1.Camera

This plugin provides an API for taking pictures and for choosing images from the system's image library.

navigator.camera.getPicture

Takes a photo using the camera, or retrieves a photo from the device's image gallery. The image is passed to the success callback as a base64-encoded String, or as the URI for the image file. The method itself returns a CameraPopoverHandle object that can be used to reposition the file selection popover.

navigator.camera.getPicture( cameraSuccess, cameraError, cameraOptions );

2.Capture

This plugin provides access to the device's audio, image, and video capture capabilities.

Supported Platforms

Amazon Fire OS

Android

BlackBerry 10

iOS

Windows Phone 7 and 8

Windows 8

Objects

Capture

CaptureAudioOptions

CaptureImageOptions

CaptureVideoOptions

CaptureCallback

CaptureErrorCB

ConfigurationData

MediaFile

MediaFileData

Methods

capture.captureAudio

capture.captureImage

capture.captureVideo

MediaFile.getFormatData

Properties

supportedAudioModes: The audio recording formats supported by the device. (ConfigurationData[])

supportedImageModes: The recording image sizes and formats supported by the device. (ConfigurationData[])

supportedVideoModes: The recording video resolutions and formats supported by the device. (ConfigurationData[])

3.File System

This plugin implements a File API allowing read/write access to files residing on the device.

## Where to Store Files

As of v1.2.0, URLs to important file-system directories are provided. Each URL is in the form file:///path/to/spot/, and can be converted to a DirectoryEntry using window.resolveLocalFileSystemURL().

* cordova.file.applicationDirectory - Read-only directory where the application is installed. (iOS, Android,BlackBerry 10)
* cordova.file.applicationStorageDirectory - Root directory of the application's sandbox; on iOS this location is read-only (but specific subdirectories [like /Documents] are read-write). All data contained within is private to the app. ( iOS, Android, BlackBerry 10)
* cordova.file.dataDirectory - Persistent and private data storage within the application's sandbox using internal memory (on Android, if you need to use external memory, use .externalDataDirectory). On iOS, this directory is not synced with iCloud (use .syncedDataDirectory). (iOS, Android, BlackBerry 10)
* cordova.file.cacheDirectory - Directory for cached data files or any files that your app can re-create easily. The OS may delete these files when the device runs low on storage, nevertheless, apps should not rely on the OS to delete files in here. (iOS, Android, BlackBerry 10)
* cordova.file.externalApplicationStorageDirectory - Application space on external storage. (Android)
* cordova.file.externalDataDirectory - Where to put app-specific data files on external storage. (Android)
* cordova.file.externalCacheDirectory - Application cache on external storage. (Android)
* cordova.file.externalRootDirectory - External storage (SD card) root. (Android, BlackBerry 10)
* cordova.file.tempDirectory - Temp directory that the OS can clear at will. Do not rely on the OS to clear this directory; your app should always remove files as applicable. (iOS)
* cordova.file.syncedDataDirectory - Holds app-specific files that should be synced (e.g. to iCloud). (iOS)
* cordova.file.documentsDirectory - Files private to the app, but that are meaningful to other application (e.g. Office files). (iOS)
* cordova.file.sharedDirectory - Files globally available to all applications (BlackBerry 10)

4.Media

This plugin provides the ability to record and play back audio files on a device.

### Parameters

* **src**: A URI containing the audio content. (DOMString)
* **mediaSuccess**: (Optional) The callback that executes after a Media object has completed the current play, record, or stop action. (Function)
* **mediaError**: (Optional) The callback that executes if an error occurs. (Function)
* **mediaStatus**: (Optional) The callback that executes to indicate status changes. (Function)

### Constants

The following constants are reported as the only parameter to the mediaStatus callback:

* Media.MEDIA\_NONE = 0;
* Media.MEDIA\_STARTING = 1;
* Media.MEDIA\_RUNNING = 2;
* Media.MEDIA\_PAUSED = 3;
* Media.MEDIA\_STOPPED = 4;

### Methods

* media.getCurrentPosition: Returns the current position within an audio file.
* media.getDuration: Returns the duration of an audio file.
* media.play: Start or resume playing an audio file.
* media.pause: Pause playback of an audio file.
* media.release: Releases the underlying operating system's audio resources.
* media.seekTo: Moves the position within the audio file.
* media.setVolume: Set the volume for audio playback.
* media.startRecord: Start recording an audio file.
* media.stopRecord: Stop recording an audio file.
* media.stop: Stop playing an audio file.

### Additional ReadOnly Parameters

* **position**: The position within the audio playback, in seconds.
  + Not automatically updated during play; call getCurrentPosition to update.
* **duration**: The duration of the media, in seconds.

5.Contacts

Provides access to the device contacts database.

## navigator.contacts

### Methods

* navigator.contacts.create
* navigator.contacts.find
* navigator.contacts.pickContact

### Objects

* Contact
* ContactName
* ContactField
* ContactAddress
* ContactOrganization
* ContactFindOptions
* ContactError
* ContactFieldType

6.Accelerometer

This plugin provides access to the device's accelerometer. The accelerometer is a motion sensor that detects the change (delta) in movement relative to the current device orientation, in three dimensions along the x, y, and z axis.

## Methods

* navigator.accelerometer.getCurrentAcceleration
* navigator.accelerometer.watchAcceleration
* navigator.accelerometer.clearWatch

## Objects

* Acceleration

7.Storage

Several storage APIs are available for Cordova applications. overview and examples.

## LocalStorage

Also known as web storage, simple storage, or by its alternate session storage interface, this API provides synchronous key/value pair storage, and is available in underlying WebView implementations. Refer to [the W3C spec](http://www.w3.org/TR/webstorage/) for details.

## WebSQL

This API is available in the underlying WebView. The [Web SQL Database Specification](http://dev.w3.org/html5/webdatabase/) offers more full-featured database tables accessed via SQL queries.

The following platforms support WebSQL:

* Android
* BlackBerry 10
* iOS
* Tizen

## IndexedDB

This API is available in the underlying WebView. [Indexed DB](http://www.w3.org/TR/IndexedDB/) offers more features than LocalStorage but fewer than WebSQL.

The following platforms support IndexedDB:

* BlackBerry 10
* Windows Phone 8
* Windows 8

8.Events

Event Types

deviceready

pause

resume

backbutton

menubutton

searchbutton

startcallbutton

endcallbutton

volumedownbutton

volumeupbutton