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HTML5 Geolocation API

Some of the Geolocation interfaces, properties, and methods are given here.

Interfaces

`Geolocation`	The `Geolocation` is the main object in the API. It encapsulates all the methods and properties needed to obtain the devices and user's location information if permission is granted.
`PositionOptions`	The `getCurrentPosition` and `watchPosition` methods accept `PositionOptions` objects as their third argument.
`Position`	Same as `Coordinates`
`Coordinates`	This object represents the geographic location coordinates.
`PositionError`	The error information is the geographical information that cannot be obtained.

Methods of `Geolocation` Interface

`clearWatch`	This method when used will stop the script from listening for new updates from the geographical location.
`getCurrentPosition`	Get the current location as latitude and longitude coordinates.
`watchPosition`	When you implement this method, Geolocation will begin watching for updates from the client.

The `getCurrentPosition` Method

The `getCurrentPosition` method returns an object if it is successful. The latitude, longitude, and accuracy properties are always returned. The other properties below are returned if available.

Property	Value	Unit	Description
`coords.latitude`	double	degrees	The latitude as a decimal number
`coords.longitude`	double	degrees	The longitude as a decimal number

coords.accuracy	double	meters	The accuracy of position
coords.altitude	double or null	meters	The altitude in meters above the mean sea level
coords.altitudeAccuracy	double or null	meters	The altitude accuracy of position
coords.heading	double or null	degrees clockwise	The heading as degrees clockwise from North
coords.speed	double or null	meters/second	The speed in meters per second
timestamp	DOMTimeStamp	like the Date object	The date/time of the response

Demonstration

The following demonstration shows how the HTML5 script is displayed on the Web.

Display the HTML Reset

```
<html>
 <head><title>HTML Working Area</title></head>
 <body>

  <center>
   <canvas id="myCanvas" width="200" height="100"
style="border:2px solid #3366CC;">
    Your browser does not support the HTML5 canvas tag.
   </canvas>
  </center>

  <script>
   var c   = document.getElementById( "myCanvas" );
   var ctx = c.getContext( "2d" );
   ctx.beginPath( );
   ctx.arc( 95, 50, 40, 0, 2*Math.PI );
   ctx.stroke( );
  </script>
```

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