

Step 1:- Add plugins:-

```
cordova plugin add cordova-plugin-battery-status
```

```
cordova plugin add cordova-plugin-network-information
```

```
cordova plugin add cordova-plugin-device
```

step 2: Add Event Listeners We will add three event listeners inside onDeviceReady function in index.js. One will listen for clicks on the button we created before and the other two will listen for changes in connection status.

```
window.addEventListener("batterystatus", onBatteryStatus, false);
```

```
document.getElementById("networkInfo").addEventListener("click", networkInfo);
```

```
document.addEventListener("offline", onOffline, false);
```

```
document.addEventListener("online", onOnline, false);
```

```
document.getElementById("cordovaDevice").addEventListener("click", cordovaDevice);
```

Step 3: Creating functions:-

at bottom of index.js file

```
function onBatteryStatus(info) {
```

```
alert("BATTERY STATUS: Level: " + info.level + " isPlugged: " +
info.isPlugged);
}
function networkInfo() {
var networkState = navigator.connection.type;
var states = {};
states[Connection.UNKNOWN] = 'Unknown connection';
states[Connection.ETHERNET] = 'Ethernet connection';
states[Connection.WIFI] = 'WiFi connection';
states[Connection.CELL_2G] = 'Cell 2G connection';
states[Connection.CELL_3G] = 'Cell 3G connection';
states[Connection.CELL_4G] = 'Cell 4G connection';
states[Connection.CELL] = 'Cell generic connection';
states[Connection.NONE] = 'No network connection';
alert('Connection type: ' + states[networkState]);
}
function onOffline() {
alert('You are now offline!');
}
function onOnline() {
alert('You are now online!');
}
function cordovaDevice() {
alert("Cordova version: " + device.cordova + "\n" +
"Device model: " + device.model + "\n" +
"Device platform: " + device.platform + "\n" +
"Device UUID: " + device.uuid + "\n" +
"Device version: " + device.version);
}
```

Step 5:- Adding buttons:-

We will be using this plugin the same way we used the other Cordova plugins. Let us add a button in the index.html file. This button will be used for getting information about the device. CORDOVA DEVICE

```
<button id = "networkInfo">INFO</button>
```

```
<button id = "cordovaDevice">CORDOVA DEVICE</button>
```

Write code for **index.js** file:-

```
function onLoad() {  
    document.addEventListener("deviceready", onDeviceReady, false);  
}  
  
// Cordova is loaded and it is now safe to make calls Cordova methods  
//  
function onDeviceReady() {  
    // Now safe to use the Cordova API  
    alert("your device is ready");  
    window.addEventListener("batterystatus", onBatteryStatus, false);  
    document.getElementById("cordovaDevice").addEventListener("click",  
cordovaDevice);  
    document.getElementById("networkInfo").addEventListener("click",  
networkInfo);  
    document.addEventListener("offline", onOffline, false);  
    document.addEventListener("online", onOnline, false);  
}
```

```
function onBatteryStatus(info) {  
  alert("BATTERY STATUS: Level: " + info.level + " isPlugged: " +  
  info.isPlugged);  
}
```

```
function cordovaDevice() {  
  alert("Cordova version: " + device.cordova + "\n" +  
  "Device model: " + device.model + "\n" +  
  "Device platform: " + device.platform + "\n" +  
  "Device UUID: " + device.uuid + "\n" +  
  "Device version: " + device.version);  
}
```

```
function networkInfo() {  
  var networkState = navigator.connection.type;  
  var states = {};  
  states[Connection.UNKNOWN] = 'Unknown connection';  
  states[Connection.ETHERNET] = 'Ethernet connection';  
  states[Connection.WIFI] = 'WiFi connection';  
  states[Connection.CELL_2G] = 'Cell 2G connection';  
  states[Connection.CELL_3G] = 'Cell 3G connection';  
  states[Connection.CELL_4G] = 'Cell 4G connection';  
  states[Connection.CELL] = 'Cell generic connection';  
  states[Connection.NONE] = 'No network connection';  
  alert('Connection type: ' + states[networkState]);  
}
```

```
function onOffline() {  
  alert('You are now offline!');  
}
```

```
function onOnline() {  
  alert('You are now online!');  
}
```

Write code for index.html file:-

```
<!DOCTYPE html>
```

```
<html>
```

```
  <head>
```

```
    <title>Cordova Device Ready Example</title>
```

```
    <script type="text/javascript" charset="utf-8" src="cordova.js"></script>
```

```
      <script type="text/javascript" charset="utf-8" src="js/index.js"></script>
```

```
  </head>
```

```
  <body onload="onLoad()">
```

```
    <button id = "networkInfo">INFO</button>
```

```
      <button id = "cordovaDevice">CORDOVA DEVICE</button>
```

```
  </body>
```

```
</html>
```