



CSM3103

FRONT-END PROGRAMMING

NAME : NUR ELYA FARHANA BINTI ZAINORDIN

MATRIC NO : S63723

LAB : 1

GROUP : K1

LECTURER : DR RABIEI B MAMAT MAMAT

GITHUB : <https://github.com/elya11ana/Lab-Module-2>

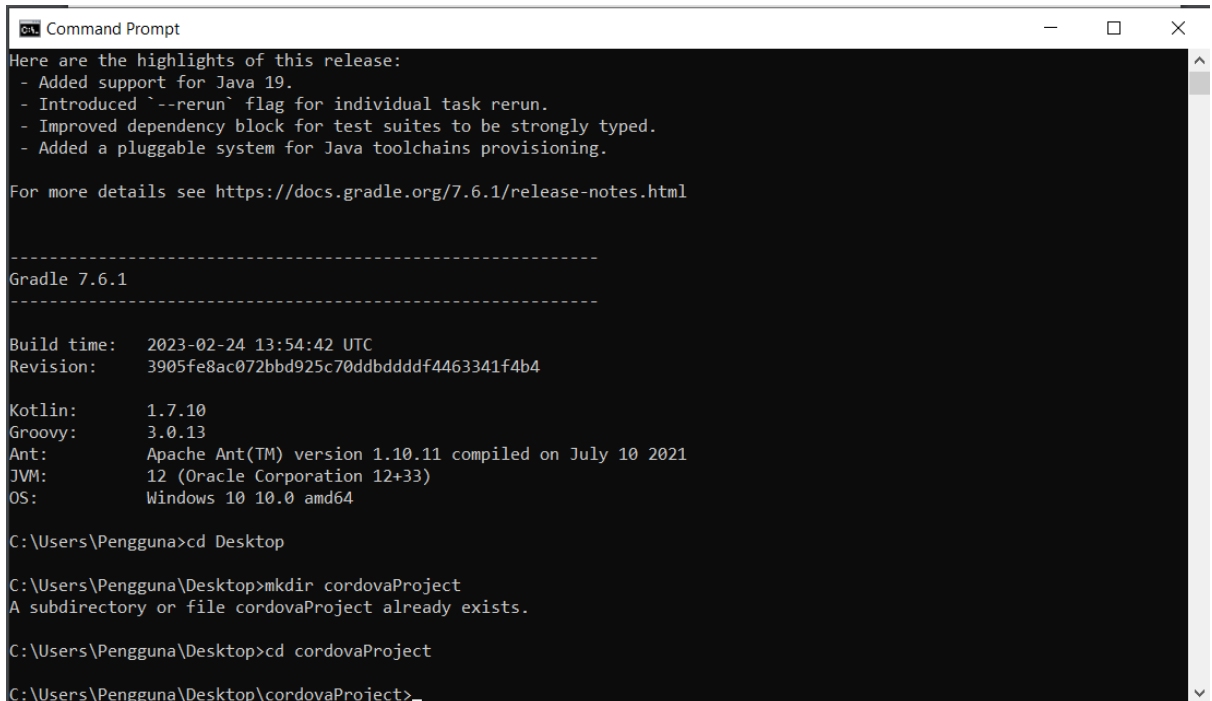
## TASK 1: Setup and configure Apache cordova on your desktop/laptop

### Steps:

1. Install Node.js visiting the official Node.js website (<https://nodejs.org>) because Cordova requires Node.js and its package manager, npm, to run.
2. Open a command prompt or terminal.
3. Run the following command; `npm install -g cordova`.
4. After the installation completes, verify that Cordova is installed correctly by running the following command; `cordova -version`.
5. If Cordova is installed successfully, the version number will be displayed in the command prompt or terminal.

