Traffic management using IOT

Create a WebApp For Traffic Management Using IOT

CODING:

getCurrentPosition() method:

The getCurrentPosition(successCallback, errorCallback, options) method steps are:

If the current settings object's relevant global object's associated Document is not fully active:

- 1) Call back with error errorCallback and POSITION_UNAVAILABLE.
- 2) Terminate this algorithm.
- 3) In parallel, request a position passing successCallback, errorCallback, and options.

// A one-shot position request:

```
navigator.geolocation.getCurrentPosition(position => {
  const { latitude, longitude } = position.coords;

// Show a map centered at latitude / longitude.
});
```

watchPosition() method:

The watchPosition(successCallback, errorCallback, options) method steps are:

If the current settings object's relevant global object's associated Document is not fully active:

- 1. Call back with error passing errorCallback and POSITION_UNAVAILABLE.
- 2. Return 0.
- 3. Let watchId be an implementation-defined unsigned long that is greater than zero.
- 4. Append watchId to this's [[watchIDs]].
- 5. In parallel, request a position passing successCallback, errorCallback, options, and watchId.
- 6. Return watchId.

Watching a position for repeated updates:

```
const watchId = navigator.geolocation.watchPosition(position => {
  const { latitude, longitude } = position.coords;

// Show a map centered at latitude / longitude.
});
```

clearWatch() method:

When clearWatch() is invoked, the user agent MUST:

1) Remove watchId from this's [[watchIDs]].

Using clearWatch():

```
const watchId = navigator.geolocation.watchPosition(
  position => console.log(position)
```

```
function buttonClickHandler() {

// Cancel the updates when the user clicks a button.

navigator.geolocation.clearWatch(watchId);
}

A HTML button that when pressed stops watching the position.

<br/>
button onclick="buttonClickHandler()">

Stop watching location

</button>
```

Handling errors:

```
// Request repeated updates.const watchId =
navigator.geolocation.watchPosition(
    scrollMap, handleError
);
function scrollMap(position) {
    const { latitude, longitude } = position.coords;
    // Scroll map to latitude / longitude.
}
function handleError(error) {
    // Display error based on the error code.
    const { code } = error;
    switch (code) {
        case GeolocationPositionError.TIMEOUT:
```

```
// Handle timeout.
break;
case GeolocationPositionError.PERMISSION_DENIED:
   // User denied the request.
break;
case GeolocationPositionError.POSITION_UNAVAILABLE:
   // Position not available.
break;
}
```

Getting cached position:

```
navigator.geolocation.getCurrentPosition(
    successCallback,
    console.error,
    { maximumAge: 600_000 }
);
function successCallback(position) {
    // By using the 'maximumAge' member above, the position
    // object is guaranteed to be at most 10 minutes old.
}
```

Timing out a position request:

```
// Request a position. We are only willing to wait 10// seconds for it. navigator.geolocation.getCurrentPosition(
```

```
successCallback,
 errorCallback,
{ timeout: 10 000 }
);
function successCallback(position) {
// Request finished in under 10 seconds...
function errorCallback(error) {
switch (error.code) {
case GeolocationPositionError.TIMEOUT:
// We didn't get it in a timely fashion.
doFallback();
// Acquire a new position object,
// as long as it takes.
navigator.geolocation.getCurrentPosition(
successCallback, errorCallback
);
break;
case "...": // treat the other error cases.
}
function doFallback() {}
Enabling the Geolocation API in an iframe:
<iframe
```

src="https://third-party.com"

```
allow="geolocation">
</iframe>
```

Permissions Policy over HTTP:

Permissions-Policy: geolocation=()

PositionOptions dictionary:

```
PositionOptions {
  boolean enableHighAccuracy = false;

[Clamp] unsigned long timeout =
  0xFFFFFFFF; [Clamp] unsigned long
  maximumAge = 0;
};
```