



Ionic

Uso da Câmera

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Criar o projeto

Iniciando o projeto

ionic start appCamera tabs –capacitor

Framework Angular

Documentação:

<https://capacitorjs.com/docs/apis/camera>


Instalação das Dependências

Instalar os pacotes conforme documentação:

<https://capacitorjs.com/docs/web/pwa-elements>

- `npm install @ionic/pwa-elements`
- `npm install @capacitor/camera`
- `npm i npx cap sync`

capacitorjs.com/docs/web/pwa-elements

 capacitor DOCS

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Angular

main.ts:

```
// Call the element loader after the app has been rendered the first time
defineCustomElements(window);

import { enableProdMode } from '@angular/core';
import { platformBrowserDynamic } from '@angular/platform-browser-dynamic';

import { AppModule } from './app/app.module';
import { environment } from './environments/environment';

import { defineCustomElements } from '@ionic/pwa-elements/loader';

if (environment.production) {
  enableProdMode();
}

platformBrowserDynamic()
  .bootstrapModule(AppModule)
  .catch(err => console.log(err));

// Call the element loader after the platform has been bootstrapped
defineCustomElements(window);
```

Copy

<https://capacitorjs.com/docs/web/pwa-elements>

Arquivo Main.ts

```
1  import { enableProdMode } from '@angular/core';
2  import { platformBrowserDynamic } from '@angular/platform-browser-dynamic';
3
4  import { AppModule } from '../app/app.module';
5  import { environment } from '../environments/environment';
6
7  import { defineCustomElements } from '@ionic/pwa-elements/loader';
8
9  if (environment.production) {
10    enableProdMode();
11  }
12
13  platformBrowserDynamic().bootstrapModule(AppModule)
14    .catch(err => console.log(err));
15
16  defineCustomElements(window);
```

Criação do Serviço

Criar um **serviço** chamado cameraService, digitando no cmd:

ionic g service services/camaraService

Insira o código abaixo:

```
1  import { Injectable } from '@angular/core';
2  import { Camera, CameraResultType } from '@capacitor/camera';
3
4  @Injectable({
5    providedIn: 'root'
6  })
7  export class CameraServiceService {
8
9    constructor() { }
10
11    tekePicture=async() =>{
12      const image=await Camera.getPhoto({
13        quality:90,
14        allowEditing: true,
15        resultType: CameraResultType.Uri
16      });
17    }
18  }
```


Arquivo app.module.ts

```
1  import { NgModule } from '@angular/core';
2  import { BrowserModule } from '@angular/platform-browser';
3  import { RouteReuseStrategy } from '@angular/router';
4
5  import { IonicModule, IonicRouteStrategy } from '@ionic/angular';
6
7  import { AppRoutingModuleModule } from './app-routing.module';
8  import { AppComponent } from './app.component';
9
10 import { CameraServiceService } from './services/camera-service.service';
11
12 @NgModule({
13   declarations: [AppComponent],
14   imports: [BrowserModule, IonicModule.forRoot(), AppRoutingModuleModule],
15   providers: [{ provide: RouteReuseStrategy, useClass: IonicRouteStrategy },
16     CameraServiceService],
17   bootstrap: [AppComponent],
18 })
19 export class AppModule {}
```

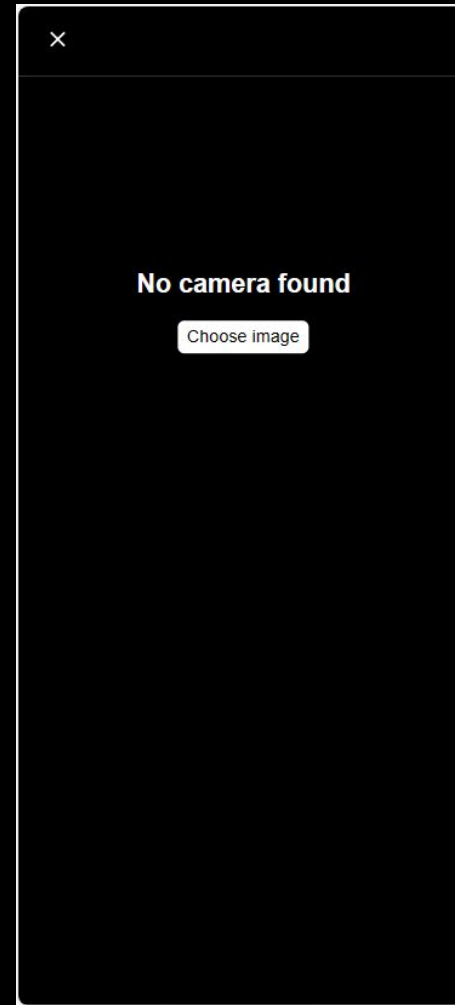
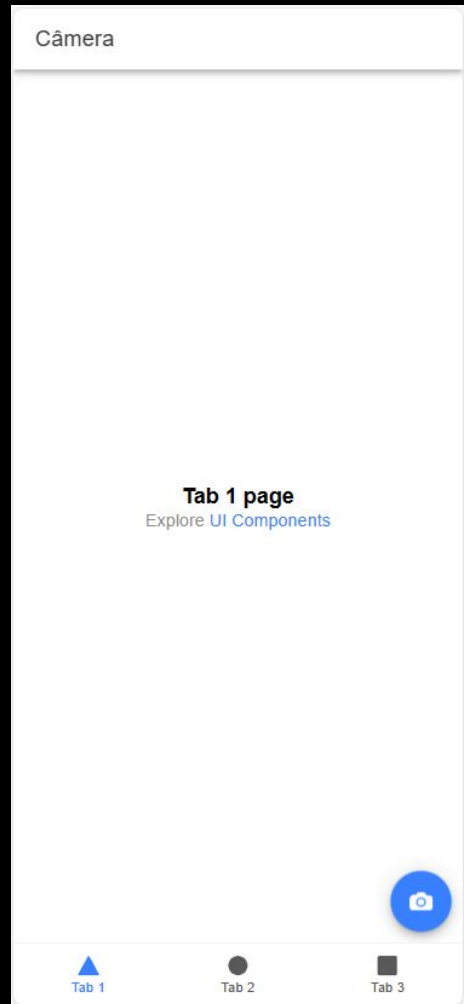
Arquivo tab1.page.ts

```
1  import { Component } from '@angular/core';
2  import { CameraServiceService } from '../services/camera-service.service';
3
4  @Component({
5    selector: 'app-tab1',
6    templateUrl: 'tab1.page.html',
7    styleUrls: ['tab1.page.scss']
8  })
9  export class Tab1Page {
10
11    constructor(public cameraService: CameraServiceService) {}
12
13  }
```


Arquivo tab1.page.html

```
1  <ion-header [translucent]="true">
2    <ion-toolbar>
3      <ion-title>
4        Câmera
5      </ion-title>
6    </ion-toolbar>
7  </ion-header>
8
9  <ion-content [fullscreen]="true">
10    <ion-header collapse="condense">
11      <ion-toolbar>
12        <ion-title size="large">Câmera</ion-title>
13      </ion-toolbar>
14    </ion-header>
15    <ion-fab-button (click)="cameraService.takePicture()">
16      <ion-icon name="camera">
17
18    </ion-icon>
19  </ion-fab-button>
20
21    <app-explore-container name="Tab 1 page"></app-explore-container>
22  </ion-content>
```

Atenção: A câmera só aparecerá se o computador tiver uma instalada.



Este projeto está disponível em:

https://github.com/profalexresende/ionic_appCamera.git