## TASK 2: Your First Apache Cordova Application

- a. Create a folder where your Apache Cordova Project will be stored



```
Command Prompt

Here are the highlights of this release:
- Added support for Java 19.
- Introduced `--rerun` flag for individual task rerun.
- Improved dependency block for test suites to be strongly typed.
- Added a pluggable system for Java toolchains provisioning.

For more details see https://docs.gradle.org/7.6.1/release-notes.html

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Gradle 7.6.1
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Build time:   2023-02-24 13:54:42 UTC
Revision:    3905fe8ac072bbd925c70ddbddd4463341f4b4

Kotlin:      1.7.10
Groovy:      3.0.13
Ant:         Apache Ant(TM) version 1.10.11 compiled on July 10 2021
JVM:         12 (Oracle Corporation 12+33)
OS:          Windows 10 10.0 amd64

C:\Users\Pengguna>cd Desktop
C:\Users\Pengguna\Desktop>mkdir cordovaProject
A subdirectory or file cordovaProject already exists.
C:\Users\Pengguna\Desktop>cd cordovaProject
C:\Users\Pengguna\Desktop\cordovaProject>
```

- b. Now you are in the cordovaProject working area. Your C prompt will look like:

```
C:\Users\Pengguna\Desktop\cordovaProject>
```

- c. Create a new Cordova Project by the following command

```
C:\Users\Pengguna\Desktop\cordovaProject\Task2Hello>cordova create Task2Hello io.csm3103.lab2 Task2
Creating a new cordova project.

C:\Users\Pengguna\Desktop\cordovaProject\Task2Hello>cd Task2Hello
C:\Users\Pengguna\Desktop\cordovaProject\Task2Hello\Task2Hello>
```

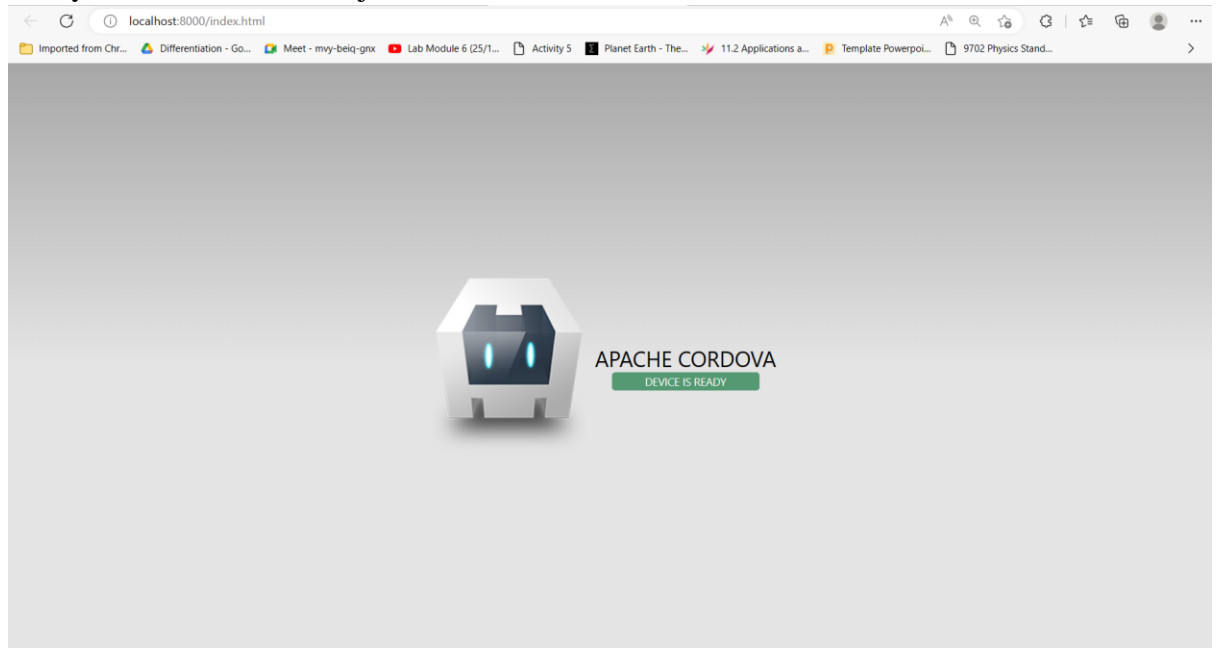
- d. Add android platform to the project

```
C:\Users\Pengguna\Desktop\cordovaProject\Task2Hello\Task2Hello>cordova platform add browser
Using cordova-fetch for cordova-browser@^6.0.0
Platform browser already added.
```

