

LATITUDE

40.9637587

LONGITUDE

27.4086488

GET WEATHER

Tekirdağ, TR



Rain 3°

Detail

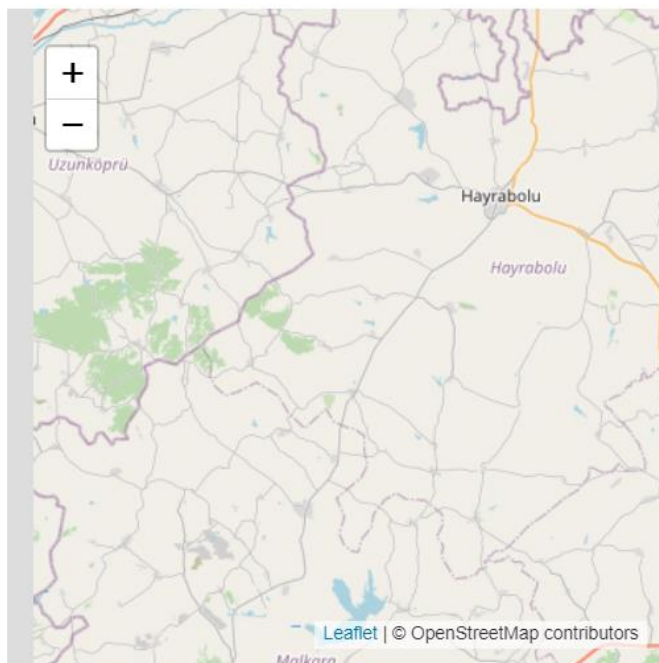
Rain 3°
Tekirdağ, TR
[40.96, 27.41]
LAT 40.9638
LONG 27.4086
Wind 17.68 kpha
Wind Direction 336 °degree
Pressure 1025 hpa
Humidity 96%

Sun

Rise 08:29
Noon 13:06
Set 17:43

Run

Zoom = 10



boyutları: Düyanni

11

x

11

100%

Kısıtlama yok

LONG 27.4086

Wind 17.68 kpha

Wind Direction 336 °degree

Pressure 1025 hpa

Humidity 96%

Run

Zoom = 10

Uygeler

Konu

Kaynaklar

Alg

top

Filtre

Varsayılan seviyeler

2 gizli

1 Sorun: 1

init at ▶{Lat: 42, Lng: 35.5}

index.html:130

adres ▶{Lat: 42, Lng: 35.5}

index.html:138

40.9637587 27.4086488

index.html:205

40.9637587 27.4086488

index.html:213

▶GeolocationPosition {coords: GeolocationCoordinates, timestamp: 1639642598355}

Rain 3° Tekirdağ, TR

index.html:231

▶{type: 1, id: 6989, country: 'TR', sunrise: 1639632529, sunset: 1639665797}

index.html:231

>

127.0.0.1:5500/classwork/cw12/index.html

WhatsAppGoogle AdMob#karşılama-ve-kural...HIG WebsiteRelaX - relational al...FSMVÜ | Öğrenme...Full Stack Develop...BTCUSD 37529.81...Bitcoin Borsası | Kri...Okuma listesi

Boyutlar: Duyarlı491x612100%Kısıtlama yok


ÖğelerKonsolKaynaklarAğ

topFiltreVarsayılan seviyeler

Sorun Yok

Lat/Lon38.32, 27.17

Sarıç, TR

Clouds 10°

Detail

Clouds 10° Wind 15 km/h S Pressure 794 mm Humidity %78

Sun

Rise 08:17 Noon 13:04 Set 17:51 Zone 3

SAMPLE

```
function draw() { //on ca
var canvas = document
const cx = canvas.get

cx.beginPath(); cx.li
cx.fillStyle = "blue"
cx.strokeStyle = "hl;
```

getCurrentPositionindex.html:110

38.3206721 27.1676501index.html:117

Clouds 10° Sarıç, TR Wind 170° Sindex.html:146

Lat/Lon

Sarıç, TR



Clouds 10°

Detail

Clouds 10° Wind 15 km/h S Pressure 764 mm Humidity %76

Sun

Rise 08:17 Noon 13:04 Set 17:51 Zone 3

SAMPLE

```
function draw() { //on ca
  var canvas = document
  const cx = canvas.get
```

```
  cx.beginPath(); cx.li
  cx.fillStyle = "blue"
  cx.strokeStyle = "bla
  cx.rect(0, 10, 350, 8
```

```
  cx.fill(); cx.stroke(
  cx.fillStyle = "white
  cx.fillText(text1,10,
```

```
  var canvas2 = documer
  const cr = canvas2.ge
```

```
  cr.beginPath(); cx.li
  cr.fillStyle = "blue"
  cr.strokeStyle = "bla
  cr.rect(0, 10, 350, 8
  cr.fill(); cr.stroke(
  cr.fillStyle = "white
  cr.fillText(text2,10,
```

```
}
```

