

Lecture 9\index.html

```
1  <!DOCTYPE html>
2  <html lang="en">
3  <head>
4      <meta charset="UTF-8">
5      <meta name="viewport" content="width=device-width, initial-scale=1.0">
6      <title>Lecture 9</title>
7  </head>
8  <body>
9      <!-- This is Canvas Tag -->
10     <canvas id="mycanvas" height="100" width="50">
11         Your Browser Does not support the canvas tag.
12     </canvas>
13     <script>
14         let canvas = document.getElementById("mycanvas");
15         let ctx = canvas.getContext("2d");
16         ctx.fillStyle = "red";
17         ctx.fillRect(0,0,80,80);
18     </script>
19
20
21     <!-- Below Code is for Geolocation api -->
22     <h1>HTML Geolocation</h1>
23     <p>Click the button to get your coordinates.</p>
24     <button onclick="getLocation()">Try It</button>
25     <p id="demo"></p>
26     <script>
27         const x = document.getElementById("demo");
28         function getLocation() {
29             if (navigator.geolocation) {
30                 navigator.geolocation.getCurrentPosition(showPosition);
31             } else {
32                 x.innerHTML = "Geolocation is not supported by this browser.";
33             }
34         }
35         function showPosition(position) {
36             x.innerHTML = "Latitude: " + position.coords.latitude +
37                 "<br>Longitude: " + position.coords.longitude;
38         }
39     </script>
40
41 </body>
42 </html>
```