

This plugin is used for getting information about the user's device.

Step 1 - Installing Device Plugin

To install this plugin, we need to run the following snippet in the **command prompt**.

```
D:\CordovaProject>cordova plugin add cordova-plugin-device
```

Step 2 - Adding Button

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.

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

Step 3 - Adding Event Listener

Cordova plugins are available after the **deviceready** event so we will place the event listener inside the **onDeviceReady** function in **index.js**.

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

Step 4 - Creating Function

The following function will show how to use all possibilities the plugin provides. We will place it in **index.js**.

```
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);  
}
```

When we click the **CORDOVA DEVICE** button, the alert will display the Cordova version, device model, platform, UUID and device version.



Write index.js file code:-

```
/*
```

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*/

```
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.receivedEvent('deviceready');  
      
    document.getElementById("cordovaDevice").addEventListener("click", cordovaDevice);  
  },  
}
```

```

// 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 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);
}

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>
```

```
<body>
```

```
<div class="app">
```

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

```
    <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>
```