HTML5 Geolocation

By Anthony T Holdener

O'Reilly Media, Inc, USA. Paperback. Book Condition: new. BRAND NEW, HTML5 Geolocation, Anthony T Holdener, Truly revolutionary: now you can write geolocation applications directly in the browser, rather than develop native apps for particular devices. This concise book demonstrates the W3C Geolocation API in action, with code and examples to help you build HTML5 apps using the "write once, deploy everywhere" model. Along the way, you get a crash course in geolocation, browser support, and ways to integrate the API with common geo tools like Google Maps. * Learn how geo information is gathered from different sources, depending on the device * Discover how coordinate systems work, including geodetic systems and datums * Use the API to collect location information from a user's browser with JavaScript code * Place geo information on a map using the Google Maps or ArcGIS JavaScript APIs * Save geo data with databases, the Keyhole Markup Language, or the shapefile format * Be familiar with several practical uses for geo data, such as geomarketing, geosocial, geotagging, and geo-applications.

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Reviews

This book is definitely not simple to begin on studying but quite fun to see. I actually have read and that i am sure that i will gonna read through yet again once again in the foreseeable future. It is extremely difficult to leave it before concluding, once you begin to read the book.
-- Brennan Koelpin

Comprehensive guide! Its this type of very good read through. It is actually writter in simple words and phrases rather than difficult to understand. It is extremely difficult to leave it before concluding, once you begin to read the book.
-- Bernie Mante PhD