

deviceready

This is an event that fires when Cordova is fully loaded.

```
document.addEventListener("deviceready", yourCallbackFunction, false);
```

Details

This is a very important event that every Cordova application should use.

Cordova consists of two code bases: native and JavaScript. While the native code is loading, a custom loading image is displayed. However, JavaScript is only loaded once the DOM loads. This means your web application could, potentially, call a Cordova JavaScript function before it is loaded.

The Cordova `deviceready` event fires once Cordova has fully loaded. After the device has fired, you can safely make calls to Cordova function.

Typically, you will want to attach an event listener with `document.addEventListener` once the HTML document's DOM has loaded.

Quick Example:-

```
document.addEventListener("deviceready", onDeviceReady, false);

function onDeviceReady() {
    // Now safe to use the Cordova API
}
```

Full Example:-

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");  
}
```

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>  
    <script type="text/javascript" charset="utf-8">
```

```
</script>
```

```
</head>
```

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

```
<h1> welcome </h1>
```

```
</body>
```

```
</html>
```