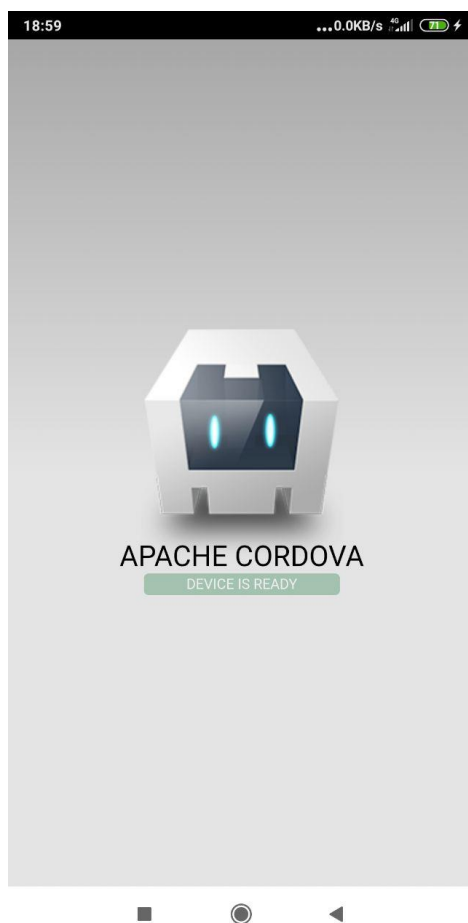
- e. Add browser platform to the project

```
C:\Users\Pengguna\Desktop\cordovaProject\Task2Hello\Task2Hello>Cordova platform add browser
Using cordova-fetch for cordova-browser@^6.0.0
Platform browser already added.
```

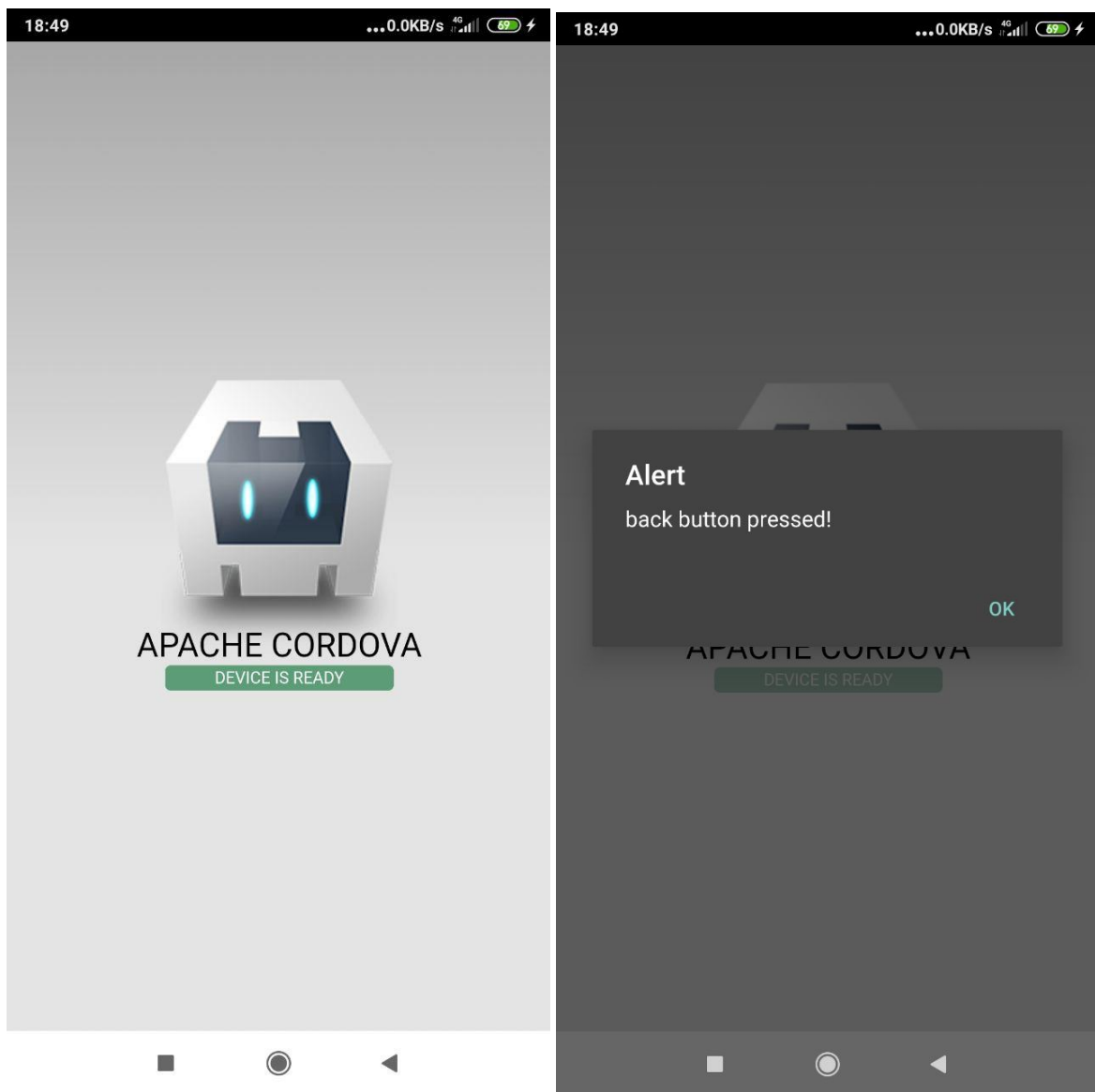
f. Test your first Cordova Project on browser

