

# MobileProgramming Practical Journal

## 1. Create and Build Simple “Hello World” App using Cordova

### Solution :

- Type command : cordova create HelloWorld
- Go to HelloWorld folder by typing : cd HelloWorld
- Type command : cordova platform add android
- Open Index.html and Type in index.html :

```
<body>
  <div class="app">
    <h1>HelloWorld</h1>
    <div id="deviceready" class="blink">
      <p class="event listening">Connecting to Device</p>
      <p class="event received">Device is Ready</p>
    </div>
  </div>
  <script src="cordova.js"></script>
  <script src="js/index.js"></script>
</body>
```
- Type command for building application : cordova build android
- Run the application :

### Output :

## 2. Create and Build Simple Cordova App add button

### Solution :

- Type command : cordova create HelloWorld
- Go to HelloWorld folder by typing : cd HelloWorld
- Type command : cordova platform add android
- Open Index.html and Type in index.html :

```
<body>
  <div class="app">
```

```

<h1>HelloWorld</h1>
<div id="deviceready" class="blink">
  <p class="event listening">Connecting to Device</p>
  <p class="event received">Device is Ready</p>
</div>
<button id = "Submit">Submit</button>

</div>
<script src="cordova.js"></script>
<script src="js/index.js"></script>
</body>

```

- Type command for building application : cordova build android
- Run the application :

### **Output :**

Draw Output

## **3. Create and Build Simple Alert message on Button click**

### **Solution :**

- Type command : cordova create HelloWorld
  - Go to HelloWorld folder by typing : cd HelloWorld
  - Type command : cordova platform add android
  - Open Index.html and Type in index.html :
- ```

<body>
  <div class="app">
    <h1>HelloWorld</h1>
    <div id="deviceready" class="blink">
      <p class="event listening">Connecting to Device</p>
      <p class="event received">Device is Ready</p>
    </div>
    <button id = "Submit">Submit</button>

  </div>
  <script src="Button.js"></script>
  <script src="cordova.js"></script>

```

```
<script src="js/index.js"></script>
</body>
```

- **Open Button.js and type below code :**

```
document.addEventListener("click", showMsg,false);
function showMsg()
{
    alert("Alert message is displayed");
}
```

- Type command for building application : cordova build android
- Run the application :

### **Output :**

Draw Output

## **4. Create and Build Simple Cordova App to Show the alert message on back button , volume up , volume down .**

Solution :

- Type command : cordova create Event
- Go to HelloWorld folder by typing : cd Event
- Type command : cordova platform add android
- Open Index.html and Type in index.html :

```
<body>
  <div class="app">
    <h1>HelloWorld</h1>
    <div id="deviceready" class="blink">
      <p class="event listening">Connecting to Device</p>
      <p class="event received">Device is Ready</p>
    </div>
    <button id = "Submit">Submit</button>

  </div>
  <script src="event.js"></script>
  <script src="cordova.js"></script>
  <script src="js/index.js"></script>
```

</body>

- **Open event.js and type below code :**

```
document.addEventListener("pause", onPause, false);
document.addEventListener("resume", onResume, false);
document.addEventListener("backbutton", onBackButton, false);
document.addEventListener("menubutton", onMenuButton, false);
document.addEventListener("volumedownbutton", onVolumeDownButton,
false);
document.addEventListener("volumeupbutton", onVolumeUpButton,
false);
```

```
function onPause()
{
    alert("onPause message is displayed");
}
function onResume()
{
    alert("onResume message is displayed");
}
function onBackButton()
{
    alert("onBackButton message is displayed");
}
function onMenuButton()
{
    alert("onMenuButton message is displayed");
}
function onVolumeDownButton()
{
    alert("onVolumeDownButton message is displayed");
}
function onVolumeUpButton()
```

```
{
    alert("onVolumeUpButton message is displayed");
}
```

- Type command for building application : cordova build android
- Run the application :

### **Output :**

Draw Output

## **5. Create and Build Simple Cordova App to Show Messages using Dialog plugins**

Solution :

