

PhoneGap

[Phonegap](#) is a development framework allowing for the use of native device API's programming with Java Script, HTML and CSS that works on all the major mobile development platforms.

Skills required: JavaScript, HTML, CSS.

1. Create a new PhoneGap page.

HTML Page Types					
<input type="radio"/>	HTML	displays any type of content, fully customizable.	tutorial		
<input type="radio"/>	About Us	web-based information page with tap-to-call, tap-to-map, etc.	-		
<input type="radio"/>	Calculator	predefine a JavaScript formula	tutorial		
<input type="radio"/>	Drag & Drop	drag images into your app, write text and rearrange them all with your cursor.	-		
<input type="radio"/>	Form	provides a way for application users to contact you by email.	tutorial		
<input type="radio"/>	Login	displays login page.	tutorial		
<input type="radio"/>	Notifications	a page to accumulate Push Notifications (news).	tutorial		
<input type="radio"/>	PN Topics	a page to edit topics (categories) for Push Notifications (news).	tutorial		-
<input type="radio"/>	Purchase	allows users to sell your products via Apple InApp Purchase system	tutorial		-
<input type="radio"/>	Rate & Review	displays Rate and Review of app.	-		
<input type="radio"/>	Search	displays search page.	tutorial		
<input type="radio"/>	Shopping Cart	displays shopping cart page.	tutorial		-
<input type="radio"/>	Signature Stamp	write down and save your signature	tutorial		
<input type="radio"/>	WebKit Details	a classic rounded corners details page.	tutorial		
<input type="radio"/>	Yes / No / Maybe	voting system for a cause or candidates with vote counting and search	-		-
<input checked="" type="radio"/>	PhoneGap	enables native features using web techniques	-		
<input type="radio"/>	Favorites	list of pages that users marked as their favorite	tutorial		-

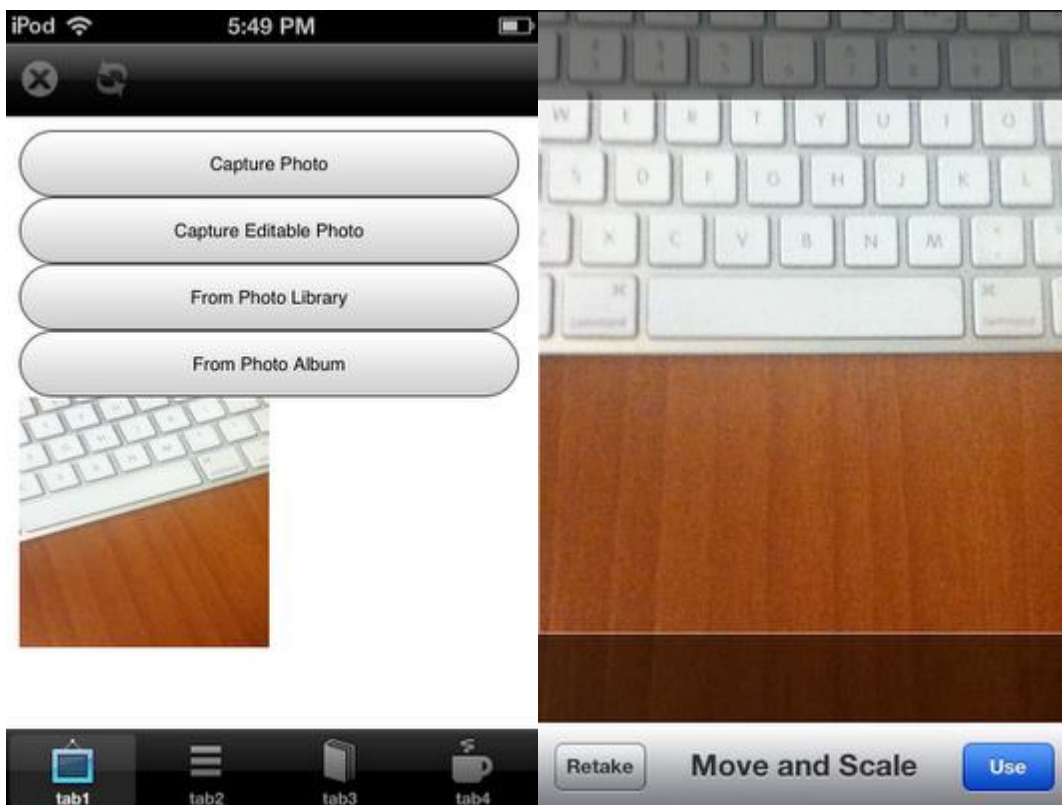
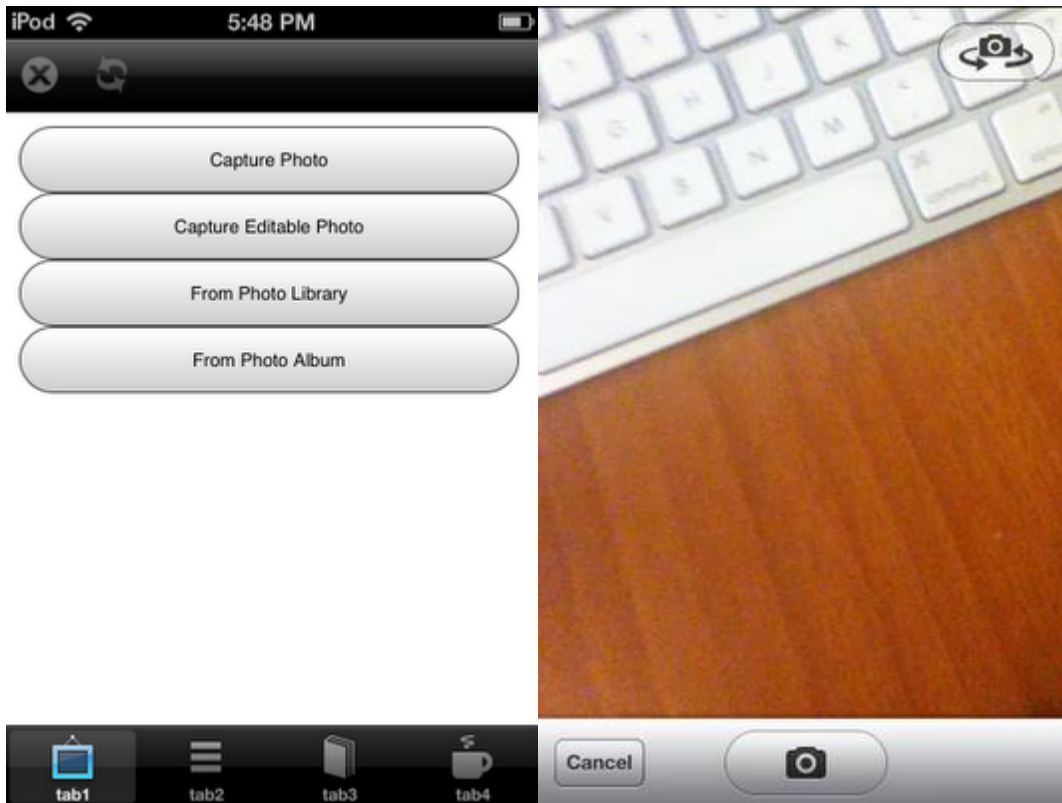
2. Paste your HTML/JS code in the PhoneGap page (HTML Edit Mode) and save changes:

