<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<title>Example of HTML5 Geolocation</title>

<script type="text/javascript">

function showPosition(){

if(navigator.geolocation){

navigator.geolocation.getCurrentPosition(function(position){

var positionInfo = "Your current position is (" + "Latitude: " + position.coords.latitude + ", " + "Longitude: " + position.coords.longitude + ")";

document.getElementById("result").innerHTML = positionInfo;

});

} else{

alert("Sorry, your browser does not support HTML5 geolocation.");

}

}

</script>

</head>

<body>

<div id="result">

<!--Position information will be inserted here-->

</div>

<button type="button" onclick="showPosition();">Show Position</button>

</body>

</html>

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<title>Example of Handling Geolocation Errors and Rejections</title>

<script type="text/javascript">

// Set up global variable

var result;

function showPosition(){

// Store the element where the page displays the result

result = document.getElementById("result");

// If geolocation is available, try to get the visitor's position

if(navigator.geolocation){

navigator.geolocation.getCurrentPosition(successCallback, errorCallback);

result.innerHTML = "Getting the position information...";

} else{

alert("Sorry, your browser does not support HTML5 geolocation.");

}

};

// Define callback function for successful attempt

function successCallback(position){

result.innerHTML = "Your current position is (" + "Latitude: " + position.coords.latitude + ", " + "Longitude: " + position.coords.longitude + ")";

}

// Define callback function for failed attempt

function errorCallback(error){

if(error.code == 1){

result.innerHTML = "You've decided not to share your position, but it's OK. We won't ask you again.";

} else if(error.code == 2){

result.innerHTML = "The network is down or the positioning service can't be reached.";

} else if(error.code == 3){

result.innerHTML = "The attempt timed out before it could get the location data.";

} else{

result.innerHTML = "Geolocation failed due to unknown error.";

}

}

</script>

</head>

<body>

<div id="result">

<!--Position information will be inserted here-->

</div>

<button type="button" onclick="showPosition();">Show Position</button>

</body>

</html>

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<title>Example of Showing Geolocation on Google Map</title>

<script type="text/javascript">

function showPosition(){

navigator.geolocation.getCurrentPosition(showMap);

}

function showMap(position){

// Get location data

var latlong = position.coords.latitude + "," + position.coords.longitude;

// Set Google map source url

var mapLink = "https://maps.googleapis.com/maps/api/staticmap?center="+latlong+"&zoom=16&size=400x300&output=embed";

// Create and insert Google map

document.getElementById("embedMap").innerHTML = "<img alt='Map Holder' src='"+ mapLink +"'>";

}

</script>

</head>

<body>

<button type="button" onclick="showPosition();">Show My Position on Google Map</button>

<div id="embedMap">

<!--Google map will be embedded here-->

</div>

</body>

</html>

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<title>Example of Showing Location on Google Map</title>

<script src="https://maps.google.com/maps/api/js?sensor=false"></script>

<script type="text/javascript">

function showPosition(){

if(navigator.geolocation){

navigator.geolocation.getCurrentPosition(showMap, showError);

} else{

alert("Sorry, your browser does not support HTML5 geolocation.");

}

}

// Define callback function for successful attempt

function showMap(position){

// Get location data

lat = position.coords.latitude;

long = position.coords.longitude;

var latlong = new google.maps.LatLng(lat, long);

var myOptions = {

center: latlong,

zoom: 16,

mapTypeControl: true,

navigationControlOptions: {style:google.maps.NavigationControlStyle.SMALL}

}

var map = new google.maps.Map(document.getElementById("embedMap"), myOptions);

var marker = new google.maps.Marker({position:latlong, map:map, title:"You are here!"});

}

// Define callback function for failed attempt

function showError(error){

if(error.code == 1){

result.innerHTML = "You've decided not to share your position, but it's OK. We won't ask you again.";

} else if(error.code == 2){

result.innerHTML = "The network is down or the positioning service can't be reached.";

} else if(error.code == 3){

result.innerHTML = "The attempt timed out before it could get the location data.";

} else{

result.innerHTML = "Geolocation failed due to unknown error.";

}

}

</script>

</head>

<body>

<button type="button" onclick="showPosition();">Show My Position on Google Map</button>

<div id="embedMap" style="width: 400px; height: 300px;">

<!--Google map will be embedded here-->

</div>

</body>

</html>

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<title>Example of Getting Current Position</title>

<script type="text/javascript">

// Set global variable

var watchID;

function showPosition(){

if(navigator.geolocation){

watchID = navigator.geolocation.watchPosition(successCallback);

} else{

alert("Sorry, your browser does not support HTML5 geolocation.");

}

}

function successCallback(position){

toggleWatchBtn.innerHTML = "Stop Watching";

// Check position has been changed or not before doing anything

if(prevLat != position.coords.latitude || prevLong != position.coords.longitude){

// Set previous location

var prevLat = position.coords.latitude;

var prevLong = position.coords.longitude;

// Get current position

var positionInfo = "Your current position is (" + "Latitude: " + position.coords.latitude + ", " + "Longitude: " + position.coords.longitude + ")";

document.getElementById("result").innerHTML = positionInfo;

}

}

function startWatch(){

var result = document.getElementById("result");

var toggleWatchBtn = document.getElementById("toggleWatchBtn");

toggleWatchBtn.onclick = function(){

if(watchID){

toggleWatchBtn.innerHTML = "Start Watching";

navigator.geolocation.clearWatch(watchID);

watchID = false;

}

else{

toggleWatchBtn.innerHTML = "Aquiring Geo Location...";

showPosition();

}

}

}

// Initialise the whole system (above)

window.onload = startWatch;

</script>

</head>

<body>

<button type="button" id="toggleWatchBtn">Start Watching</button>

<div id="result">

<!--Position information will be inserted here-->

</div>

</body>

</html>