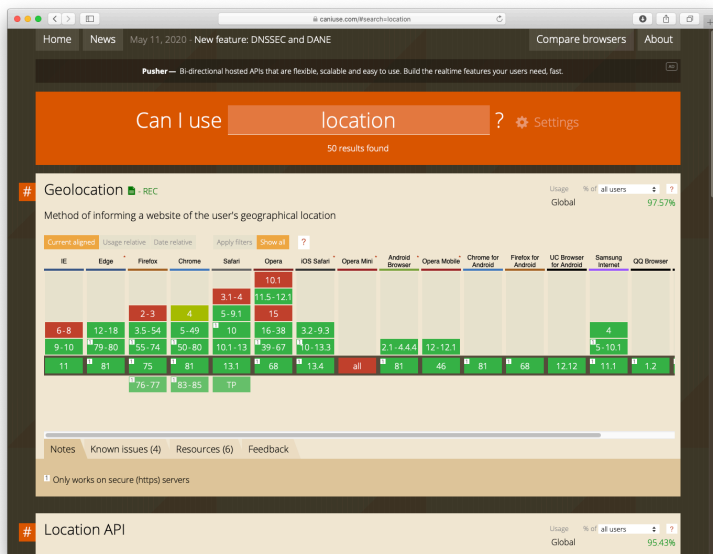


# Sensors

*Get informed about user's  
context: GPS, Proximity, ...*

John Feiner

# What's Available?



## Web APIs

Web technology for developers > Web APIs

English ▼

When writing code for the Web, there are a large number of Web APIs available. Below is a list of all the APIs and interfaces (object types) that you may be able to use while developing your Web app or site.

Web APIs are typically used with JavaScript, although this doesn't always have to be the case.

### Specifications

This is a list of all the APIs that are available.

**A**

- Ambient Light Events

**B**

- Background Tasks
- Battery API
- Beacon
- Bluetooth API
- Broadcast Channel API

**C**

- CSS Counter Styles
- CSS Font Loading API
- CSSOM
- Canvas API
- Channel Messaging API
- Console API
- Credential Management API

**D**

- DOM

**E**

- Encoding API
- Encrypted Media Extensions

**F**

- Fetch API
- File System API
- Frame Timing API
- Fullscreen API

**G**

- Gamepad API
- Geolocation API

**H**

- HTML Drag and Drop API
- High Resolution Time
- History API

**I**

- Image Capture API
- IndexedDB
- Intersection Observer API

**L**

- Long Tasks API

**M**

- Media Capabilities API
- Media Capture and Streams

**Media Session API**

- Media Source Extensions
- MediaStream Recording

**N**

- Navigation Timing
- Network Information API

**P**

- Page Visibility API
- Payment Request API
- Performance API
- Performance Timeline API
- Permissions API
- Pointer Events
- Pointer Lock API
- Proximity Events
- Push API

**R**

- Resize Observer API
- Resource Timing API

**S**

- Server Sent Events
- Service Workers API
- Storage

**Storage Access API**

- Streams

**T**

- Touch Events

**U**

- URL API

**V**

- Vibration API

**W**

- Web Animations
- Web Audio API
- Web Authentication API
- Web Crypto API
- Web Notifications
- Web Storage API
- Web Workers API
- WebGL
- WebRTC
- WebVR API
- WebVTT
- WebXR Device API
- Websockets API

# Using Sensors

## Location

```
navigator.geolocation.getCurrentPosition(  
    successCallback, errorCallback);
```

<https://www.w3.org/TR/geolocation-API/>

## Ambient Light

```
const sensor = new AmbientLightSensor();  
sensor.onreading = () =>  
    console.log(sensor.illuminance);
```

<https://www.w3.org/TR/ambient-light/>

## Proximity

```
let sensor = new ProximitySensor();  
sensor.start();  
sensor.onreading = () =>  
    console.log(sensor.distance);
```

<https://www.w3.org/TR/proximity/>


# Actuators


*Provide Haptic Feedback  
with Vibrations*

John Feiner

Web APIs are typically used with JavaScript, although this doesn't always have to be the case.

## Specifications

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- Service Workers API
- Storage

Streams 

## Tough Events

U  
URL API

Vibration API

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- Websockets API



<https://developer.mozilla.org/en-US/docs/Web/API>

# Actuators

## Vibration (Single/Patterns)

### Related Topics

#### Vibration API

##### ▼ Methods

`Navigator.vibrate()`

```
window.navigator.vibrate(200);
```

```
window.navigator.vibrate([200, 100, 200]);
```

[https://developer.mozilla.org/en-US/docs/Web/API/Vibration\\_API](https://developer.mozilla.org/en-US/docs/Web/API/Vibration_API)

<https://www.w3.org/TR/vibration/>