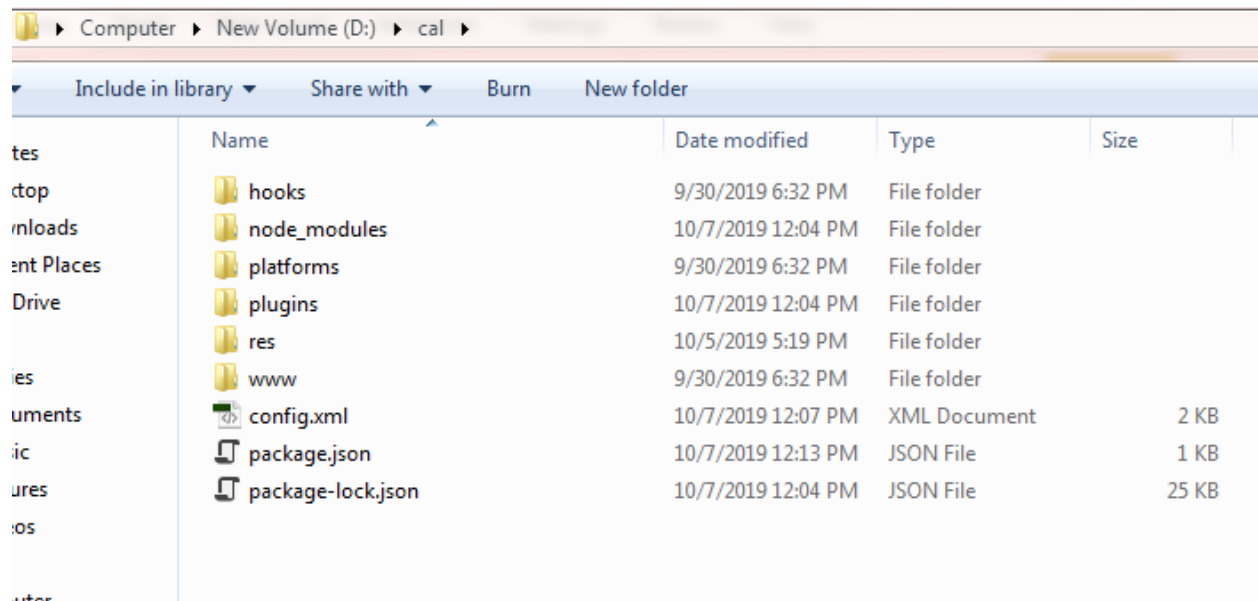
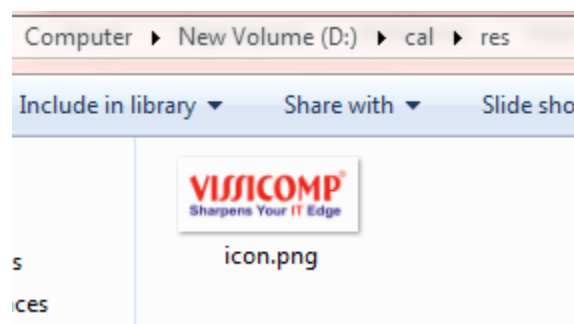


Step 1:- First of all create res folder inside your main root project folder see below given exmample :-



Step 2:- put icon.png image inside res folder.



Step 3:- Add & Install Splash screen Plugin by using following command.

```
cordova plugin add cordova-plugin-splashscreen
```

## Step 4:-Add Splash Screen

Adding splash screen is different from adding the other Cordova plugins. We need to open **config.xml** and add the following code snippets inside the **widget** element.

First snippet is **SplashScreen**. It has **value** property which is the name of the images in **platform/android/res/drawable-** folders. Cordova offers default **screen.png** images that we are using in this example, but you will probably want to add your own images. Important thing is to add images for portrait and landscape view and also to cover different screen sizes.

```
<preference name = "SplashScreen" value = "screen" />
```

Second snippet we need to add is **SplashScreenDelay**. We are setting **value** to **3000** to hide the splash screen after three seconds.

```
<preference name = "SplashScreenDelay" value = "3000" />
```

The last preference is optional. If value is set to **true**, the image will not be stretched to fit screen. If it is set to **false**, it will be stretched.

```
<preference name = "SplashMaintainAspectRatio" value = "true" />
```

## Step 5:- add following line code to your config.xml file of your project :-

```
<platform name="android">
```

```
  <!-- you can use any density that exists in the Android project -->
```

```
  <splash src="res/icon.png" density="land-hdpi"/>
```

```
  <splash src="res/icon.png" density="land-ldpi"/>
```

```
  <splash src="res/icon.png" density="land-mdpi"/>
```

```
  <splash src="res/icon.png" density="land-xhdpi"/>
```

```
  <splash src="res/icon.png" density="port-hdpi"/>
```

```
  <splash src="res/icon.png" density="port-ldpi"/>
```

```
  <splash src="res/icon.png" density="port-mdpi"/>
```

```
  <splash src="res/icon.png" density="port-xhdpi"/>
```

</platform>

Step 6:- type command to build your project.

**cordova build**

Step 7: type command to run emulator

**cordova emulate android**