

Web Development Internship

Day-6 Assignment

SE-IT-B-06

Abhishek Pandita

Q1.

Ans.

```
<!DOCTYPE html>
```

```
<html>
```

```
<body>
```

```
<canvas id="myCanvas" width="200" height="100"
style="border:1px solid #d3d3d3;">
```

Your browser does not support the canvas element.

```
</canvas>
```

```
<script>
```

```
var canvas = document.getElementById("myCanvas");
```

```
var ctx = canvas.getContext("2d");
```

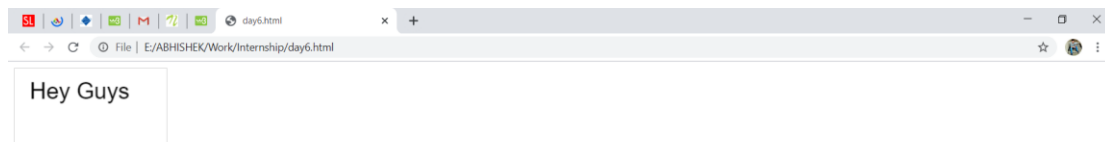
```
ctx.font = "30px Arial";
```

```
ctx.fillText("Hey Guys",20,40);
```

```
</script>
```

```
</body>
```

</html>



<!DOCTYPE html>

<html>

<body>

<canvas id="myCanvas" width="200" height="100"
style="border: 1px solid #d3d3d3;">

Your browser does not support the canvas element.

</canvas>

<script>

var canvas = document.getElementById("myCanvas");

var ctx = canvas.getContext("2d");

ctx.beginPath();

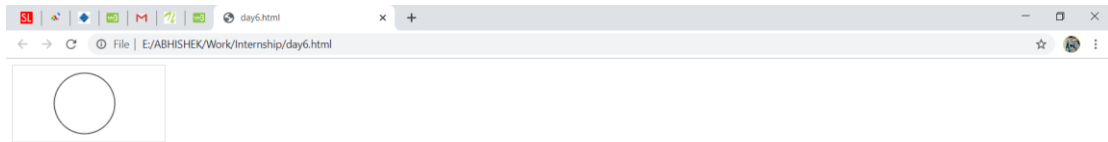
ctx.arc(95,50,40,0,2*Math.PI);

ctx.stroke();

</script>

</body>

</html>



Q2.

Ans.

<!DOCTYPE html>

<html>

<body>

<canvas id="myCanvas" width="200" height="100"
style="border:1px solid #d3d3d3;">

Your browser does not support the HTML5 canvas tag.</canvas>

<script>

var c = document.getElementById("myCanvas");

var ctx = c.getContext("2d");

```
var grd = ctx.createLinearGradient(0,0,200,0);
```

```
grd.addColorStop(0,"blue");
```

```
grd.addColorStop(1,"white");
```

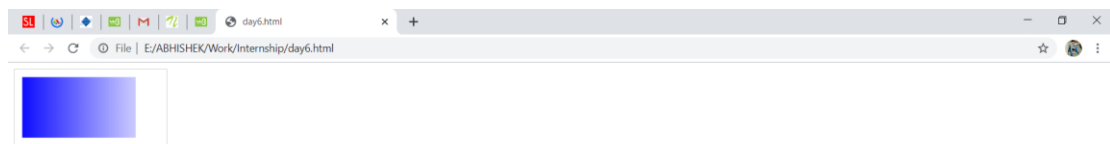
```
ctx.fillStyle = grd;
```

```
ctx.fillRect(10,10,150,80);
```

```
</script>
```

```
</body>
```

```
</html>
```



Q3.

