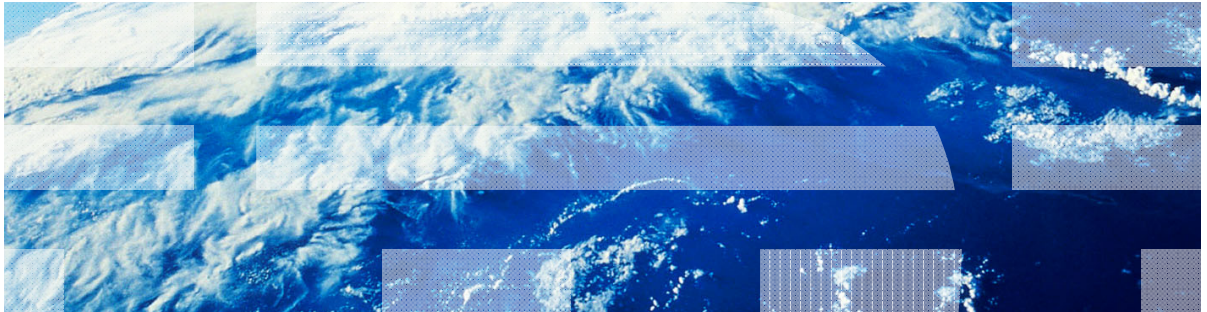


IBM Worklight V5.0.5 Getting Started

Module 42 – SMS Notifications



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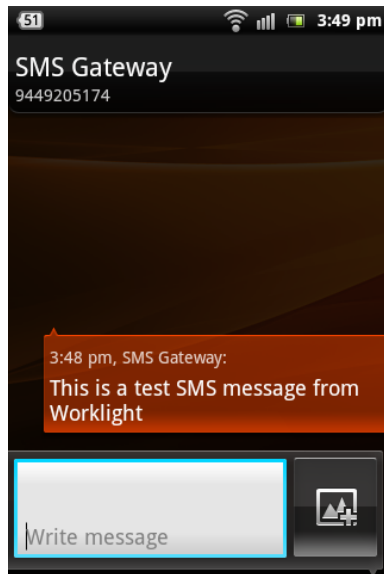
- See <http://www.ibm.com/ibm/us/en/>

Agenda

- What are SMS notifications?
- Device support
- Notification architecture
- Subscription management
- SMS notification API
- Setup

What are push notifications?

- SMS notification is the ability of a mobile device to receive notifications as SMS messages that are *pushed* from a server.
- Notifications are received regardless of whether the application is running.



Agenda

- What are SMS notifications?
- Device support
- Notification architecture
- Subscription management
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- Setup

Device Support

- IBM Worklight® supports SMS notifications on iOS, Android, Windows Phone, and Blackberry devices that support SMS functions.

Agenda

- What are SMS notifications?
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- Notification architecture
- Subscription management
- SMS notification API
- Setup

Notification architecture: Terminology

- **Event source:** A notification channel to which mobile applications can register
 - An event source is defined within a Worklight adapter.

- **User ID:** A unique identifier for a Worklight user
 - A User ID is obtained through authentication or other unique identifier such as a persistent cookie.

- **Application ID:** IWorklight application ID
 - This ID identifies a specific Worklight application on the mobile market.

Notification architecture: Subscription

- In order to start receiving SMS notifications, an application must first subscribe to an SMS notification *event source*.
- An event source is declared in the Worklight adapter that is used by the application for SMS notification services.
- In order to subscribe to SMS notifications, the user supplies a mobile phone number, and approves the notification subscription.
- A subscription request is sent to the Worklight Server on receipt of the user approval.

Notification architecture: Sending notifications

- Worklight provides a unified push notification API.

