

1<sup>st</sup> box is the one with canvas

The 2<sup>nd</sup> one is the original one

The screenshot displays a web browser window on the left and a VS Code editor on the right. The browser window shows a weather application interface with a search bar, a weather forecast for Maltepe, TR, and a detailed weather section. The VS Code editor shows the HTML and JavaScript code for the application.

**Browser Window:**

- Address bar: 127.0.0.1:5500/CW\_7.html
- Search bar: Lat/Lon [40.92, 29.15]
- Weather forecast: Maltepe, TR, Clear 17°
- Weather details: Clear 17°, Wind 9 km/h SW, Pressure 764 mm, Humidity %48, Rise 08:15, Noon 12:55, Set 17:35, Zone 3
- Sample code: 

```
async function askWeather() {
  console.log(lat, lon);
}
```

**VS Code Editor:**

- File: CW\_7.html
- Code: 

```
<div>
69
70
71 <p id="err" style="display: none;">You need an API key for openweathermap.
72 <a href="https://home.openweathermap.org/users/sign_up" target="NewTab">
73 </p>
74 </div>
75
76 <div id="kod">
77   <b>Sample code</b>
78   <pre id="sample">async function askWeather() {<br>    console.log(lat,
79 </div>
80
81
82
83
84 <script>
85   var canvas = document.getElementById("myCanvas");
86   var ctx = canvas.getContext("2d");
87
88   ctx.fillText("Maltepe, TR", 10, 25 );
89   ctx.fillText(" Clear 17°", 20, 50 );
90   ctx.font = "10px Arial";
91
92   ctx.getElementById( yer , 10, 60);
93   ctx.getElementById(icon);
94   ctx.getElementById(hava);
95
96 </script>
97
98 <script>
99 "use strict";
100 function toMM(t) { // t in seconds -- convert to minutes
101   //number of hours since midnight, in local time
102   let h = (t%86400)/3600 // 0<=h<24
103   let m = (h%1)*60 // 0<=m<60
104   let twoDigits = t => (t<10? '0' : '')+Math.trunc(t)
105   return twoDigits(h)+" : "+twoDigits(m+0.5) //Sound
106 }
```