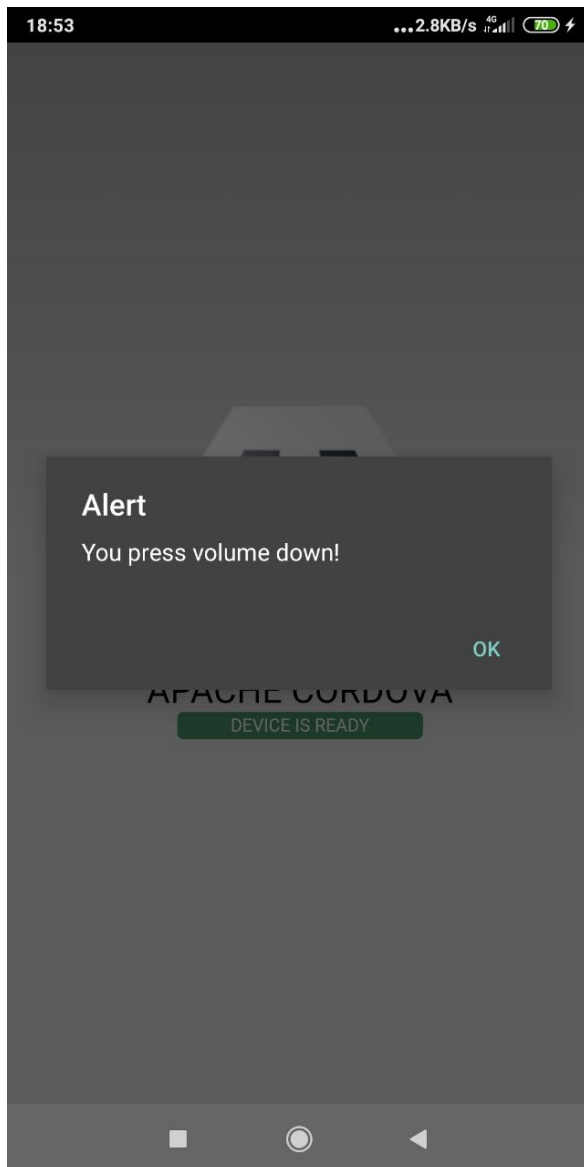


g. Test your first Cordova project on android



### TASK 3: Simple eventListener in Cordova Project





The purpose of `e.preventDefault()` in JavaScript is to prevent the default behaviour of an event from occurring. In web development, various events can occur, such as clicking on a link, submitting a form, or pressing a key. By default, these events trigger certain actions or behaviors defined by the browser or the element itself.

a. Handle volume up button

b. Handle menu button

1. Add event listeners for the volume up button and menu button
2. Implement the `handleVolumeUp()` and `handleMenu()` functions

#### TASK 4: Cordova Plugin use case (Simple Geolocation)