HTML

```
56
57 // A button will call this function
58 //
59 function capturePhoto() {
60 // Take picture using device camera and retrieve image as base64-encoded string
61 navigator.camera.getPicture(onPhotoDataSuccess, onFail, { quality: 50,
62 //                                     destinationType: destinationType.DATA_URI
63 }
64 }
65 // A button will call this function
66 //
67 function capturePhotoEdit() {
68 // Take picture using device camera, allow edit, and retrieve image as base64-encoded string
69 navigator.camera.getPicture(onPhotoDataSuccess, onFail, { quality: 20, allowEdit: true,
70 //                                     destinationType: destinationType.DATA_URI
71 }
72 }
73 // A button will call this function
74 //
75 function getPhoto(source) {
76 // Retrieve image file location from specified source
77 navigator.camera.getPicture(onPhotoURISuccess, onFail, { quality: 50,
78 //                                     destinationType: destinationType.FILE_URI,
79 //                                     sourceType: source });
80 }
81
82 // Called if something bad happens.
83 //
84 function onFail(message) {
85 alert('Failed because: ' + message);
86 }
87
88 </script>
89
90
91 <button style="width:300px;height:40px" onclick="capturePhoto();">Capture Photo</button> <br>
92 <button style="width:300px;height:40px" onclick="capturePhotoEdit();">Capture Editable Photo</button>
93 <button style="width:300px;height:40px" onclick="getPhoto(pictureSource.PHOTOLIBRARY);">From Photo Lik
94 <button style="width:300px;height:40px" onclick="getPhoto(pictureSource.SAVEDPHOTOALBUM);">From Photo
95 <img style="display:none;width:150px;height:150px;" id="smallImage" src="">
96 <img style="display:none;" id="largeImage" src="">
97
98
99
100
101
102
103
104
```

Save Cancel

Result:



References:

[PhoneGap | Home](#)

[Apache Cordova API Documentation](#)

