Web Apps Development

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Part II - Advanced Features
Geolocation API & Local Storage

Homework Feedback

- Navigating through objects (multiple MVCs)
- The controller is where the buttons used to control our objects are. You can also think of the controller as the senses of our body (it "listens"!)

Pacman - Issues Concerning Mobile Browsers

- Different handling of the device orientation event listener:
  - Chrome: event handler is activated only when the device moves.
  - Firefox: event handler is activated repeatedly independent of the movement of the device.

- Media on mobile browsers:
  - Firefox allows that media is activated without being dependent on event listeners.
  - Chrome doesn't allow handling of media via methods that are not triggered by event listeners.

- On Firefox mobile the AudioChannel's currentTime must be called after the play method.

Geolocation API

Geolocation - Basics

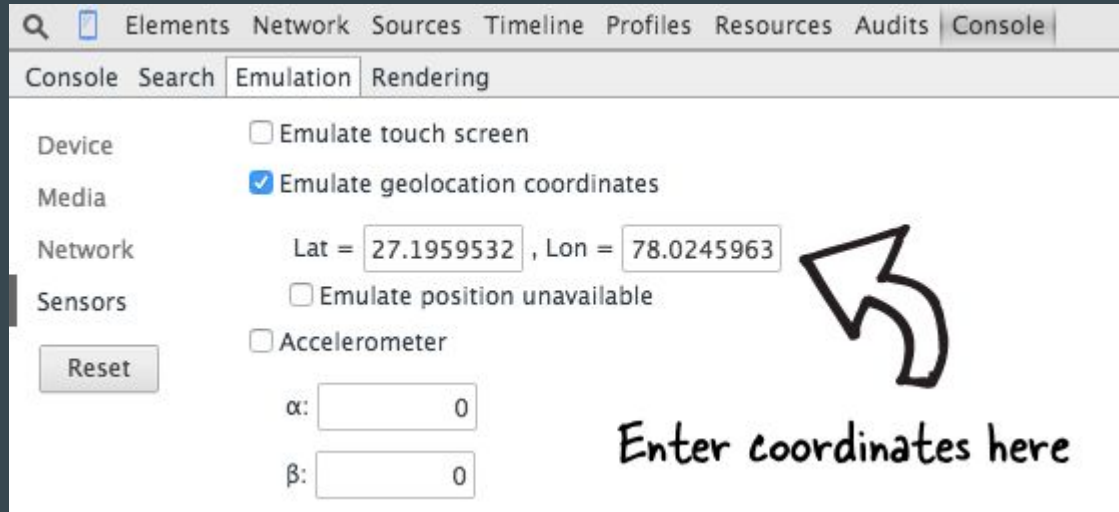The geolocation API is published through the `navigator.geolocation` object.

Geolocation - Main Methods

```
navigator.geolocation.getCurrentPosition(Callback, ErrorHandling, Options);  // exec. 1x

    navigator.geolocation.watchPosition(Callback, ErrorHandling, Options);  // exec. >1
```

Geolocation - Callback

```javascript
function locationHandler(pos) {
    pos.coords.latitude;
    pos.coords.longitude;
}
navigator.geolocation.getCurrentPosition(locationHandler);
```
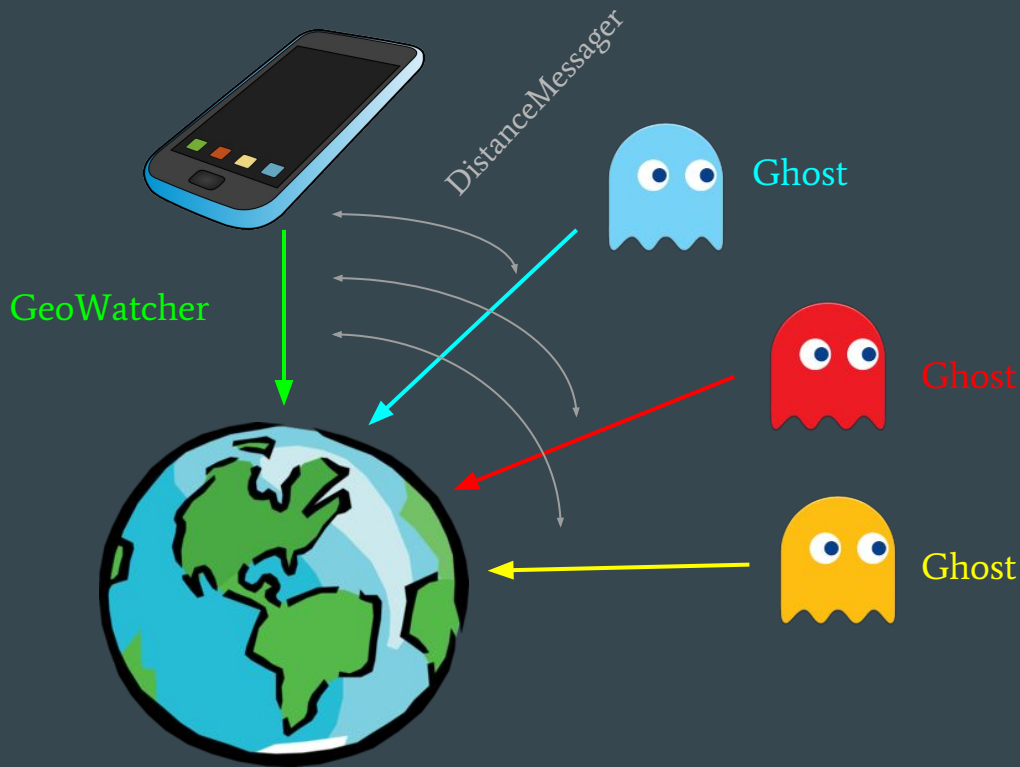
Simulating Geolocation - Google Chrome

*Google Chrome allow emulation of geolocation coordinates if the app is stored on a server, otherwise Chrome blocks it.

Exercise

Implementing geolocation in the GeoWatcher.

Pacman Geolocation Architecture

DistanceMessager

Ghost

GeoWatcher

Ghost

Ghost

Local Storage API

Loca Storage - Basics

The Local Storage API provides access to the session storage (sessionStorage) or local storage (localStorage) for a particular domain.

Local Storage - Main Methods

```
localStorage.key(number);  // return the name for the position
    localStorage.getItem(string);  // return the key value
localStorage.setItem(string, string);  // add key and value to the storage
    localStorage.removeItem(string);  // remove from the storage
    localStorage.clear();  // remove all items from the storage
```

Exercise

Implementing Local Storage in the Highscore.

Feedback on the Seminars