

This plugin provides information about device's network.

Step 1 - Installing Network Information Plugin

To install this plugin, we will open **command prompt** and run the following code –

```
C:\Users\username\Desktop\CordovaProject>cordova plugin
  add cordova-plugin-network-information
```

Step 2 - Add Buttons

Let's create one button in **index.html** that will be used for getting info about network.

```
<button id = "networkInfo">INFO</button>
```

Step 3 - Add Event Listeners

We will add three event listeners inside **onDeviceReady** function in **index.js**. One will listen for clicks on the button we created before and the other two will listen for changes in connection status.

```
document.getElementById("networkInfo").addEventListener("click",
networkInfo);
document.addEventListener("offline", onOffline, false);
document.addEventListener("online", onOnline, false);
```

Step 4 - Creating Functions

networkInfo function will return info about current network connection once button is clicked. We are calling **type** method. The other functions are **onOffline** and **onOnline**. These functions are listening to the connection changes and any change will trigger the corresponding alert message.

Note: Add given below codes at bottom of index.js file code but before **app.initialize();**

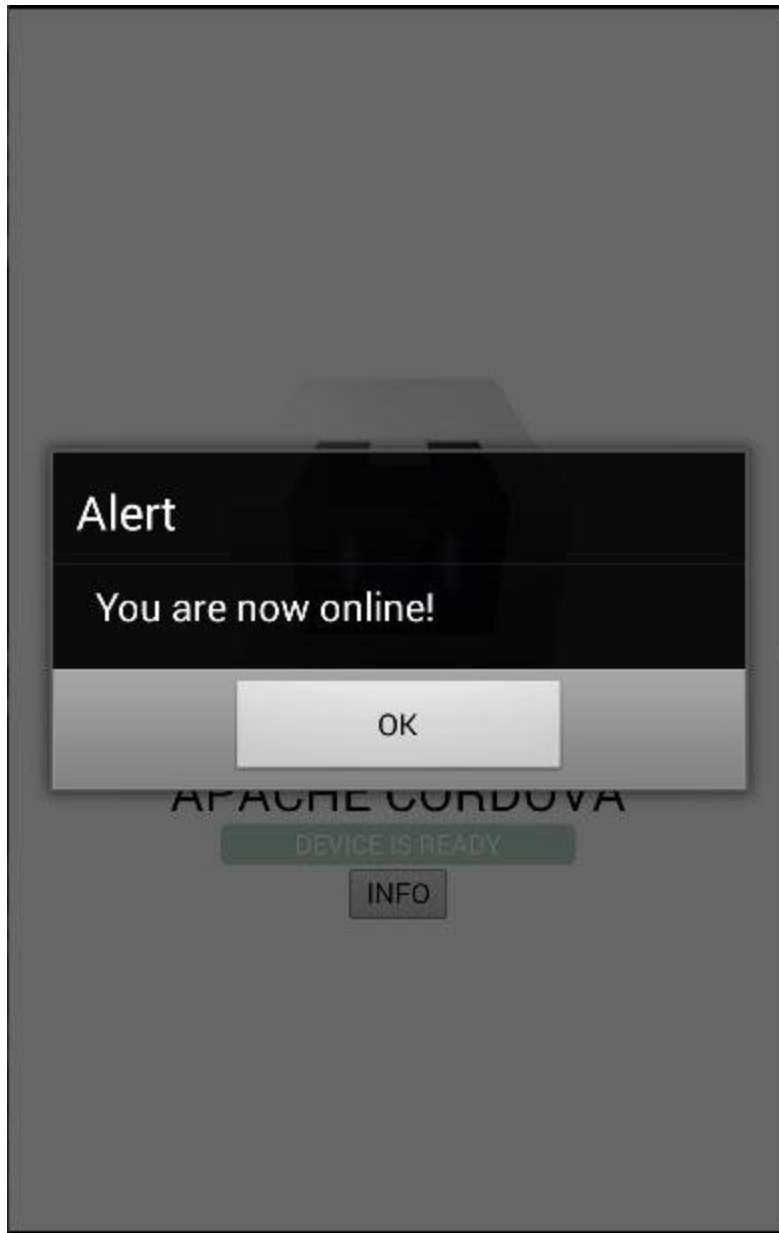
```
function networkInfo() {
  var networkState = navigator.connection.type;
  var states = {};
  states[Connection.UNKNOWN] = 'Unknown connection';
  states[Connection.ETHERNET] = 'Ethernet connection';
  states[Connection.WIFI] = 'WiFi connection';
  states[Connection.CELL_2G] = 'Cell 2G connection';
  states[Connection.CELL_3G] = 'Cell 3G connection';
```

```
states[Connection.CELL_4G] = 'Cell 4G connection';
states[Connection.CELL] = 'Cell generic connection';
states[Connection.NONE] = 'No network connection';
alert('Connection type: ' + states[networkState]);
}

function onOffline() {
  alert('You are now offline!');
}

function onOnline() {
  alert('You are now online!');
}
```