- With the Adapter API, you can:
 - Manage subscriptions
 - Push and poll notifications from back-end systems
 - Send push notifications to devices

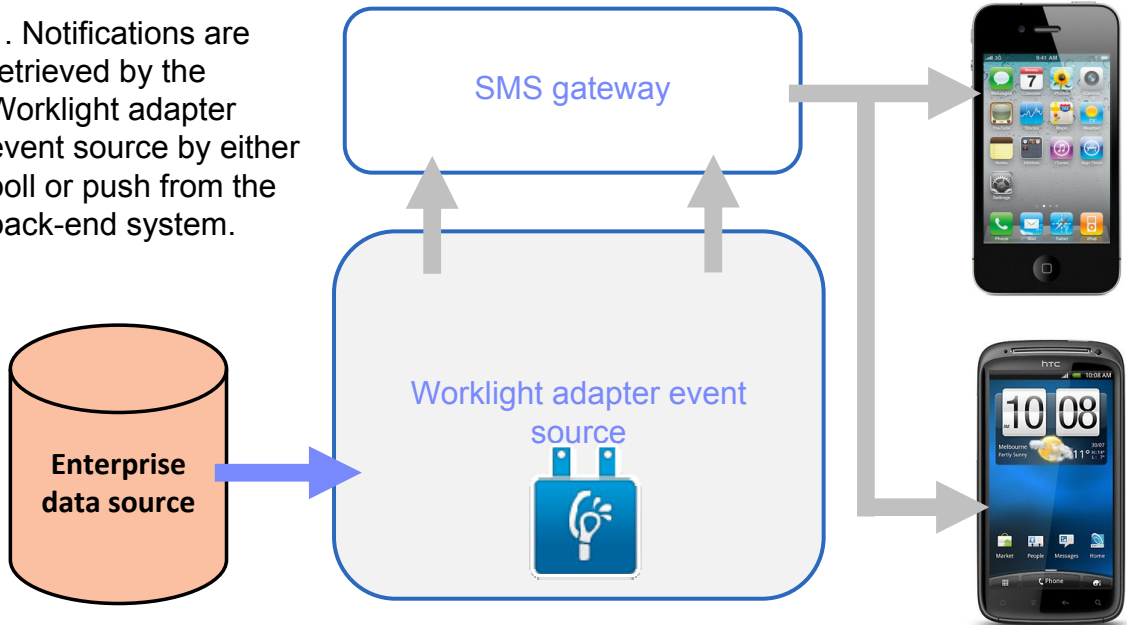
- With the Application API, you can subscribe to and unsubscribe from push notification event sources.

Notification architecture: Sending notifications

- To send a notification, you must first retrieve it from the back-end system.
- An event source can either poll notifications from the back-end system, or wait for the back-end system to explicitly push a new notification.
- When a notification is retrieved by the adapter, it is processed and sent through a pre-configured SMS gateway.
- Additional custom logic can be added to the adapter to pre-process notifications.
- The SMS gateway receives the notification and sends it to a device.

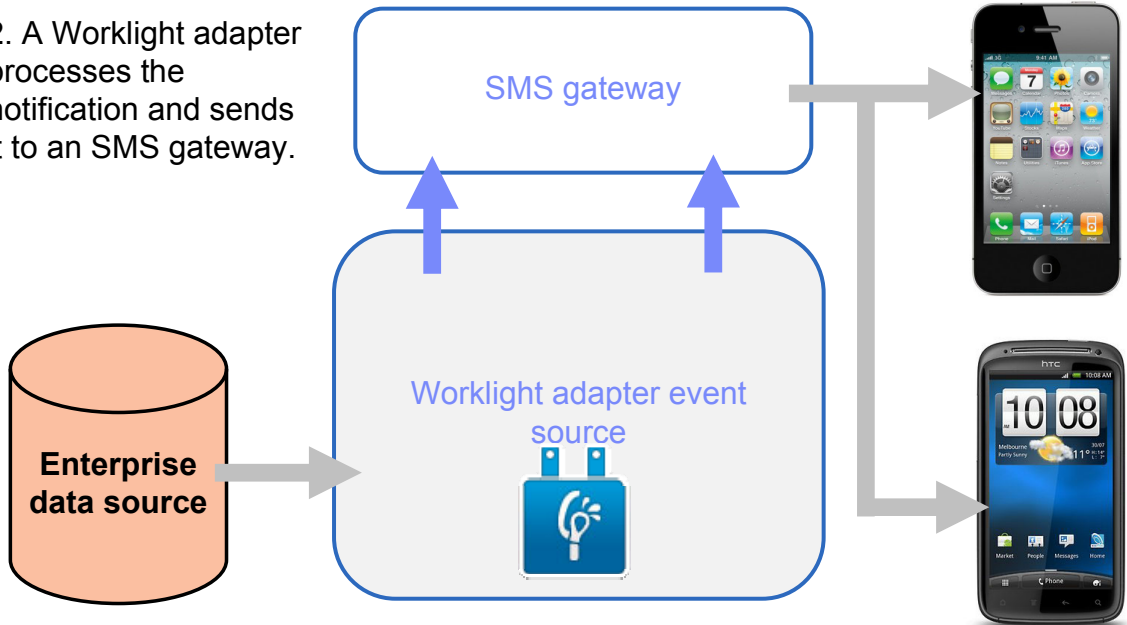
Notification architecture: Sending notifications

