

Setup

Clone repo `git clone https://github.com/GoogleChrome/push-notifications.git`

Install webserver <https://chrome.google.com/webstore/detail/web-server-for-chrome/ofhbbkphhbklhfoeikjpcbhmlcgjgb>

Select app folder from cloned repo in webserver

Always update the service worker
 Open DevTools (Right Click > Inspect) -> Application -> Service Workers -> Update on Reload

Register a Service Worker

```
navigator.serviceWorker.register('sw.js')
  .then(function(swReg) {
    console.log('Service Worker is registered', swReg);
    swRegistration = swReg;
  });
```

Subscribe the user

```
swRegistration.pushManager.getSubscription()
  .then(function(subscription) {
    if (subscription) {
      console.log('User is already subscribed');
      return;
    }
    const applicationServerKey = urlBase64ToUint8Array(
      applicationPublicKey);
    swRegistration.pushManager.subscribe({
      userVisibleOnly: true,
      applicationServerKey: applicationServerKey
    })
    .then(function(subscription) {
      updateSubscriptionOnServer(subscription);
      isSubscribed = true;
    });
  });
```

Get Application Server Keys

Handle Permission Denied

```
if (Notification.permission === 'denied') {
  pushButton.textContent = 'Content Blocked.';
  pushButton.disabled = true;
  updateSubscriptionOnServer(null);
  return;
}
if (isSubscribed) {
  pushButton.textContent = 'Disable Push Messaging';
} else {
  pushButton.textContent = 'Enable Push Messaging';
  pushButton.disabled = false;
}
```

Handle a Push Event

```
self.addEventListener('push', function(event) {
  console.log('[Service Worker] Push received.');
  console.log('[Service Worker] Push has been updated.');
  const title = 'Push Codelab';
  const options = {
    body: 'Yay it works.',
    icon: 'images/icon.png',
    badge: 'images/badge.png'
  };
  event.waitUntil(self.registration.showNotification(title, options));
});
```

Notification click

```
updateSubscriptionOnServer(subscription);
isSubscribed = true;
```

Sending push messages

Use <https://web-push-codelab.glitch.me/> to send a push message

Unsubscribe the user

```
pushButton.addEventListener('click', function() {
  pushButton.disabled = true;
  if (isSubscribed) {
    unsubscribeUser();
  } else {
    subscribeUser();
  }
});
swRegistration.pushManager.getSubscription()
  .then(function(subscription) {
    if (subscription) {
      return subscription.unsubscribe();
    }
  })
  .then(function() {
    updateSubscriptionOnServer(null);
    console.log('[Service Worker] Push received.');
    console.log('User is unsubscribed.');
    isSubscribed = false;
    updateBtn();
  });
```

Generate <https://web-push-c-public/private-keys>

Insert them into your application

```
self.addEventListener('notificationclick',  
function(event) {  
  console.log( '[Service Worker]  
Notification click Received.' );  
  event.notification.close();  
  event.waitUntil(  
    client.openWindow( 'http -  
s://developers.google.com/web/' )  
  );  
});
```



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