

Instalar apache:

Para instalar apache

```
sudo apt update  
sudo apt install apache2
```

Si ejecutamos el siguiente comando se abrirá en chromium el index.html que se ha creado al instalar apache -> indicativo de que se ha instalado correctamente

```
chromium localhost
```

copiamos a /var/www/html/ los archivos de la página (nos colocamos con cd en la carpeta donde tenemos el proyecto):

```
sudo cp * -r /var/www/html/
```

```
leire@dell:~/Escritorio/git repositorios/DAWE/12_lab/Plantilla para Ejercicio Service Workers$ sudo cp * -r /var/www/html/  
[sudo] contraseña para leire:
```

comprobamos que se han copiado los archivos

```
ls /var/www/html/
```

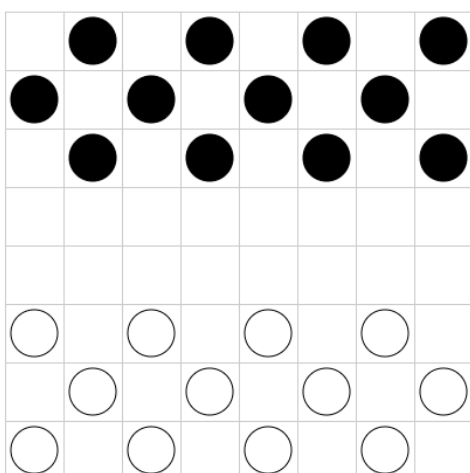
```
leire@dell:/var/www/html$ ls /var/www/html/  
juego.html  juego.js  offline-page.html  README.md  service-worker.js
```

```
chromium localhost/juego.html
```



Damas inglesas

Movimientos: 0



Uso de Service Workers

En chromium en herramientas para desarrolladores:
Marcar update on reload y actualizar la página

The screenshot shows the Chrome DevTools interface with the 'Application' tab selected. On the left, the 'Service Workers' section is expanded, showing a list of service workers for the current page. The 'offline-cache3 - http://localhost/' worker is selected. On the right, the 'Service Workers' configuration panel is visible, showing the 'Update on reload' checkbox checked. Below this, the 'Push' and 'Sync' sections are visible, with the 'Push' section showing a 'Test push message from DevTools' button. The 'Sync' section shows a 'test-tag-from-devtools' tag and a 'Periodic Sync' button. The 'Update Cycle' section shows a timeline with three events: #17 Install, #17 Wait, and #17 Activate.

Esto va a descargar en la caché la página offline y el js para que el juego funcione offline

The screenshot shows the Chrome DevTools interface with the 'Application' tab selected. On the left, the 'Cache Storage' section is expanded, showing a list of cache entries for the current page. The 'offline-cache3 - http://localhost/' cache is selected. On the right, the 'Cache Storage' panel is visible, showing a table of cache entries. The table has columns: #, Name, Response-Type, Content-Type, Content-Length, Time Cached, and Vary Header. The entries are:

#	Name	Response-Type	Content-Type	Content-Length	Time Cached	Vary Header
0	/juego.js	application/javascript	basic	1,857	3/5/2023, 17:24...	Accept-Encoding
1	/offline-page.html	text/html	basic	296	3/5/2023, 17:24...	Accept-Encoding

Below the table, there is a message: 'Select a cache entry above to preview'. At the bottom of the panel, it says 'Total entries: 2'.

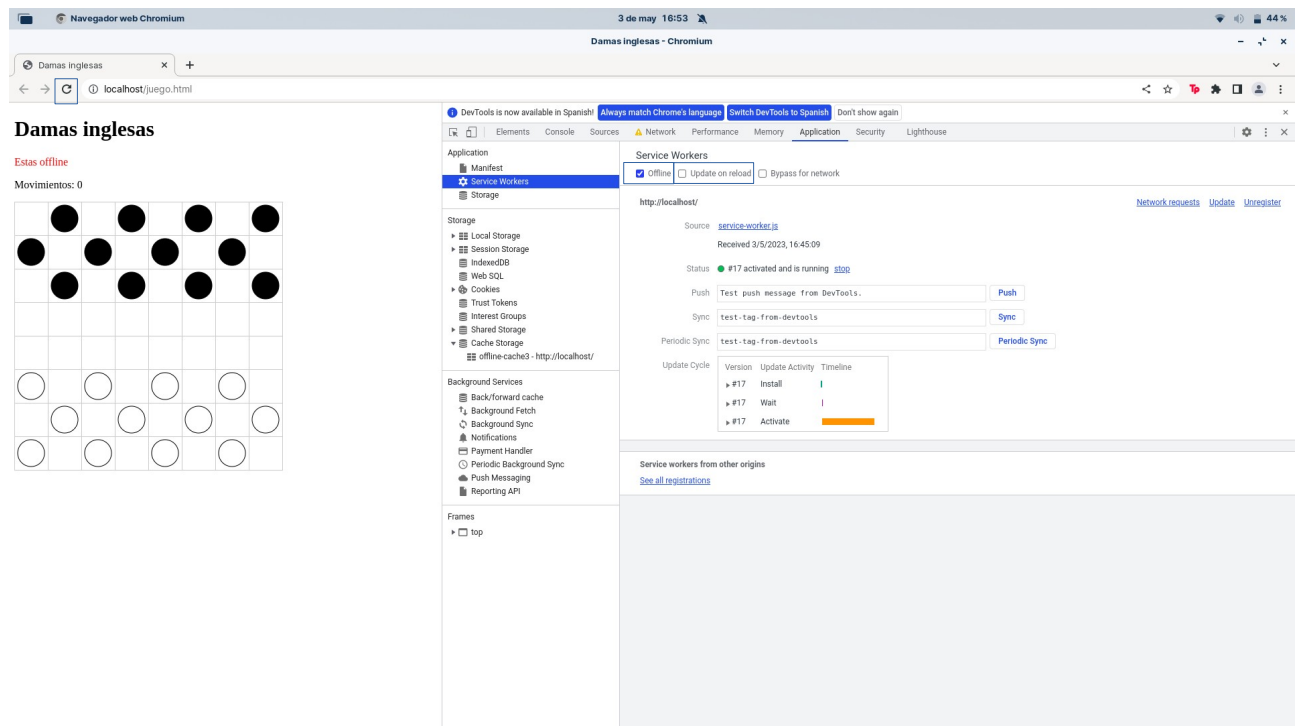
Si marco la casilla offline y desmarco la casilla update on reload y recargo la página, se carga la página cargada en la caché

Navegador web Chromium 3 de may 16:53 Damas inglesas - Chromium

Damas inglesas

Estas offline

Movimientos: 0



The screenshot displays a web browser window with the title "Damas inglesas - Chromium". The address bar shows "localhost/juego.html". The page content includes the heading "Damas inglesas", a status "Estas offline", and a counter "Movimientos: 0". Below this is a 10x10 grid representing a checkers board. The top five rows contain black pieces, and the bottom five rows contain white pieces. To the right of the browser window, the Chrome DevTools interface is open, specifically the "Service Workers" panel. The left sidebar shows the "Application" tab with "Service Workers" selected. The main panel shows the details for a service worker registered at "http://localhost/". It indicates the source as "service-worker.js", received on "3/5/2023, 16:45:09", and is currently "activated and is running". There are buttons for "Push", "Sync", "Periodic Sync", and "Update Cycle". The "Update Cycle" section shows a timeline with three events: "#17 Install", "#17 Wait", and "#17 Activate". At the bottom, there is a link to "Service workers from other origins" and a button to "See all registrations".