

This Cordova plugin is used for monitoring device's battery status. The plugin will monitor every change that happens to device's battery.

## Step 1 - Installing Battery Plugin

To install this plugin, we need to open the **command prompt** window and run the following code.

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

## Step 2 - Add Event Listener

When you open the **index.js** file, you will find the **onDeviceReady** function. This is where the event listener should be added.

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

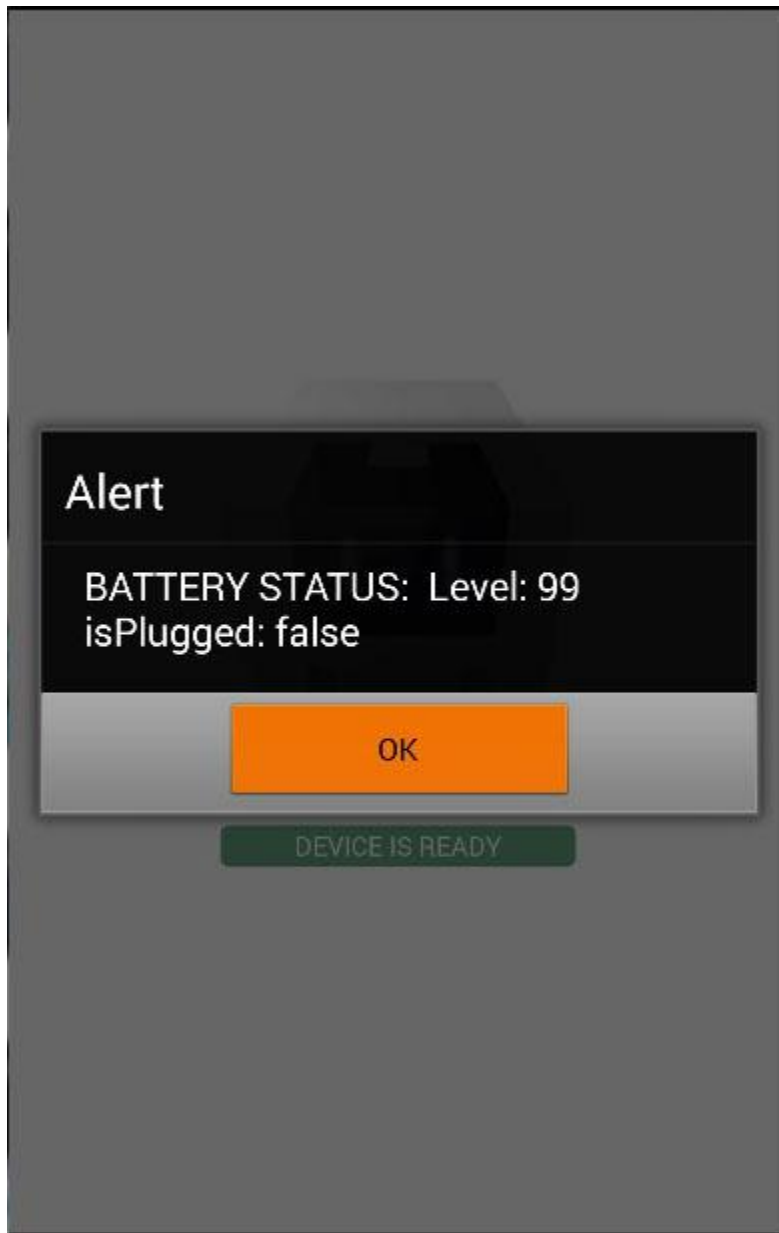
## Step 3 - Create Callback Function

We will create the **onBatteryStatus** callback function at the bottom of the **index.js** file.

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

When we run the app, an alert will be triggered. At the moment, the battery is 100% charged.

When the status is changed, a new alert will be displayed. The battery status shows that the battery is now charged 99%.



If we plug in the device to the charger, the new alert will show that the **isPlugged** value is changed to **true**.



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

```
/*
 * Licensed to the Apache Software Foundation (ASF) under one
 * or more contributor license agreements. See the NOTICE file
 * distributed with this work for additional information
 * regarding copyright ownership. The ASF licenses this file
 * to you under the Apache License, Version 2.0 (the
 * "License"); you may not use this file except in compliance
 * with the License. You may obtain a copy of the License at
 *
 * http://www.apache.org/licenses/LICENSE-2.0
 *
 * Unless required by applicable law or agreed to in writing,
 * software distributed under the License is distributed on an
 * "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY
 * KIND, either express or implied. See the License for the
 * specific language governing permissions and limitations
 * under the License.
 */
var app = {
    // Application Constructor
    initialize: function() {
        document.addEventListener('deviceready', this.onDeviceReady.bind(this), false);
    },

    // deviceready Event Handler
    //
    // Bind any cordova events here. Common events are:
    // 'pause', 'resume', etc.
    onDeviceReady: function() {
```

```
this.receiveEvent('deviceready');

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

    },

    // Update DOM on a Received Event
    receiveEvent: function(id) {
        var parentElement = document.getElementById(id);
        var listeningElement = parentElement.querySelector('.listening');
        var receivedElement = parentElement.querySelector('.received');

        listeningElement.setAttribute('style', 'display:none;');
        receivedElement.setAttribute('style', 'display:block;');

        console.log('Received Event: ' + id);
    }
};

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

app.initialize();
```

## write code for index.html file:-

<html>

```
<head>

  <meta http-equiv="Content-Security-Policy" content="default-src 'self' data: gap:
https://ssl.gstatic.com 'unsafe-eval'; style-src 'self' 'unsafe-inline'; media-src *; img-src 'self' data:
content:; ">

  <meta name="format-detection" content="telephone=no">

  <meta name="msapplication-tap-highlight" content="no">

  <meta name="viewport" content="initial-scale=1, width=device-width, viewport-fit=cover">

  <link rel="stylesheet" type="text/css" href="css/index.css">

  <title>Hello World</title>
</head>

<body>

  <div class="app">

    <h1>Sameer</h1>

    <div id="deviceready" class="blink">

      <p class="event listening">Connecting to Device</p>

      <p class="event received">Device is Ready</p>

    </div>

  </div>

  <script type="text/javascript" src="cordova.js"></script>

  <script type="text/javascript" src="js/index.js"></script>

</body>
</html>
```