1. Notifications are retrieved by the Worklight adapter event source by either poll or push from the back-end system.



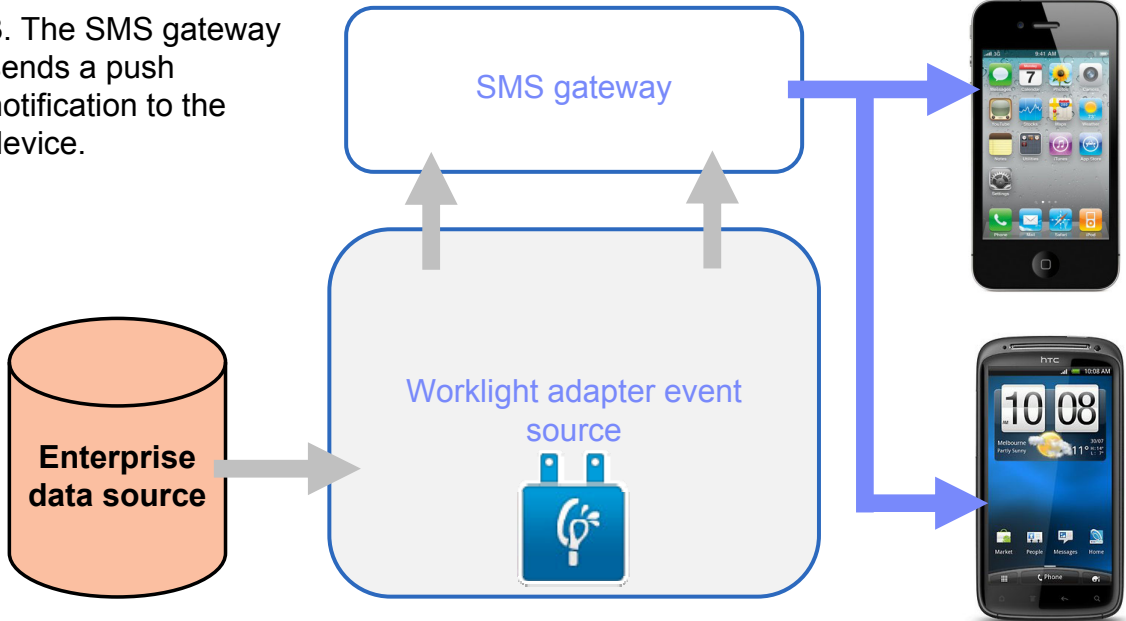
Notification architecture: Sending notifications

