## Step 1:- Install Camera Plugin

Run the following code in the **command prompt** window to install this plugin.

```
cordova plugin add cordova-plugin-camera
```

## Step 2 - Adding Button and Image

Now, we will create the button for calling the camera and **img** where the image will be displayed once taken. This will be added to **index.html** inside the **div class = "app"** element.

```html
<button id = "cameraTakePicture">TAKE PICTURE</button>
<img id = "myImage"></img>
```

## Step 3 - Adding Event Listener

The event listener is added inside the **onDeviceReady** function to ensure that Cordova is loaded before we start using it.

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

## Step 4 - Adding Functions (taking photo)

We will create the **cameraTakePicture** function that is passed as a callback to our event listener. It will be fired when the button is tapped. Inside this function, we will call the **navigator.camera** global object provided by the plugin API. If taking picture is successful, the data will be sent to the **onSuccess** callback function, if not, the alert with error message will be shown. We will place this code at the bottom of **index.js**.

```javascript
function cameraTakePicture() {
    navigator.camera.getPicture(onSuccess, onFail, {
        quality: 50,
        destinationType: Camera.DestinationType.DATA_URL
    });

    function onSuccess(imageData) {
```
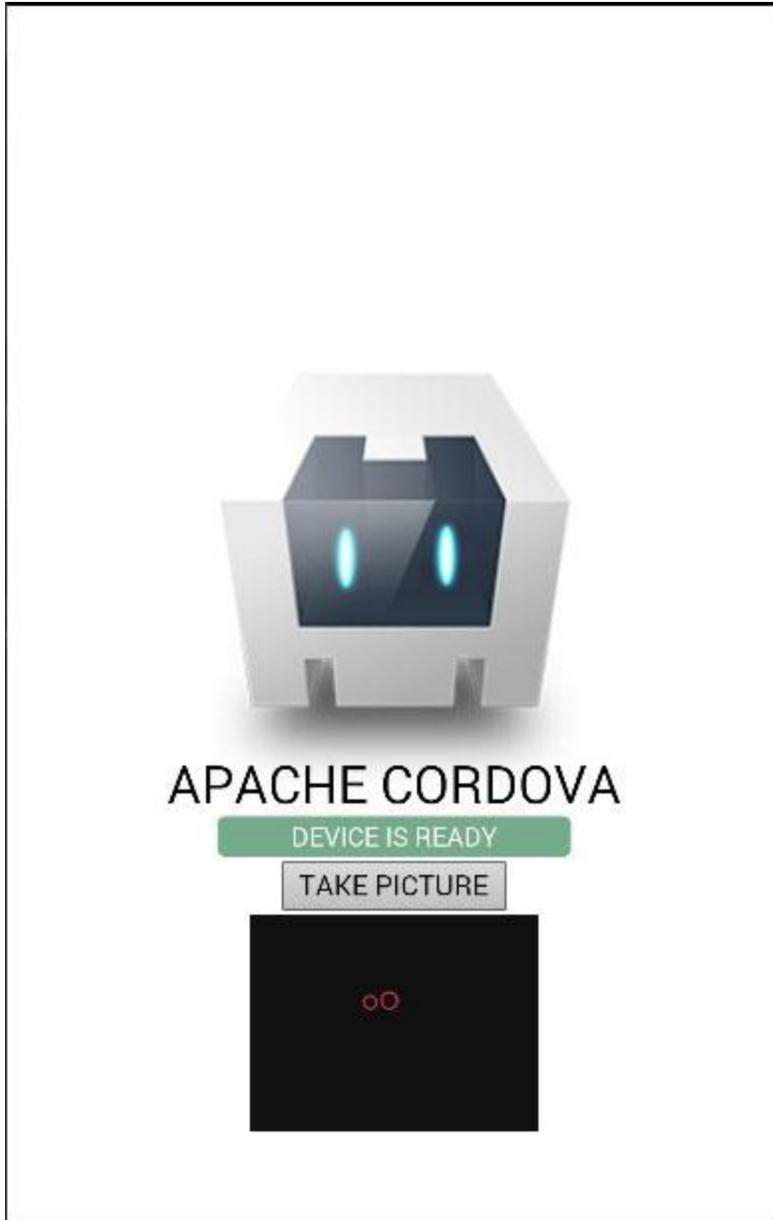
```
        var image = document.getElementById('myImage');
        image.src = "data:image/jpeg;base64," + imageData;
    }

    function onFail(message) {
        alert('Failed because: ' + message);
    }
}
```

When we run the app and press the button, native camera will be triggered.


When we take and save picture, it will be displayed on screen.

The same procedure can be used for getting image from the local file system. The only difference is the function created in the last step. You can see that the **sourceType** optional parameter has been added.

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

```
var app = {
    // Application Constructor
```

```javascript
    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.receivedEvent('deviceready');

     document.getElementById("cameraTakePicture").addEventListener
    ("click", cameraTakePicture);

    },


    // Update DOM on a Received Event

    receivedEvent: 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 cameraTakePicture() {

    navigator.camera.getPicture(onSuccess, onFail, {

        quality: 50,
```

```
        destinationType: Camera.DestinationType.DATA_URL
    });


    function onSuccess(imageData) {
        var image = document.getElementById('myImage');
        image.src = "data:image/jpeg;base64," + imageData;
    }


    function onFail(message) {
        alert('Failed because: ' + message);
    }
}


app.initialize();
```

## write   code for index.html file:-

```
<!DOCTYPE html>
<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>
```

```html
<body>
    <div class="app">
      <button id = "cameraTakePicture">TAKE PICTURE</button>
<img id = "myImage"></img>
        <h1>Apache Cordova</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>
```