

Lab4 Building a working app prototype with opendata (or another API)

Build out a fully working weather app prototype. Here are some tips:

- use **developer.forecast.io** (using jsonp will be required)
- use **HTML5 geolocation** to grab the current location of your device
- when a user opens the app, at the very minimum show what the weather will be like tomorrow at your user's location
- if you feel comfortable extending your app with additional useful features, do so!
 - bonus feature: let a user pick any location
- the forecast.io API (like most API's) will have a daily usage limit of 1000 calls. To work your way around this, make sure you **cache results** for one hour using **html5 localStorage**
- **use jQuery to make your ajax calls**, we suggest using the \$.ajax() method as this gives you a lot of flexibility
- **use the principles of prototypical inheritance** as much as possible to give your application a clean structure
- to give you some inspiration when it comes to structuring your code, what about the following object and methods (feel free to use your own convention, as long as you try to use the principles you know about prototypical inheritance)
 - `var weather = new Weather(x,y); //coordinates for your location`
 - `Weather.show("tomorrow");`
 - `Weather.show("today");`
 - `Weather.show("week");`
 - `Weather.updateLocation(x,y)`

Good luck and may the API's be with you!