2. A Worklight adapter processes the notification and sends it to an SMS gateway.



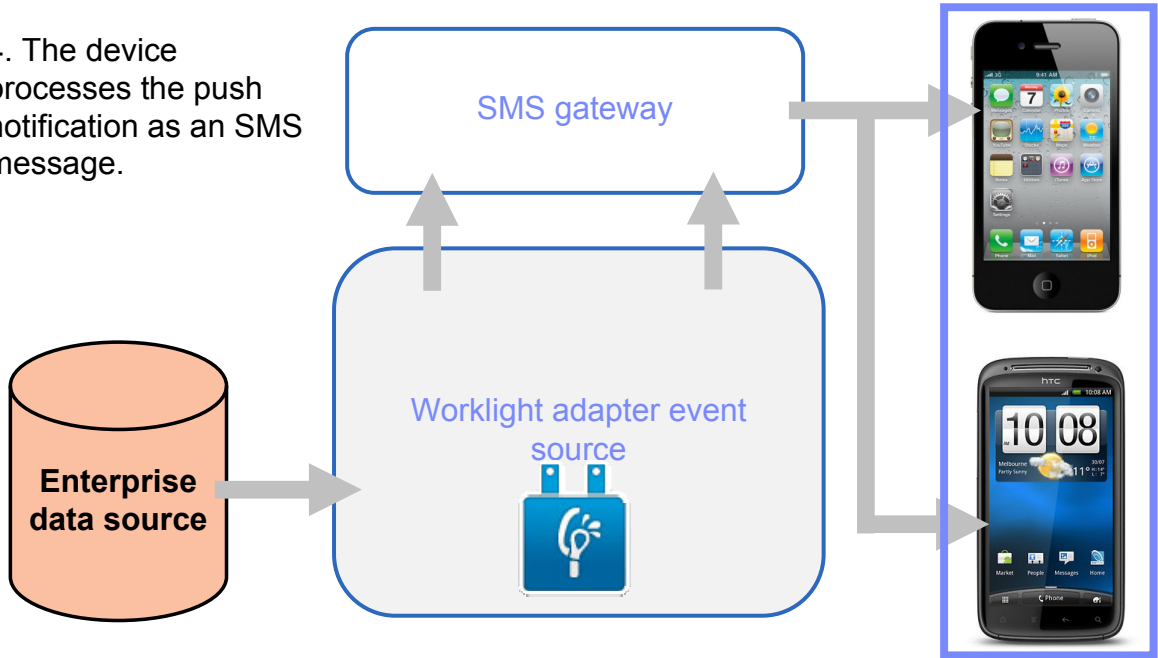
Notification architecture: Sending notifications

3. The SMS gateway sends a push notification to the device.



Notification architecture: Sending notifications

4. The device processes the push notification as an SMS message.



Agenda

- What are SMS notifications?
- Device support
- Notification architecture
- **Subscription management**
- SMS notification API
- Setup

Subscription management: User subscription

- **User subscription**

- An entity that contains user ID, device ID, and event source ID
- It represents the intent of the user to receive notifications from a specific event source.

- **Creation**

- The user subscription for an event source is created when the user subscribes to that event source for the first time from any device.

- **Deletion**

- A user subscription is deleted when the user unsubscribes from that event source from all of their devices.

- **Notification**

- While the user subscription exists, the Worklight Server can produce notifications for the subscribed user.
- These notifications can be delivered by the adapter code to some or all of the subscribed devices.

Subscription management: Device subscription

- A device subscription belongs to a user subscription, and exists in the scope of a specific user and event source. A user subscription can have several device subscriptions.
- The device subscription is created when the application on a device calls **WL.Client.Push.subscribeSMS()**. The mobile phone number is an input parameter.
- The device subscription is deleted either when an application calls **WL.Client.Push.unsubscribeSMS()**, or when the administrator unsubscribes the user through the IBM Worklight Console.

Agenda

- What are SMS notifications?
- Device support
- Notification architecture
- Subscription management
- SMS notification API
- Setup

Notification API: Server side

- Start by creating an event source
 - Declare a notification event source in the adapter JavaScript code at a global level (outside any JavaScript function).

