

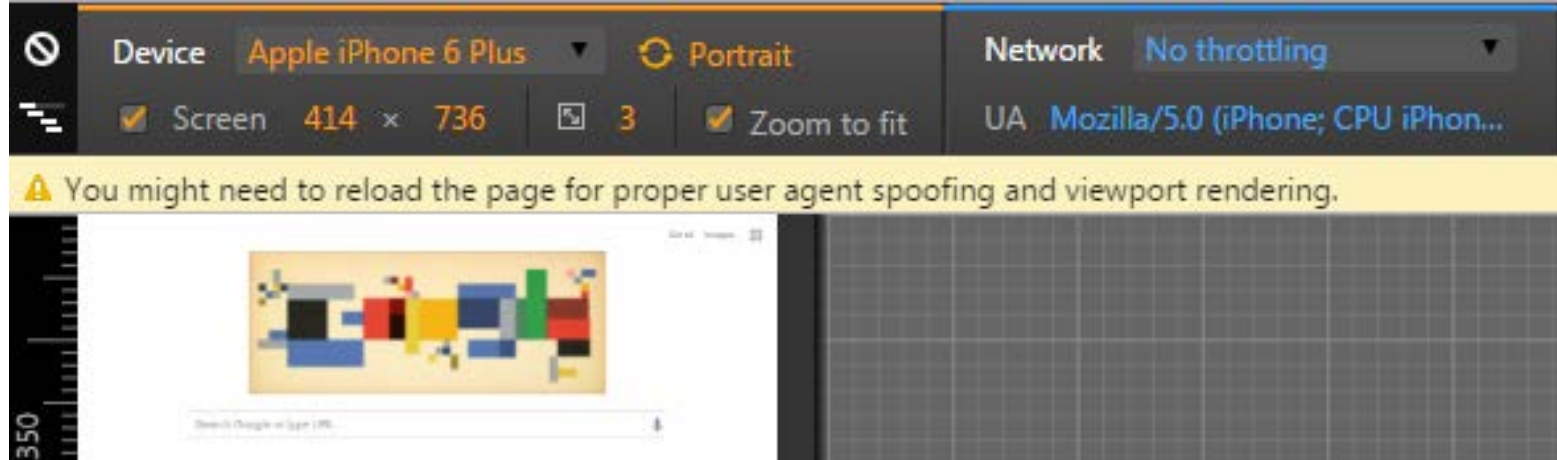
# **Front-end Development for Web & Mobile Workshop 16 Geo-location & Camera API**

# Introduction

- Mobile development is complicated by the fact that your development machine is unlikely to have the same hardware as the target device. For example, very few PCs would have an accelerometer or touch screen. We can get around these by using some common sense and some excellent tools.
- Read the following page for some good ideas here:
- <https://developers.google.com/web/tools/chrome-devtools/iterate/device-mode/device-input-and-sensors>

## Introduction

- Open Chrome and examine the Developer Tools.
- Can you see which of these will be most useful for mobile development?
- Look for the tools mentioned in the article and examine how they work.



### Exercise 1: Retrieve Current Location Part 1

- You main task for this workshop is to combine the same code given in Unit 16 for geo-location and the camera API to achieve the following.
  - Retrieve the users current location and store it in a variable, using the appropriate data type.

### Exercise 2: Retrieve Current Location Part 2

- Refactor your code so that the location is polled once per minute.
- Save the updated data... do not overwrite the earlier location, you should keep a history of them in an array.

### Exercise 3: Take a Picture When Location Changes

- If the location changes, prompt the user to take a picture.
- If you are developing on a desktop, you may wish to overwrite the current location for testing purposes. The dev tools, or your own function would be appropriate here.