

# Notifications between Web and Mobile Applications

## Web Notifications and Push Notifications

*GeneXus 16*

Many times an application must send a message to a certain user or to all users who are running the application.

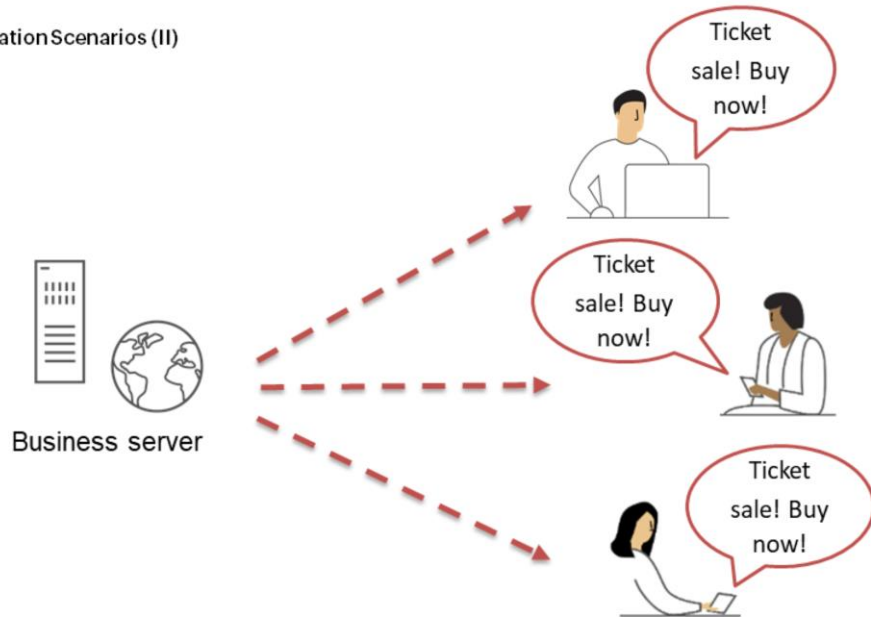
Next, we'll see that it's possible to send messages between Web applications or to Smart Device applications.

## Notification Scenarios (I)



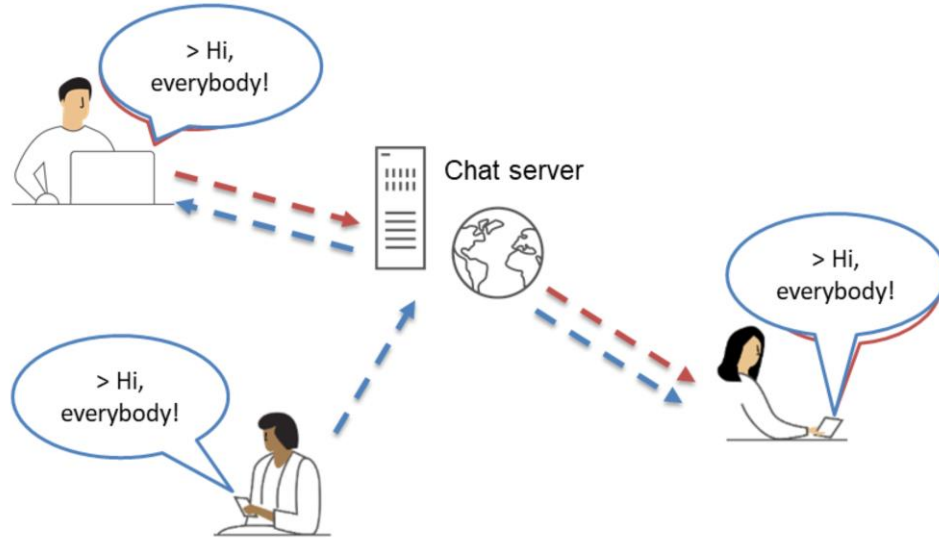
There are scenarios in which it is necessary to send notifications from an application on a server to one or many clients. For example, when we receive a notification that we got mail, this message was sent from the server only to us.