Notifications are pushed by the back-end system

```
WL.Server.createEventSource({  
  name: 'SMSEventSource',  
  onDeviceSubscribe: 'onDeviceSubscribeCallback',  
  onDeviceUnsubscribe: 'onDeviceUnsubscribeCallback',  
  securityTest: 'SMSRealm-mobile-securityTest'  
});
```

Notifications are polled from the back-end system

```
WL.Server.createEventSource({  
  name: 'SMSEventSource',  
  onDeviceSubscribe: 'onDeviceSubscribeCallback',  
  onDeviceUnsubscribe: 'onDeviceUnsubscribeCallback',  
  securityTest: 'SMSRealm-mobile-securityTest',  
  poll: {  
    interval: 3,  
    onPoll: getNotificationsFromBackend  
  }  
});
```

- name – name by which the event source is referenced
- onDeviceSubscribe – adapter function that is called when the user subscription request is received
- onDeviceUnsubscribe – adapter function that is called when the user unsubscription request is received
- securityTest – security test from authenticationConfig.xml that is used to protect the event source

Notification API: Server side

- Start by creating an event source
 - Declare a notification event source in the adapter JavaScript code at a global level (outside any JavaScript function).

Notifications are pushed by the back-end system

```
WL.Server.createEventSource({
  name: 'SMSEventSource',
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});
```

Notifications are polled from the back-end system

```
WL.Server.createEventSource({
  name: 'SMSEventSource',
  onDeviceSubscribe: 'onDeviceSubscribeCallback',
  onDeviceUnsubscribe: 'onDeviceUnsubscribeCallback',
  securityTest: 'SMSRealm-mobile-securityTest',
  poll: {
    interval: 3,
    onPoll: getNotificationsFromBackend
  }
});
```

- poll – method that is used for notification retrieval, with the following required parameters:
 - interval – polling interval in seconds
 - onPoll – polling implementation: an adapter function to be invoked at specified intervals

Notification API: Server side

- Send a notification:

```
function sendSMS(userId, smsText){
    var userSubscription =
        WL.Server.getUserNotificationSubscription('SMSAdapter.SMSEventSource', userId);

    if (userSubscription==null){
        return { result: "No subscription found for user :: " + userId };
    }

    WL.Logger.debug("sendSMS >> userId :: " + userId +

    WL.Server.notifyAllDevices(userSubscription, {
        badge: 1,
        alert: smsText
    });

    return { result: "Notification sent to user :: " +
}
```

Notifications can be either polled from or pushed by the back-end system.

In this example, a **sendSMS()** adapter function is called by a back-end system as an external API to send notifications.

Notification API: Server side

- Send a notification:
 - Obtain notification data

```
function sendSMS(userId, smsText){  
    var userSubscription =  
        WL.Server.getUserNotificationSubscription('SMSAdapter.SMSEventSource', userId);  
  
    if (userSubscription == null){  
        return { result: "No subscription found for user : " + userId };  
    }  
  
    WL.Logger.debug("sendSMS >> userId :: " + userId + " smsText :: " + smsText);  
  
    WL.Server.notifyAllDevices(userSubscription, {  
        badge: 1,  
        alert: smsText  
    });  
  
    return { result: "Notification sent to user :: " + userId };  
}
```

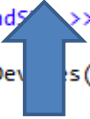
The **sendSMS** function receives the **userID** to send the notification to, and **smsText**.

These arguments are provided by the back-end system that calls this function.

Notification API: Server side

- Send a notification:
 - Retrieve the active user and use it to get the user subscription data

```
function sendSMS(userId, smsText){  
    var userSubscription =  
        WL.Server.getUserNotificationSubscription('SMSAdapter.SMSEventSource', userId);  
  
    if (userSubscription==null){  
        return { result: "No subscription found for user :: " + userId };  
    }  
  
    WL.Logger.debug("sendSMS >> userId  
    WL.Server.notifyAllDevices(userSubscription, smsText,  
        badge: 1,  
        alert: smsText  
    });  
  
    return { result: "Notification sent" };  
}
```



A user subscription object contains the information about all the user subscriptions. Each user subscription can have several device subscriptions.

If the user has no subscriptions for the specified event source, a **null** object is returned.

Notification API: Server side

- Send a notification:
 - Retrieve the user subscription data

```
[  
  {  
    "alias": "myPushSMS",  
    "applicationId": "SMSPushApp-windowsphone-1.0",  
    "device": "4811C50B6D106DCA354D52BBFFFFFFFF",  
    "eventSourceId": "SMSPushAdapter.SMSPushEventSource",  
    "options": {  
    },  
    "platform": "SMS",  
    "token": "3656886544",  
    "userAgent": "SMS"  
  }  
]
```

By using the **getDeviceSubscriptions** API, you can obtain separate subscription data for each user device.