- Type command : cordova create DialogDemo
- Go to HelloWorld folder by typing : cd DialogDemo
- Type command : cordova platform add android
- Open Index.html and Type in index.html :
 

```
<body>
    <div class="app">
      <h1>HelloWorld</h1>
      <div id="deviceready" class="blink">
        <p class="event listening">Connecting to Device</p>
        <p class="event received">Device is Ready</p>
      </div>
      <button id = "Submit">Submit</button>

    </div>
    <script src="DialogDemo.js"></script>
    <script src="cordova.js"></script>
    <script src="js/index.js"></script>
  </body>
```
- Type command : cordova plugin add cordova-plugin-dialogs
- **Open DialogDemo.js and type below code :**

```

document.addEventListener("click", alertDismissed, false);
function alertDismissed() {
    // do something
}

navigator.notification.alert(
    'You are the winner!', // message
    alertDismissed,       // callback
    'Game Over',          // title
    'Done'                // buttonName
);

function onConfirm(buttonIndex) {
    alert('You selected button ' + buttonIndex);
}

navigator.notification.confirm(
    'You are the winner!', // message
    onConfirm,             // callback to invoke with index of button pressed
    'Game Over',           // title
    ['Restart','Exit']     // buttonLabels
);

```

- Type command for building application : cordova build android
- Run the application :

### **Output :**

Draw Output

## **6. Create and Build Simple Cordova App to Show Image at the starting of app using SplashScreen plugins**

### **Solution**

- Type command : cordova create SplashScreenDemo
- Go to HelloWorld folder by typing : cd SplashScreenDemo
- Type command : cordova platform add android
- Open Index.html and Type in index.html :

```

<body>
    <div class="app">
        <h1>HelloWorld</h1>

```

```

<div id="deviceready" class="blink">
  <p class="event listening">Connecting to Device</p>
  <p class="event received">Device is Ready</p>
</div>
<button id = "Submit">Submit</button>

</div>
<script src="SplashScreenDemo.js"></script>
<script src="cordova.js"></script>
<script src="js/index.js"></script>
</body>

```

- Type command : cordova plugin add cordova-plugin-splashscreen

- **Open SplashScreenDemo.js and type below code :**

```

<preference name = "SplashScreen" value = "screen.jpg" />
<preference name = "SplashScreenDelay" value = "3000" />
<preference name = "SplashMaintainAspectRatio" value = "true" />

```

- Type command for building application : cordova build android
- Run the application :

### **Output :**

Draw Output

## **7. Create and Build Simple Cordova App to Show the battery status using Battery plugins**

### **Solution**

- Type command : cordova create SplashScreenDemo
- Go to HelloWorld folder by typing : cd SplashScreenDemo
- Type command : cordova platform add android
- Open Index.html and Type in index.html :

```

<body>
  <div class="app">
    <h1>HelloWorld</h1>
    <div id="deviceready" class="blink">

```

```

        <p class="event listening">Connecting to Device</p>
        <p class="event received">Device is Ready</p>
    </div>
    <button id = "Submit">Submit</button>

</div>
<script src="SplashScreenDemo.js"></script>
<script src="cordova.js"></script>
<script src="js/index.js"></script>
</body>

```

- Type command : cordova plugin add cordova-plugin-splashscreen
- Note : When you open the index.js file, you will find the onDeviceReady function. This is where the event listener should be added.

```
window.addEventListener("batterystatus", onBatteryStatus, false);
```

```

function onBatteryStatus(info)
{
    alert("BATTERY STATUS: Level: " + info.level + " isPlugged: " +
    info.isPlugged);
}

```

## 8. Create and Build Simple Cordova App to Show the Device Info status using Battery plugins

### Solution

- Type command : cordova create SplashScreenDemo
- Go to HelloWorld folder by typing : cd SplashScreenDemo
- Type command : cordova platform add android
- Open Index.html and Type in index.html :

```

<body>
    <div class="app">
        <h1>HelloWorld</h1>
        <div id="deviceready" class="blink">
            <p class="event listening">Connecting to Device</p>
            <p class="event received">Device is Ready</p>

```



```

</div>
<button id = "Submit">Submit</button>

</div>
<script src="SplashScreenDemo.js"></script>
<script src="cordova.js"></script>
<script src="js/index.js"></script>
</body>

```

- Type command : cordova plugin add cordova-plugin-device
- Note : When you open the index.js file, you will find the onDeviceReady function. This is where the event listener should be added.

```

window.addEventListener("deviceready", onDeviceReady, false
);

```

```

function onDeviceReady() {
    alert(device.cordova + " " + device.model + " " + device.platform +
        " " + device.uuid + " " + device.version );
}

```

- Type command for building application : cordova build android
- Run the application :

### **Output :**

Draw Output