## Notification Scenarios (II)

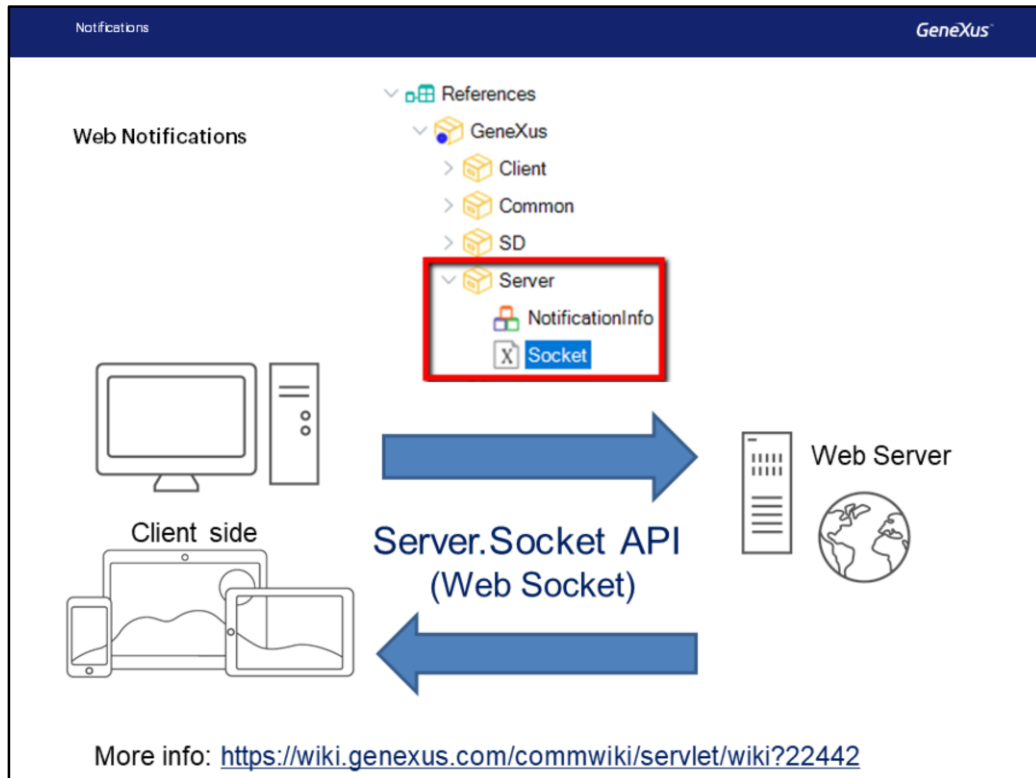


We also receive messages when tickets are on sale or a new movie has been released. In this case, the message is sent from the application on the server to many clients simultaneously.

## Notification Scenarios (III)



In other cases, for example, in a chatroom, communication takes place from a client to the server and then from the server to a single client, or from the server to many clients at the same time.



When the communication must be bidirectional, that is, from a client to the server and vice versa, it is achieved through web notifications, using the Web Sockets protocol. In this case, the clients can be Web or Smart Device applications.

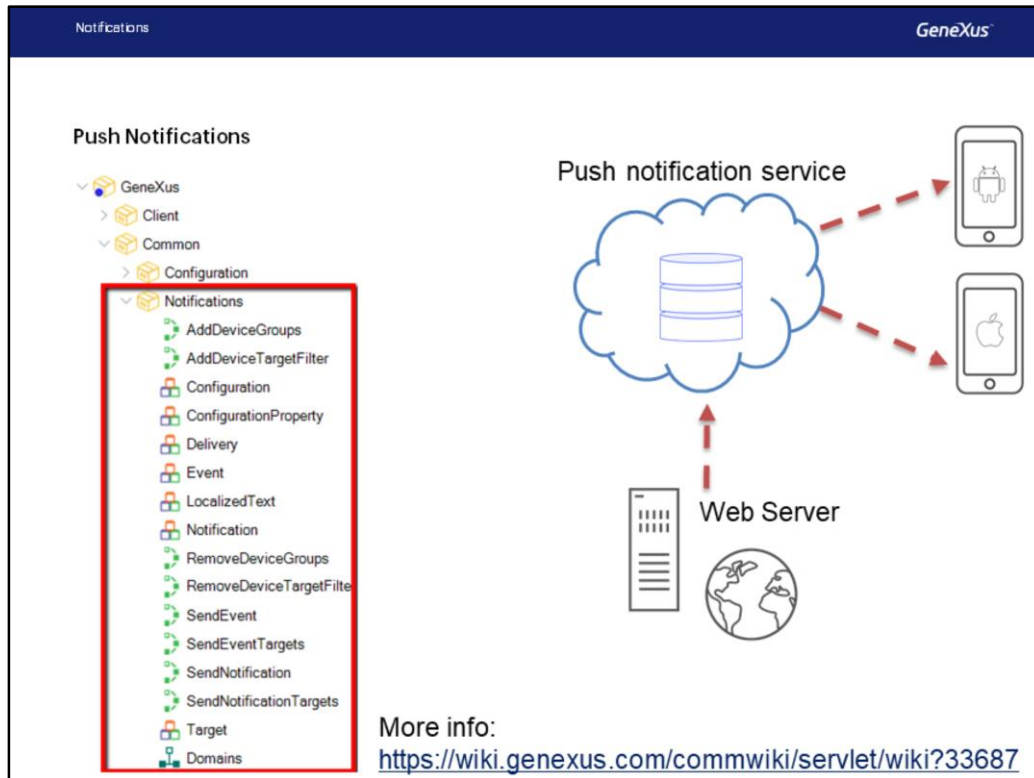
For web communications, the web application must be running to receive the notification on the web server. However, it is not necessary to refresh the page to see it, because the notification will be displayed in real time.

In the case of web notifications sent to mobile devices, the web notification will be received regardless if you are running the application in a browser or if you are running a native application. If you are not running the browser or the application, the web notification cannot be received.

GeneXus provides the Socket external object, located in the Server module, a submodule of the GeneXus module, with which the server will be able to send web notifications to a particular client, or to all connected clients.

The data required by the notification will be sent via parameter to the corresponding method, in a NotificationInfo structured data type.

For more information about the Server.Socket external object, read the following wiki link: <https://wiki.genexus.com/commwiki/servlet/wiki?22442>



Push notifications can be used to send a notification to a mobile device and show it there, even when the native application is not running. This is typically the case when a mail notification is sent.

GeneXus offers the Notification Provider API, within the Notifications module that provides the methods, data types and domains required to send notifications to a single device or a group of devices.

For more information about Push Notifications, read the following wiki link:  
<https://wiki.genexus.com/commwiki/servlet/wiki?33687>



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