The result is an array of objects with the structure shown here.

Notification API: Server side

- Sending a notification
 - Send notification to the user devices

```
function sendSMS(userId, smsText){
    var userSubscription =
        WL.Server.getUserNotificationSubscription('SMSAdapter.SMSEventSource', userId);

    if (userSubscription==null){
        return { result: "No subscription found for user :: " + userId };
    }

    WL.Logger.debug("sendSMS >> userId :: " + userId + ", text :: " + smsText);

    WL.Server.notifyAllDevices(userSubscription, {
        badge: 1,
        alert: smsText
    });

    return { result: "Notification sent to user :: " + userId };
}
```

WL.Server.notifyAllDevices
API sends notification to all
the subscribed user devices.

Notification text is provided in
the **alert** field.

Notification API: Server side

- The API to send notifications includes:
 - `WL.Server.notifyAllDevices(userSubscription, options)`: to send notification to all user devices (see previous slide)
 - `WL.Server.notifyDevice(userSubscription, device, options)`: to send notification to a specific device for a specific user subscription
 - `WL.Server.notifyDeviceSubscription(deviceSubscription, options)`: to send notification to a specific device

Notification API: Client side

- **Event Source** – subscribing and unsubscribing
 - To subscribe, a user must first be authenticated.
 - Use the following API to subscribe to the event source

```
function subscribeSMSButtonClicked() {
    WL.Client.Push.subscribeSMS("myPushSMS", "SMSPushAdapter",
        "SMSPushEventSource", "919844634XXX", {
        onSuccess: subscribeSMSOnSuccess,
        onFailure: subscribeSMSOnFailure
    });
}
function subscribeSMSOnFailure(response) {
    alert("subscribeSMS OnFailure");
}
function unsubscribeSMSOnSuccess(response) {
    alert("unsubscribeSMS OnSuccess");
}
```

- **WL.Client.Push.subscribeSMS()** has the following parameters:
 - Alias to identify the subscription
 - Adapter name where the event source is defined
 - Event source name to which the client is subscribing
 - User mobile phone number where notifications are sent
 - Mobile phone number can contain digits (0-9), plus sign (+), minus sign (-), and space () characters only.
 - Optional **onSuccess** callback
 - Optional **onFailure** callback
- Callbacks receive a response object if one is required.

Notification API: Client side

- **Event Source** – subscribing and unsubscribing
 - Use the following API to unsubscribe from the event source

```
function unsubscribeSMSButtonClicked(){
    WL.Client.Push.unsubscribeSMS("myPushSMS", {
        onSuccess: unsubscribeSMSOnSuccess,
        onFailure: unsubscribeSMSOnFailure
    });
}


function unsubscribeSMSOnSuccess(response) {
    alert("unsubscribeSMS OnSuccess");
}

function unsubscribeSMSOnFailure(response) {
    alert("unsubscribeSMS OnFailure");
}
```

- **WL.Client.Push.unsubscribeSMS()** has the following parameters:
 - Alias – the same as defined in WL.Client.Push.subscribeSMS()
 - Optional **onSuccess** callback
 - Optional **onFailure** callback
- Callbacks receive a response object if one is required.

Notification API: Client side

- Unsubscription can also be performed from the IBM Worklight Console by specifying the mobile phone numbers to be unsubscribed (comma separate multiple phone numbers)



Unsubscribe SMS Devices

Unsubscribe the following numbers from all push applications:
(numbers can be separated by a comma or a new line)

9449205244,9985548512,+919972415389,+44 744 8951007

Unsubscribe Cancel

- Additional client side APIs:
 - **WL.Client.Push.isPushSMSSupported()** – returns **true** if SMS notifications are supported by the platform, **false** otherwise.
 - **WL.Client.Push.isSMSSubscribed(alias)** – returns **true** if the currently logged-in user is subscribed to a specified event source alias, **false** otherwise.

