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```
<!DOCTYPE html>
<html>
<body>

<p id="demo">Click the button to get your
position.</p>

<button onclick="getLocation()">Try It</button>

<div id="mapholder"></div>

<script>
var x = document.getElementById("demo");

function getLocation() {
    if (navigator.geolocation) {

navigator.geolocation.getCurrentPosition(showPosi
tion, showError);
    } else {
        x.innerHTML = "Geolocation is not
supported by this browser.";
    }
}

function showPosition(position) {
    var latlon = position.coords.latitude + "," +
position.coords.longitude;

    var img_url = "https://maps.googleapis.com
/maps/api/staticmap?center="
    +latlon+"&zoom=14&size=400x300&sensor=false&
key=AIzaSyBu-916DdpKAjTmJNIgngS6HL_kDIKU0aU";

document.getElementById("mapholder").innerHTML =
"<img src='"+img_url+"'>";
}
//To use this code on your website, get a free
API key from Google.
//Read more at: https://www.w3schools.com
/graphics/google_maps_basic.asp

function showError(error) {
    switch(error.code) {
        case error.PERMISSION_DENIED:
            x.innerHTML = "User denied the
request for Geolocation."
            break;
        case error.POSITION_UNAVAILABLE:
            x.innerHTML = "Location information
is unavailable."
            break;
        case error.TIMEOUT:
            x.innerHTML = "The request to get
user location timed out."
            break;
        case error.UNKNOWN_ERROR:
            x.innerHTML = "An unknown error
occurred."
```
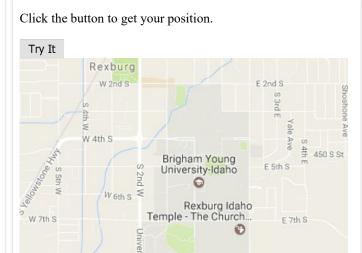
Click the button to get your position.

Try It