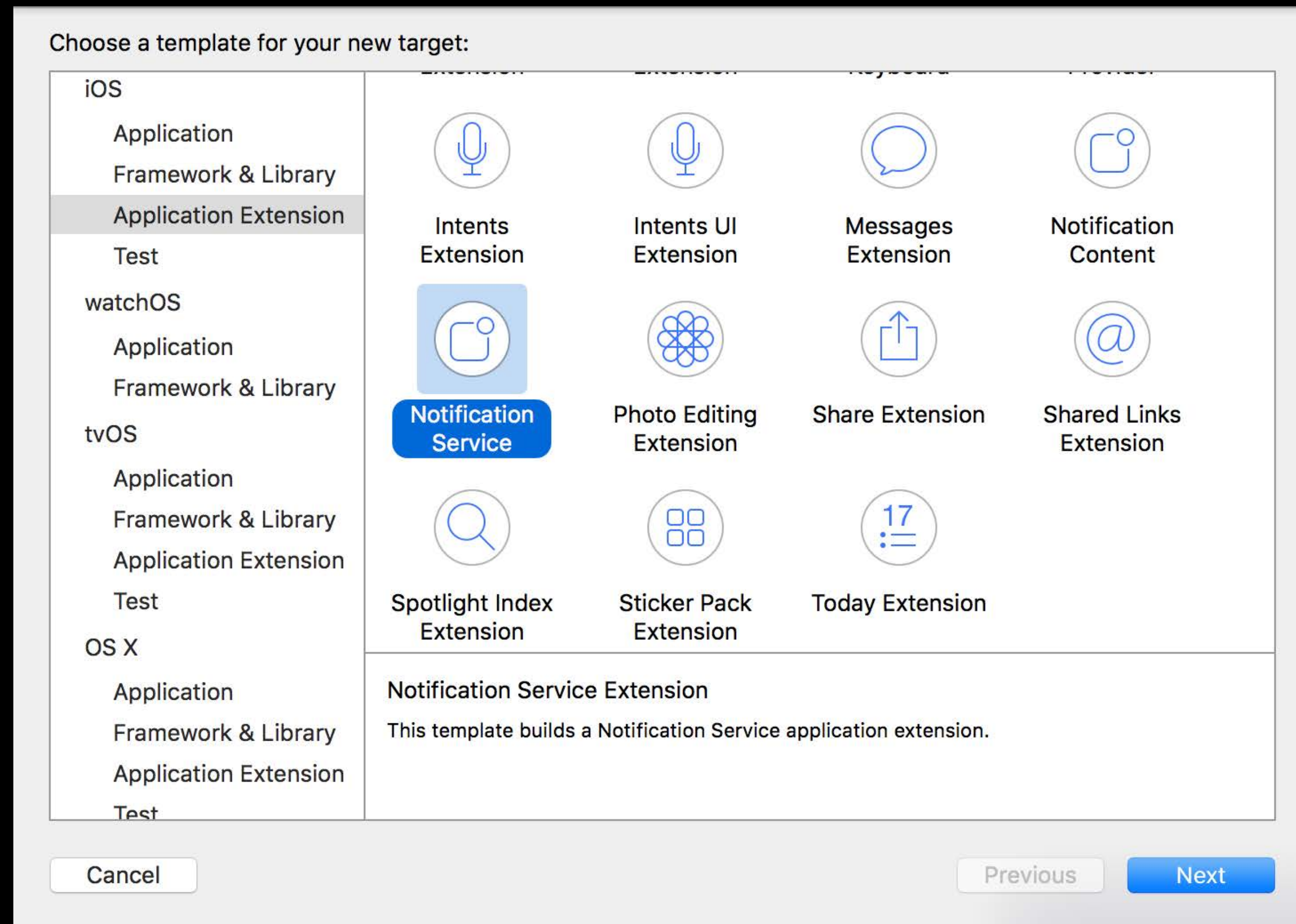
---



# Service Extension

How to implement it

# Service Extension



```
// Service Extension

import UserNotifications

class NotificationService: UNNotificationServiceExtension {

    override func didReceive(request: UNNotificationRequest, withContentHandler
contentHandler:(UNNotificationContent) -> Void) {
        // Modify the notification content
    }

    override func serviceExtensionTimeWillExpire() {
        // Called before the extension will be terminated by the system
    }

}
```

```
// Service Extension
```

```
import UserNotifications
```

```
class NotificationService: UNNotificationServiceExtension {
```

```
    override func didReceive(request: UNNotificationRequest, withContentHandler  
contentHandler:(UNNotificationContent) -> Void) {
```

```
        // Modify the notification content
```

```
    }
```

```
    override func serviceExtensionTimeWillExpire() {
```

```
        // Called before the extension will be terminated by the system
```

```
    }
```

```
}
```

```
// Service Extension

import UserNotifications

class NotificationService: UNNotificationServiceExtension {

    override func didReceive(request: UNNotificationRequest, withContentHandler
contentHandler:(UNNotificationContent) -> Void) {
        // Modify the notification content
    }

    override func serviceExtensionTimeWillExpire() {
        // Called before the extension will be terminated by the system
    }

}
```

```
// Service Extension

import UserNotifications

class NotificationService: UNNotificationServiceExtension {

    override func didReceive(request: UNNotificationRequest, withContentHandler
contentHandler:(UNNotificationContent) -> Void) {
        // Modify the notification content
    }

    override func serviceExtensionTimeWillExpire() {
        // Called before the extension will be terminated by the system
    }

}
```