Ans.

```
<!DOCTYPE html>
```

```
<html>
```

```
<body>
```

```
<canvas id="myCanvas" width="200" height="100"  
style="border:1px solid #d3d3d3;">
```

Your browser does not support the canvas element.

```
</canvas>
```

```
<script>
```

```
var canvas = document.getElementById("myCanvas");
```

```
var ctx = canvas.getContext("2d");
```

```
ctx.moveTo(0,50);
```

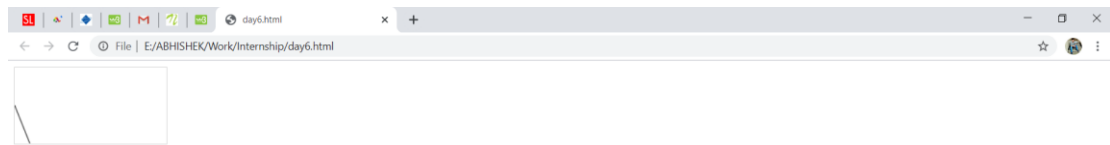
```
ctx.lineTo(100,300);
```

```
ctx.stroke();
```

```
</script>
```

```
</body>
```

```
</html>
```



Q4.

Ans.

```
<!DOCTYPE html>
```

```
<html>
```

```
<body>
```

```
<svg height="100" width="100">
```

```
  <circle cx="50" cy="50" r="40" stroke="black" stroke-width="3"
  fill="red" />
```

Sorry, your browser does not support inline SVG.

```
</svg>
```

```
</body>
```

```
</html>
```

```
<!DOCTYPE html>
```

```
<html>
```

```
<body>
```

```
<svg width="400" height="110">
```

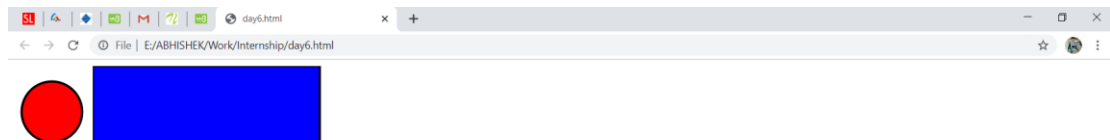
```
  <rect width="300" height="100"  
  style="fill:rgb(0,0,255);stroke-width:3;stroke:rgb(0,0,0)" />
```

Sorry, your browser does not support inline SVG.

```
</svg>
```

```
</body>
```

```
</html>
```



Q5.

Ans.

The HTML Geolocation API is used to get the geographical position of a user.

Geolocation is most accurate for devices with GPS, like smartphone.

The example below returns the latitude and longitude of the user's position:

- Check if Geolocation is supported
- If supported, run the `getCurrentPosition()` method. If not, display a message to the user
- If the `getCurrentPosition()` method is successful, it returns a coordinates object to the function specified in the parameter (`showPosition`)
- The `showPosition()` function outputs the Latitude and Longitude

The second parameter of the `getCurrentPosition()` method is used to handle errors. It specifies a function to run if it fails to get the user's location:

```
<!DOCTYPE html>
```

```
<html>
```

```
<body>
```

```
<p>Click to get your coordinates.</p>
```

```
<button onclick="getLocation()">Get Your Location</button>
```

```
<script>
```

```
var x = document.getElementById("demo");
```

```
function getLocation() {
```

```
    if (navigator.geolocation) {
```

```
        navigator.geolocation.getCurrentPosition(showPosition, showError);
```

```
    } else {
```



```
        x.innerHTML = "Geolocation is not supported by this browser.";
    }
}
```

```
function showPosition(position) {
    x.innerHTML = "Latitude: " + position.coords.latitude +
    "<br>Longitude: " + position.coords.longitude;
}
```

```
function showError(error) {
    switch(error.code) {
        case error.PERMISSION_DENIED:
            x.innerHTML = "User denied the request for Geolocation."
            break;
        case error.POSITION_UNAVAILABLE:
            x.innerHTML = "Location information is unavailable."
            break;
        case error.TIMEOUT:
            x.innerHTML = "The request to get user location timed out."
            break;
        case error.UNKNOWN_ERROR:
            x.innerHTML = "An unknown error occurred."
            break;
    }
}
</script>
```

</body>

</html>

