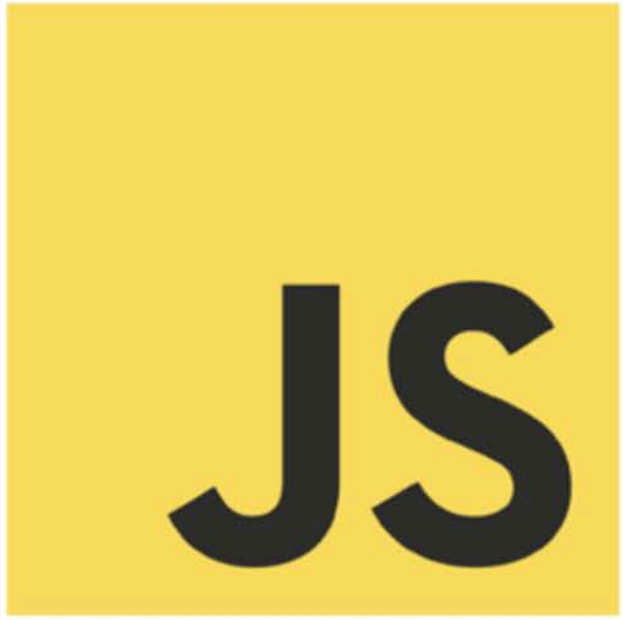

JS

HTML

Mobile Meta Data

```
<meta name="viewport" content="width=device-width">
```

```
<meta name="viewport" content="width=device-width,
minimum-scale=1.0,
initial-scale=1.0,
user-scalable=no">
```

URI Schemes: Making a Call

```
<a href="tel:+14155557777">
  Order Pizza Now!
</a>

<a href="sms:+14155558888?body=O%20Hai">
  Text me!
</a>
```

Geolocation

Hardware has more than a few ways to detect your location:

- GPS satellites
- GSM/CDMA cell IDs
- A-GPS
- Wi-Fi base stations

Geolocation

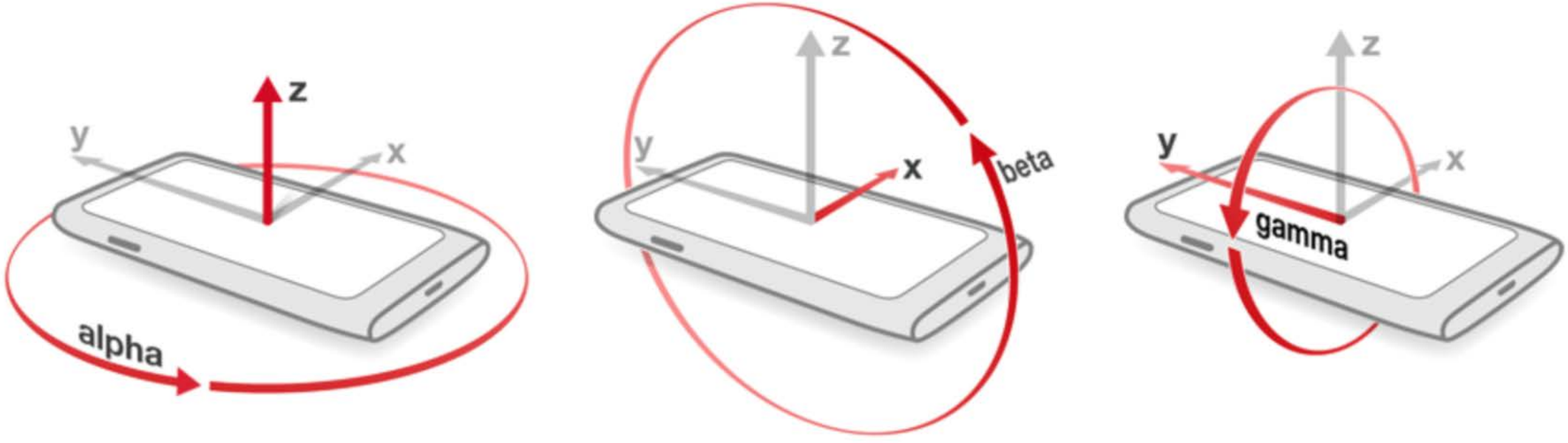
```
if (navigator.geolocation) {
  navigator.geolocation.getCurrentPosition(success, fail);
}

function success(position) {
  alert('Latitude: '+ position.coords.latitude +
  ', Longitude: '+ position.coords.longitude);
}
```

Device Orientation Events

DOM events for obtaining information about the physical orientation and movement of the hosting device

- Gyroscope
- Accelerometer
- Compass

Device Orientation Events



Events:

`deviceorientation`, `devicemotion`, `compassneedscalibration`

```
if (window.DeviceOrientationEvent) {
  window.addEventListener('deviceorientation', function(e)
    a = Math.floor(e.alpha);
    b = Math.floor(e.beta);
    g = Math.floor(e.gamma);
    el.style.transform = 'rotateZ('+a+'deg)
                         rotateX('+b+'deg) rotateY('+g+'deg)
  ... }, true);
}
```

Vibration API

```
var vibrate = navigator.vibrate || navigator.mozVibrate;

vibrate(1000); // vibrate for 1sec

vibrate([1000, 500, 2000]);
// vibrates for 1sec, still for 0.5 seconds,
// and vibrates again for 2sec
```

Pizza Compass in JavaScript

1. Get location - navigator.geolocation
2. Use compass - deviceorientation event
3. Order a pizza - tel: URI scheme