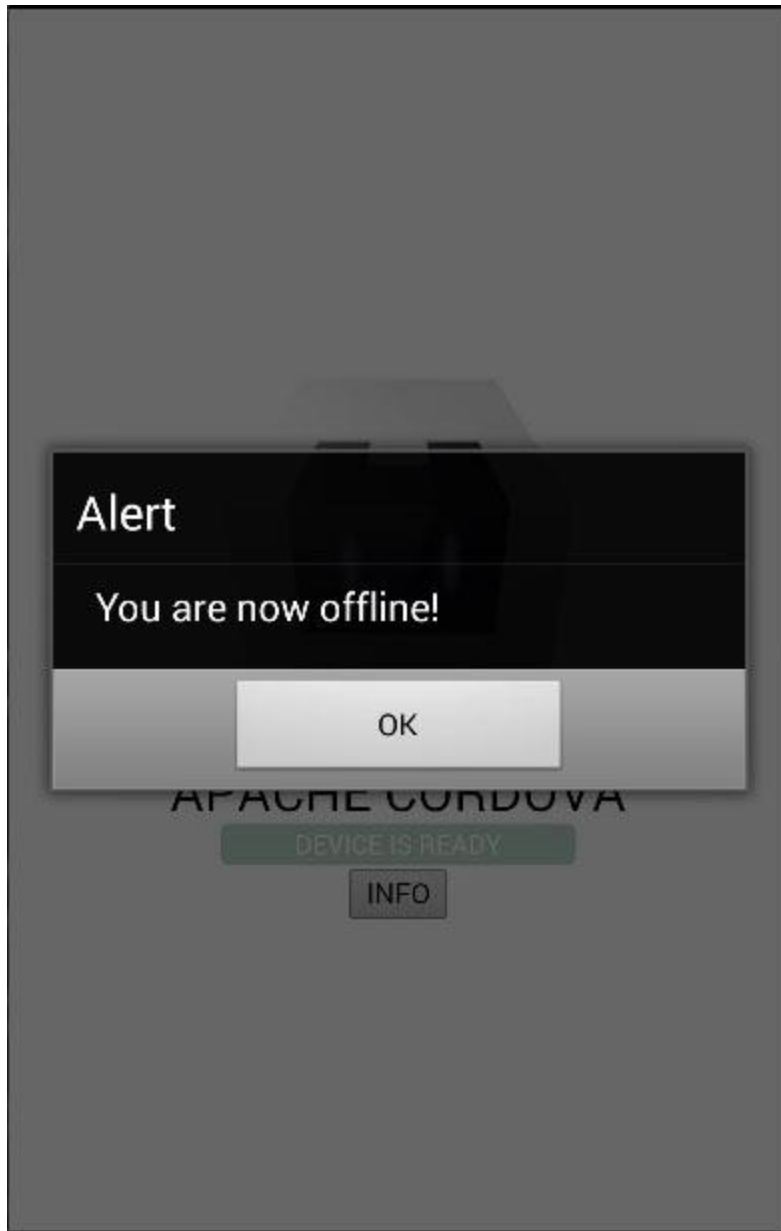
When we start the app connected to the network, **onOnline** function will trigger alert.



If we press **INFO** button the alert will show our network state.



If we disconnect from the network, **onOffline** function will be called.



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 = "networkInfo">INFO</button>

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

        <p class="event listening">Hellow world</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>
      <script type="text/javascript">

        </script>
    </body>
```

</html>

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.receivedEvent('deviceready');
        document.getElementById("networkInfo").addEventListener("click", networkInfo);
document.addEventListener("offline", onOffline, false);
document.addEventListener("online", onOnline, false);

},

// 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 networkInfo() {
    var networkState = navigator.connection.type;
```



```
var states = {};  
states[Connection.UNKNOWN] = 'Unknown connection';  
states[Connection.ETHERNET] = 'Ethernet connection';  
states[Connection.WIFI] = 'WiFi connection';  
states[Connection.CELL_2G] = 'Cell 2G connection';  
states[Connection.CELL_3G] = 'Cell 3G connection';  
states[Connection.CELL_4G] = 'Cell 4G connection';  
states[Connection.CELL] = 'Cell generic connection';  
states[Connection.NONE] = 'No network connection';  
alert('Connection type: ' + states[networkState]);  
}
```

```
function onOffline() {  
    alert('You are now offline!');  
}
```

```
function onOnline() {  
    alert('You are now online!');  
}
```

```
app.initialize();
```