Agenda

- What are SMS notifications?
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Setup

- SMSConfig.xml
 - To send SMS notifications, define in the SMSConfig.xml file the third-party gateway services that are supported by the Worklight Server.

```
<?xml version="1.0" encoding="UTF-8"?>
<sms:config xmlns:sms="http://www.worklight.com/sms/config"
  xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance">
  <gateway id="myGateway" hostname="yourhostname.com" port="80" programName="backendProgram"
    toParamName="to" textParamName="text">
    <!-- <parameter name="" value="" /> -->
  </gateway>
</sms:config>
```


- application-descriptor.xml
 - For an application to use SMS notifications, specify the SMS gateway to use by adding an `<smsGateway id="..." />` element to the application-descriptor.xml file.

```
<smsGateway id="myGateway"/>
```


Setup

- The gateway ID in the SMSConfig.xml file must correspond to the SMS gateway ID in the application-descriptor.xml file.

```
<gateway id="myGateway" hostname="yourhostname.com" port="80" programName="backendProgram"
  toParamName="to" textParamName="text">
  <parameter name="param1name" value="param1value"/>
  <parameter name="param2name" value="param2value"/>
</gateway>
```



```
<main>520</width>
<mainFile>SMSReceiverApp.html</mainFile>
<thumbnailImage>common/images/thumbnail.
<smsGateway id="myGateway"/>
<android version="1.0" securityTest="SMS"
  <worklightSettings include="true"/>
  <security>
    <encryptWebResources enabled="fa
    <testWebResourcesChecksum enable
```

The Result

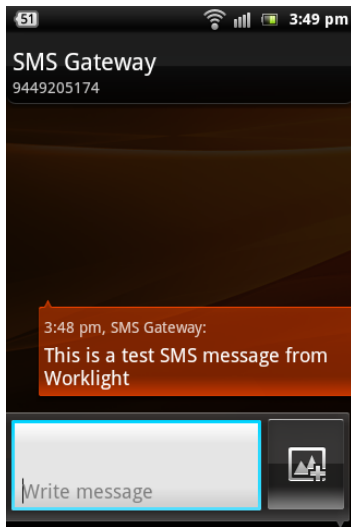
- The sample for this training module can be found in the Getting Started page of the IBM Worklight documentation website at <http://www.ibm.com/mobile-docs>
- Notice that you need a SMS Gateway subscription to activate push notifications.

SMS Push Notifications

is PushSMSSupported?

is SMS Subscribed?

Phone Number :



Back end emulator

- The sample for this training module comes with a back-end system emulator that you can use to simulate SMS notification submission by a back-end system.
- To run the back-end system emulator:
 1. Open a command prompt.
 2. Go to the `SMSBackendEmulator` folder of the sample project.
 3. Enter the following command to run the supplied **SMSBackendEmulator.jar** file:

```
java -jar SMSBackendEmulator.jar <userId> <notificationText> <serverPort>
```

- where **<userId>** is the user name that you used to log into the sample application

Example:

```
java -jar SMSBackendEmulator.jar user1 "hello from sms" 8080
```

Back end emulator

- The back-end system emulator will try to connect to a Worklight Server and call the **sendSMS()** adapter procedure. It will then output the invocation result to a command prompt console.

- Success

```
C:\worklight\workspace\test\module_42_0_SMSNotifications\SMSBackendEmulator>java
-jar SMSBackendEmulator.jar user1 "hello from sms" 8080
SMSBackendEmulator
User Id: user1
Notification text: hello from sms
Server URL: http://localhost:8080
sending notification
Server response :: {  "isSuccessful": true,  "result": "Notification sent to u
ser :: user1"}
```

- Failure

```
C:\worklight\workspace\test\module_42_0_SMSNotifications\SMSBackendEmulator>java
-jar SMSBackendEmulator.jar user1 "hello from sms" 8080
SMSBackendEmulator
User Id: user1
Notification text: hello from sms
Server URL: http://localhost:8080
sending notification
Server response :: {  "isSuccessful": true,  "result": "No subscription found
for user :: user1"}
```

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