

LOCATION

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GOOGLE PLAY SERVICES

» Preferred over Android API's for accessing location data

» Install via SDK Manager and Add to build.gradle

```
compile 'com.google.android.gms:play-services:5.0.77'
```

PERMISSION

» Manifest XML must define google play services version and permission

```
<manifest .....  
  
    <uses-permission android:name="android.permission.ACCESS_COARSE_LOCATION"/>  
  
    <application .....>  
        <meta-data android:name="com.google.android.gms.version"          android:value="@integer/google_play_services_version" />  
    </application>  
  
</manifest>
```

CHECK FOR GOOGLE PLAY SERVICES

```
int resultCode = GooglePlayServicesUtil.isGooglePlayServicesAvailable(this);
```

CONFIGURE CALLBACKS

Configure the callbacks for the `on` and `once` methods.

The `on` method is used to register a callback function that will be called every time the event is emitted.

The `once` method is used to register a callback function that will be called only once when the event is emitted.

Both methods take two arguments: the event name and the callback function.

For example, to register a callback function for the `data` event, you can use the `on` method:

```
const EventEmitter = require('events');  
const emitter = new EventEmitter();  
emitter.on('data', (data) => {  
  console.log(data);  
});
```

Similarly, to register a callback function for the `data` event that will be called only once, you can use the `once` method:

```
const EventEmitter = require('events');  
const emitter = new EventEmitter();  
emitter.once('data', (data) => {  
  console.log(data);  
});
```

GOOGLEAPICLIENT.CONNECTIONCALLBACKS

Called back when client is connected or disconnected from Google Play Service

onConnected(Bundle bundle)

onDisconnected()

```
LocationServices.FusedLocationApi.requestLocationUpdates(mGoogleApiClient, mRequest, this);
```

GOOGLEAPIClient.ONCONNECTIONFAILEDListener

Called when there was an error connecting to the Google Play Services

```
onConnectionFailed(ConnectionResult result)
```

LOCATIONLISTENER

Used for receiving notifications from the `LocationManager` when the location has changed.

```
onLocationChanged(Location location)
```

triggered by:

```
requestLocationUpdates(String, long, float,  
LocationListener)
```


LOCATION CLIENT

It's been Deprecated!! Woohoo!!!

Use `GoogleApiClient` instead

GOOGLEAPICLIENT

Essentially replace this code:

```
mLocationClient = new LocationClient(this, this,  
this);
```

With This Code

```
mGoogleApiClient = new GoogleApiClient.Builder(this)  
    .addApi(LocationServices.API)  
    .addConnectionCallbacks(this)  
    .addOnConnectionFailedListener(this)  
    .build();
```