# Dispositivos Portáteis

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Adicione funcionalidade nativa ao seu aplicativo com o Capacitor, um runtime nativo criado pela equipe do Ionic. Instale os pacotes principais e adicione-os facilmente ao seu projeto. O Capacitor tem uma ampla gama de recursos que os desenvolvedores podem usar para acessar recursos como o sistema de arquivos do dispositivo, câmera e serviços de localização nativos.



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Ionic start

npm install @capacitor/camera

# Criando o app



#### Criando o app

```
<template>
  <ion-page>
    <ion-header :translucent="true">
      <ion-toolbar>
        <ion-title>Camera</ion-title>
      </ion-toolbar>
    </ion-header>
    <ion-content :fullscreen="true">
      <ion-header collapse="condense">
        <ion-toolbar>
          <ion-title size="large">Blank</ion-title>
        </ion-toolbar>
      </ion-header>
      <img :src="imgUrl" width="200" />
      <ion-fab slot="fixed" vertical="bottom" horizontal="end">
        <ion-fab-button @click="takePhoto">
          <ion-icon :icon="imageOutline"></ion-icon>
        </ion-fab-button>
      </ion-fab>
    </ion-content>
  </ion-page>
</template>
```

## Criando o app

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```
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```

```
const imgUrl = ref();

const takePhoto = async () => {
   const image = await Camera.getPhoto({
      resultType: CameraResultType.Uri,
      allowEditing: false,
      quality: 100,
      saveToGallery: true
   })
   imgUrl.value = image.webPath
}
</script>
```

#### Gerando o projeto android

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PS C:\exemplos\app-ionic-ex1> ionic build > vite.cmd build vite v5.2.14 building for production...



#### Gerando o projeto android

PS C:\exemplos\app-ionic-ex1> ionic cap add android

- 🗸 📹 android
- > app

- capacitor-cordova-android-pli
- > pgradle
  - .gitignore
  - build.gradle
  - apacitor.settings.gradle
  - gradle.properties
  - gradlew
  - gradlew.bat
  - settings.gradle
  - variables.gradle



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```
∨ APP-CAMERA

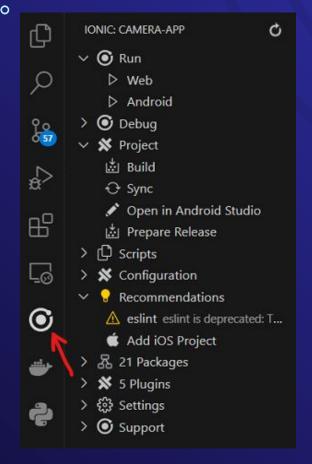
                        中の甘む
                                       android > app > src > main > (*) AndroidManifest.xml
                                              <manifest xmlns:android="http://schemas.android.com/apk/res/android">
  > scode
 provider
   > 5 .gradle
                                                          android:exported= taise
                                        30
   > 📑 .idea
                                                         android:grantUriPermissions="true">
  ∨ n app
                                                             android:name="android.support.FILE PROVIDER PATHS"
    > 📭 build
                                                             android:resource="@xml/file paths"></meta-data>
   vider>
     > androidTest
                                                  </application>
     ∨ ■ main
      > massets
                                                  <!-- Permissions -->
      > 🔳 java
                                                  <uses-permission android:name="android.permission.INTERNET" />
      > res
                                                  <uses-permission android:name="android.permission.READ MEDIA IMAGES"/>
        AndroidManifest.xml
                                  U
                                                  <uses-permission android:name="android.permission.READ EXTERNAL STORAGE"/>
     > ntest
                                                  <uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE" />
      .gitignore
                                  U
                                              </manifest>
      @ build.gradle
```

```
<uses-permission android:name="android.permission.INTERNET" />
<uses-permission android:name="android.permission.READ_MEDIA_IMAGES"/>
<uses-permission android:name="android.permission.READ_EXTERNAL_STORAGE"/>
<uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE" />
```

#### lonic vscode extension

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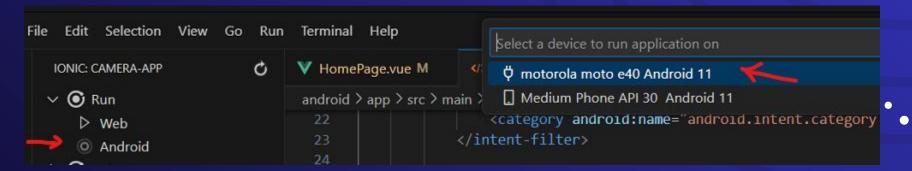
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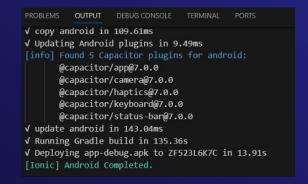




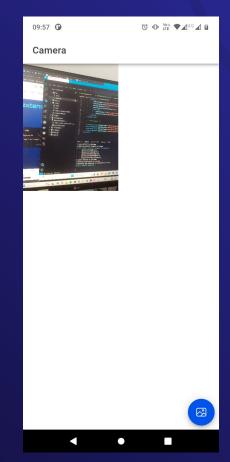
### Ionic vscode extension







#### Dispositivo, android real







#### Troubleshooting

