

# Making Your App Geographically Aware

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# Geolocation

Determines the geographical location of the client.



# Request Patterns

One time

Continual



	IP ADDRESS	GPS	WiFi	CELL PHONE	USER-DEFINED
PROS	Available everywhere  Server-side	High accuracy	Accurate  Works indoors  Quick & cheap response	Fairly accurate  Works indoors  Quick & cheap response	High accuracy  Flexibility to designate alternate locations
CONS	Low accuracy  High processing overhead	Long operation  Not optimal indoors  Hardware required	Ineffective in areas with limited access points	Requires cell tower access  Ineffective with limited towers	Can be inaccurate



# Options

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# Accuracy



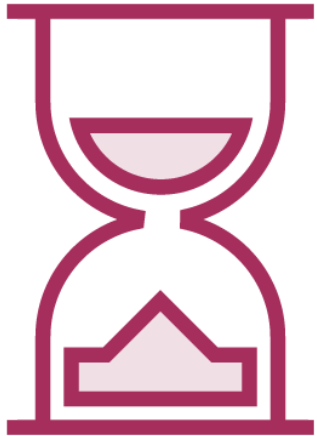
- Boolean (default false)
- Attempt to gather more accurate location
- May not be effective
- May lengthen request time

# Timeout



- Max time to calculate location
- Milliseconds
- No limit (default)

# Maximum Age

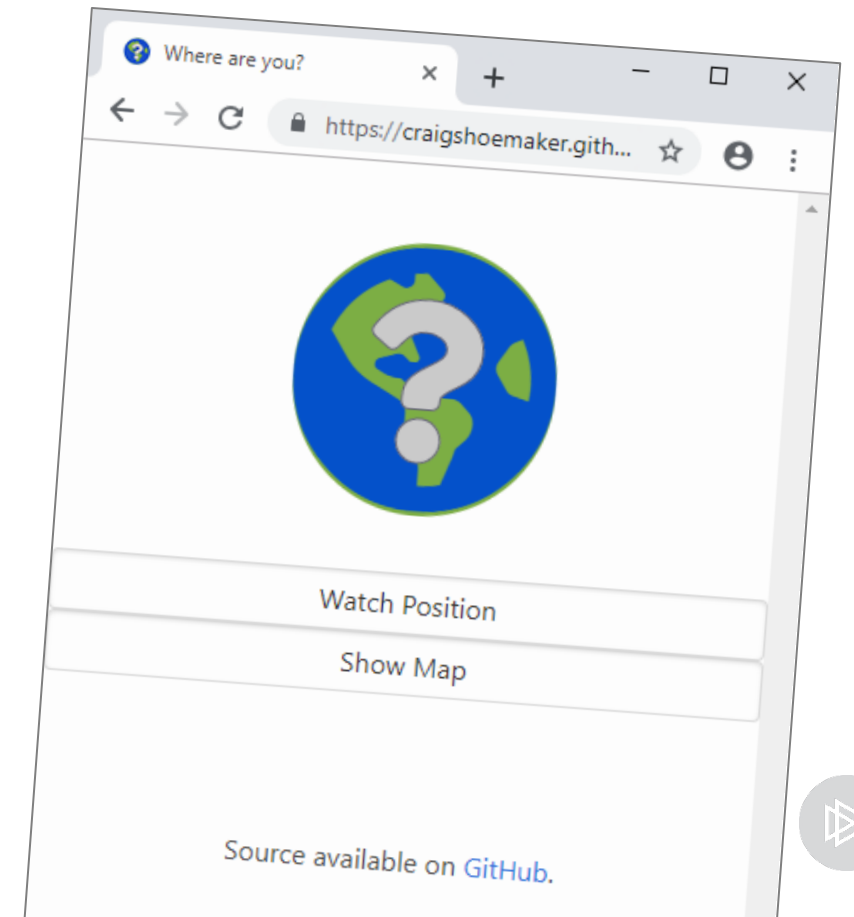


- Used to determine refresh
- Milliseconds
- Default = 0 (immediate refresh)





<https://craigshoemaker.github.io/where-are-you>





Location API

Calculation approaches

Options



# Building on HTML5: Optimizing for Data, Communication and Offline Apps

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## INTRODUCTION



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