

FERRAMENTAS DE DESENVOLVIMENTO WEB

AULA PRÁTICA 6:

- Nesta aula prática, vamos desenvolver uma pequena aplicação que identifica a latitude e longitude do dispositivo
 - Uso de geolocalização
 - Pode ser usado para rastreamento

Para iniciar o projeto:

ng new (nome do projeto)

Na pasta (nome do projeto> >src> app

No arquivo: app.component.html [Digitar]

```
</span>
    Localização
  </h3>
</div>
<div class="ml-3">
  <h1> Latitude: {{ latitude }} <br>
Longitude: {{ longitude }} </h1>
  <div class="btn btn-success text-</pre>
secondary">
    <a class="text-white"</pre>
[href]="map_url"> Onde estou? (Google
Maps) </a>
  </div>
  <hr>>
  <button class="btn btn-success text-</pre>
white" data-toggle="collapse" data-
target="#rastro">Rastreamento</button>
  <div id="rastro" class="collapse">
  <h1> Latitude: {{ latitude2 }} <br>
Longitude: {{ longitude2 }} </h1>
  </div>
</div>
```

```
<!doctype html>
<html lang="en">
<head>
  <meta charset="utf-8">
  <title>Appgeo</title>
  <base href="/">
  <meta name="viewport"</pre>
content="width=device-width, initial-
scale=1">
  <link rel="icon" type="image/x-icon"</pre>
href="favicon.ico">
  <!-- ===== BOOTSTRAP ====== --
  <link rel="stylesheet"</pre>
href="https://cdn.jsdelivr.net/npm/bootstr
ap@4.5.3/dist/css/bootstrap.min.css"
integrity="sha384-
TX8t27EcRE3e/ihU7zmQxVncDAy5uIKz4rEkgIXeMe
d4M0jlfIDPvg6uqKI2xXr2"
crossorigin="anonymous">
  <script
src="https://code.jquery.com/jquery-
3.5.1.slim.min.js" integrity="sha384-
DfXdz2htPH01sSSs5nCTpuj/zy4C+OGpamoFVy38MV
```

```
BnE+IbbVYUew+OrCXaRkfj"
crossorigin="anonymous"></script>
  <script
src="https://cdn.jsdelivr.net/npm/bootstra
p@4.5.3/dist/js/bootstrap.bundle.min.js"
integrity="sha384-
ho+j7jyWK8fNQe+A12Hb8AhRq26LrZ/JpcUGGOn+Y7
RsweNrtN/tE3MoK7ZeZDyx"
crossorigin="anonymous"></script>
<link rel="stylesheet"</pre>
href="https://use.fontawesome.com/releases
/v5.7.0/css/all.css"
crossorigin="anonymous">
  <link rel="manifest"</pre>
href="manifest.webmanifest">
  <meta name="theme-color"</pre>
content="#1976d2">
</head>
<body>
  <app-root></app-root>
  <noscript>Please enable JavaScript to
continue using this
application.</noscript>
</body>
```

```
</html>
```

No arquivo app.module.ts [digitar]

```
import { BrowserModule } from
'@angular/platform-browser';
import { NgModule } from '@angular/core';
import { AppComponent } from
'./app.component';
import { ServiceWorkerModule } from
'@angular/service-worker';
import { environment } from
'../environments/environment';
@NgModule({
  declarations: [
    AppComponent
  ],
  imports: [
    BrowserModule,
    ServiceWorkerModule.register('ngsw-
worker.js', {
      enabled: environment.production,
```

```
// Register the ServiceWorker as
soon as the app is stable
    // or after 30 seconds (whichever
comes first).
    registrationStrategy:
'registerWhenStable:30000'
    })
    ],
    providers: [],
    bootstrap: [AppComponent]
})
export class AppModule { }
```

No arquivo app.component.ts [digitar]

```
import { Component, OnInit } from
'@angular/core';

@Component({
   selector: 'app-root',
   templateUrl: './app.component.html',
   styleUrls: ['./app.component.css']
})

export class AppComponent implements
OnInit {
   title = 'appgeo';
```

```
map_url = "";
  latitude = 0;
  longitude = 0;
 teste=0;
  latitude2 = 0;
  longitude2 = 0;
  ngOnInit() {
  this.verifica_local();
  verifica_local() {
    if (navigator.geolocation) {
      navigator.geolocation.getCurrentPosi
tion(
          (pos) => {
            this.latitude =
pos.coords.latitude;
            this.longitude =
pos.coords.longitude;
            this.map_url =
'https://www.google.com/maps/search/?api=1
&query='+this.latitude+','+this.longitude;
          },
          () => {
            alert("Sem localização!");
```

```
{ timeout: 15000 }
      );
      navigator.geolocation.watchPosition(
          (pos) => {
            this.latitude2 =
pos.coords.latitude;
            this.longitude2 =
pos.coords.longitude;
          },
          () => {
            alert("Sem rastreamento!");
          { timeout: 15000 }
      );
    } else {
       alert("Sem permissão!")
```

Abrir o terminal, na pasta do projeto, executar o ng serve