To take picture using camera in phonegap application

1. Load device API libraries using

document.[addEventListener](http://docs.phonegap.com/en/edge/cordova_inappbrowser_inappbrowser.md.html#addEventListener)("[deviceready](http://docs.phonegap.com/en/edge/cordova_events_events.md.html" \l "deviceready)",onDeviceReady,false)

1. Check device APIs are available using function

“function onDeviceReady() {  
        pictureSource=navigator.camera.PictureSourceType;  
        destinationType=navigator.camera.DestinationType;  
    }

”

1. Create a html button

“<button onclick="capturePhoto();">[Capture](http://docs.phonegap.com/en/edge/cordova_media_capture_capture.md.html#Capture) Photo</button> <br>”

1. A button will call this function
2. To take picture using device camera and retrieve image as base64-encoded string

function capturePhoto() {  
           navigator.[camera.getPicture](http://docs.phonegap.com/en/edge/cordova_camera_camera.md.html#camera.getPicture)(onPhotoDataSuccess, onFail, { quality: 50,  
        destinationType: destinationType.DATA\_URL });  
    }

1. To take picture using device camera, allow edit, and retrieve image as base64-encoded string

function capturePhotoEdit() {  
       
      navigator.[camera.getPicture](http://docs.phonegap.com/en/edge/cordova_camera_camera.md.html#camera.getPicture)(onPhotoDataSuccess, onFail, { quality: 20, allowEdit: true,  
        destinationType: destinationType.DATA\_URL });  
    }

1. To retrieve image file location from specified source

function getPhoto(source) {  
           navigator.[camera.getPicture](http://docs.phonegap.com/en/edge/cordova_camera_camera.md.html#camera.getPicture)(onPhotoURISuccess, onFail, { quality: 50,  
        destinationType: destinationType.FILE\_URI,  
        sourceType: source });  
    }

1. Called when a photo is successfully retrieved  
        
       function onPhotoURISuccess(imageURI) {

var largeImage = document.getElementById('largeImage');   
      largeImage.style.display = 'block';  
      largeImage.src = imageURI;  
    }

1. Called if something bad happens.  
        
       function onFail(message) {  
         alert('Failed because: ' + message);  
       }
2. To upload image to the server

function uploadPhoto(imageURI) {

var options = new FileUploadOptions();

options.fileKey="file";

options.fileName=imageURI.substr(imageURI.lastIndexOf('/')+1)+'.png';

options.mimeType="text/plain";

var params = new Object();

options.params = params;

var ft = new FileTransfer();

ft.upload(imageURI, encodeURI("http://some.server.com/upload.php"), win, fail, options);

}

1. Image upload succes win function run.

function win(r) {

console.log("Code = " + r.responseCode);

console.log("Response = " + r.response);

console.log("Sent = " + r.bytesSent);

}

1. Image upload failed then this fail function will run

function fail(error) {

alert("An error has occurred: Code = " + error.code);

console.log("upload error source " + error.source);

console.log("upload error target " + error.target);

}