# Service Extension

## Example payload

```
{  
  aps : {  
    alert : "New Message Available",  
    mutable-content : 1  
  },  
  encrypted-content : "#myencryptedcontent"  
}
```

# Service Extension

## Example payload

```
{  
  aps : {  
    alert : "New Message Available",  
    mutable-content : 1  
  },  
  encrypted-content : "#myencryptedcontent"  
}
```



# Service Extension

## Example payload

```
{  
  aps : {  
    alert : "New Message Available",  
    mutable-content : 1  
  },  
  encrypted-content : "#myencryptedcontent"  
}
```

```
// Decrypt Remote Notification Payload in Service Extension and Update Notification Content

override func didReceive(request: UNNotificationRequest, withContentHandler contentHandler:
(UNNotificationContent) -> Void) {

    // Decrypt the payload
    let decryptedBody = decrypt(request.content.userInfo["encrypted-content"])

    let newContent = UNMutableNotificationContent()

    // Modify the notification content
    newContent.body = decryptedBody

    // Call content handler with updated content
    contentHandler(newContent)
}
```

```
// Decrypt Remote Notification Payload in Service Extension and Update Notification Content

override func didReceive(request: UNNotificationRequest, withContentHandler contentHandler:
(UNNotificationContent) -> Void) {

    // Decrypt the payload
    let decryptedBody = decrypt(request.content.userInfo["encrypted-content"])

    let newContent = UNMutableNotificationContent()

    // Modify the notification content
    newContent.body = decryptedBody

    // Call content handler with updated content
    contentHandler(newContent)
}
```

```
// Decrypt Remote Notification Payload in Service Extension and Update Notification Content

override func didReceive(request: UNNotificationRequest, withContentHandler contentHandler:
(UNNotificationContent) -> Void) {

    // Decrypt the payload
    let decryptedBody = decrypt(request.content.userInfo["encrypted-content"])

    let newContent = UNMutableNotificationContent()

    // Modify the notification content
    newContent.body = decryptedBody

    // Call content handler with updated content
    contentHandler(newContent)
}
```

```
// Decrypt Remote Notification Payload in Service Extension and Update Notification Content

override func didReceive(request: UNNotificationRequest, withContentHandler contentHandler:
(UNNotificationContent) -> Void) {

    // Decrypt the payload
    let decryptedBody = decrypt(request.content.userInfo["encrypted-content"])

    let newContent = UNMutableNotificationContent()

    // Modify the notification content
    newContent.body = decryptedBody

    // Call content handler with updated content
    contentHandler(newContent)
}
```

```
// Decrypt Remote Notification Payload in Service Extension and Update Notification Content

override func didReceive(request: UNNotificationRequest, withContentHandler contentHandler:
(UNNotificationContent) -> Void) {

    // Decrypt the payload
    let decryptedBody = decrypt(request.content.userInfo["encrypted-content"])

    let newContent = UNMutableNotificationContent()

    // Modify the notification content
    newContent.body = decryptedBody

    // Call content handler with updated content
    contentHandler(newContent)
}
```

# Summary

# Summary

Notifications Overview



# Summary

Notifications Overview

User Notifications Framework

# Summary

Notifications Overview

User Notifications Framework

- Registration

# Summary

Notifications Overview

User Notifications Framework

- Registration
- Content

# Summary

Notifications Overview

User Notifications Framework

- Registration
- Content
- Scheduling

# Summary

Notifications Overview

User Notifications Framework

- Registration
- Content
- Scheduling
- Management

# Summary

Notifications Overview

User Notifications Framework

- Registration
- Content
- Scheduling
- Management
- Actions

# Summary

Notifications Overview

User Notifications Framework

- Registration
- Content
- Scheduling
- Management
- Actions

Service Extensions

More Information

<https://developer.apple.com/wwdc16/707>



# Related Sessions

---

Advanced Notifications

Pacific Heights

Wednesday 10:00AM

---

Quick Interaction Techniques for watchOS

Presidio

Wednesday 11:00AM

---

# Labs

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Notifications Lab

Frameworks Lab C

Wednesday 11:00AM

---

Notifications Lab

Games, Graphics and  
Media Lab B

Friday 09:00AM

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