**Events**

Certain events also get fired, depending on what is going on with the AppCache at the moment.

Checking

This gets fired when browser is attempting to download the manifest for the first time, or is checking

if there is an updated version of the manifest file.

Noupdate

If there is no updated version of the manifest file on the server, then “noupdate” is fired.

Downloading

If the browser is downloading the cache for the first time, or if it is downloading an updated cache,

then this is fired.

Progress

This is fired for each and every file which is downloaded as part of the AppCache.

Cached

This is fired when all the resources have finished downloading, and application is cached.

Updateready

Once resources have finished re-downloading for an updated cached file, then updateready is called.

Once this happens, then we can use swapCache() to make the browser to use this newly updated

cache.

Obsolete

This is fired if the manifest file cannot be found (404 error or 410 error).

Error

This can be fired for a number of reasons.

If the manifest file cannot be found, then the application cache download process has to be aborted,

in

which case this event can be fired.

It can also be fired in case the manifest file is present, but any of the files mentioned in the manifest

file cannot be downloaded properly.

It can even be fired in case the manifest file changes while the update is being run (in which case the

browser will wait a while before trying again), or in any other case where there is a fatal error.

window.applicationCache.update(): This will trigger the application cache download process, which is

nearly the same as reloading the page. It simply checks if the manifest has changed, and if so downloads

a fresh version of all the content in the cache

window.applicationCache.swapCache(): This function tells the browser to start using the new cache data

if it is available