navigator.onLine in Chrome Dev channel

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With the offline APIs in HTML5, there's no excuse not to provide a flawless offline experience for users. One thing that can help this story is the `navigator.onLine` property; a feature that recently landed in Chrome dev channel. This property returns `true` or `false` depending on whether or not the app has network connectivity:

```
if (navigator.onLine) {
  console.log('ONLINE!');
} else {
  console.log('Connection flaky');
}
```

A web app can also listen for `online` and `offline` events to determine when the connection is available again or when an app goes offline:

```
window.addEventListener('online', function(e) {
  // Re-sync data with server.
}, false);

window.addEventListener('offline', function(e) {
  // Queue up events for server.
}, false);
```

I've posted a working demo at http://html5-demos.appspot.com/static/navigator.onLine.html and more information on offline events can be found in the MDN.