\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*Drag-Drop-API\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*imageTransfer.html\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

<!DOCTYPE html>

<html>

<head>

<meta charset=*"ISO-8859-1"*>

<title>Insert title here</title>

<script language=*"javascript"*>

**var** leftbox;

window.addEventListener("load", doFirst, **false**);

**function** startDrag(event){

**var** code=' <img id="myPic" src="badge.png" > ';

event.dataTransfer.setData('Text',code)

}

**function** dropped(event)

{

event.preventDefault();

leftbox.innerHTML=event.dataTransfer.getData('Text');

}

**function** doFirst()

{

myPic=document.getElementById("myPic");

//myPic.addEventListener(type, listener, useCapture)

myPic.addEventListener("dragstart", startDrag, **false**);

leftbox=document.getElementById("leftBox");

leftbox.addEventListener("dragenter",

**function**(event){

event.preventDefault();

}

, **false**);

leftbox.addEventListener("dragover",

**function**(event){

event.preventDefault();

}

, **false**);

leftbox.addEventListener("drop",dropped, **false**);

}

</script>

</head>

<body>

<style>

*#leftBox*

{

float:*left*;

width:*400px*;

height:*200px*;

margin-right:*30px*;

border:*3px solid green*;

background-color:*pink*;

}

*#rightBox*

{

float:*left*;

width:*400px*;

height:*200px*;

padding:*10px*;

margin-right:*30px*;

border:*3px solid blue*;

background-color:*pink*;

}

</style>

</body>

<section id=*"leftBox"*>

I dare u to drag an image in me!

</section>

<section id=*"rightBox"*>

<img id=*"myPic"* src=*"badge.png"* >

</section>

</html>

**\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*texTransfer.html\*\*\*\*\*\*\*\*\*\*\*\*\***

<!DOCTYPE html>

<html lang=*"en"*>

<head>

<meta charset=*utf-8*>

<title>The HTML5 drag and drop API element</title>

<!--[if IE]><script src="http://html5shiv.googlecode.com/svn/trunk/html5.js"></script><![endif]-->

<style>

body

{

margin:*300px*;

}

article, aside, figure, footer,

header, hgroup, menu, nav,

section

{

display:*inline*;

}

menu

{

background-color:*pink*;

}

*#boxA***,** *#boxB*

{

float:*left*;

width:*400px*;

height:*200px*;

padding:*10px*;

margin-right:*30px*;

border:*1px solid #000*;

background-color:*pink*;

}

*.word*

{

width:*60px*;

height:*20px*;

padding:*1px*;

margin:*5px*;

text-align:*center*;

font-weight:*bold*;

background-color:*cyan*;

display:*inline-block*;

}

\*[draggable=false]

{

-moz-user-select:*none*;

-khtml-user-drag: *element*;

cursor: *move*;

}

</style>

<script>

// dragDefine - called when an item starts to be dragged

**function** dragDefine(ev)

{

//ev.dataTransfer.effectAllowed = 'move';

ev.dataTransfer.setData("text/plain", ev.target.getAttribute('id'));

ev.dataTransfer.setDragImage(ev.target, 0, 0);

**return** **true**;

}

// dragOver - called when the item being dragged is over another item

**function** dragOver(ev)

{

// Get the id of the item being dragged

//var idDrag = ev.dataTransfer.getData("Text");

// Get the id of the item the dragged object is currently over

//var idBox = ev.target.getAttribute('id');

// You may want to perform some checks here,

//e.g. is the dragged item allowed to be dropped here for example

// Turn off the default behaviour i.e. allow the drop

ev.preventDefault();

}

// dragEnd - called when the drag is complete

**function** dragEnd(ev)

{

**return** **true**;

}

// dragDrop - called when the item being dragged is dropped

**function** dragDrop(ev)

{

// Get the id of the item being dragged

**var** idDrag = ev.dataTransfer.getData("Text");

// Append the dragged item to the item it is currently over

ev.target.appendChild(document.getElementById(idDrag));

// Turn off the default behaviour

ev.preventDefault();

}

</script>

</head>

<body>

<article>

<header>

<h1>The drag and drop API</h1>

</header>

<section>

<header>

<h3>Drag the words from the left box into the right box (and vice versa) below</h3>

</header>

<div id=*"boxA"* ondragover=*"dragOver(event)"* ondrop=*"dragDrop(event)"*>

<div id=*"word1"* class=*"word"* draggable=*"true"*

ondragstart=*"return dragDefine(event)"*

ondragend=*"dragEnd(event)"*>HTML5</div>

<div id=*"word2"* class=*"word"* draggable=*"true"*

ondragstart=*"return dragDefine(event)"*

ondragend=*"dragEnd(event)"*>is</div>

<div id=*"word3"* class=*"word"* draggable=*"true"*

ondragstart=*"return dragDefine(event)"*

ondragend=*"dragEnd(event)"*>very</div>

<div id=*"word4"* class=*"word"* draggable=*"true"*

ondragstart=*"return dragDefine(event)"*

ondragend=*"dragEnd(event)"*>useful</div>

<div id=*"word5"* class=*"word"* draggable=*"true"*

ondragstart=*"return dragDefine(event)"*

ondragend=*"dragEnd(event)"*>indeed</div>

</div>

<div id=*"boxB"* ondragover=*"return dragOver(event)"* ondrop=*"dragDrop(event)"*></div>

</section>

</article>

</body>

</html>

**\*\*\*\*\*\*\*\*\*\*\*\*\*getCurrentGeoLoc.html\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\***

<!DOCTYPE html>

<html>

<body>

<p>Click the button to get your coordinates.</p>

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

<p id=*"demo"*></p>

<script>

var x = document.getElementById("demo");

function getLocation()

{

if (navigator.geolocation)

{

navigator.geolocation.getCurrentPosition(showPosition, showError);

}

else

{

x.innerHTML = "Geolocation is not supported by this browser.";

}

}

function showPosition(position)

{

x.innerHTML = "Latitude: " + position.coords.latitude +

"<br>Longitude: " + position.coords.longitude;

}

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."

break;

}

}

</script>

</body>

</html>

**\*\*\*\*\*\*\*\*\*\*geoLocationMap.html\*\*\*\*\*\*\*\*\*\*\*\*\*\*\***

<!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(showPosition, 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 = "http://maps.googleapis.com/maps/api/staticmap?center="

+latlon+"&zoom=14&size=400x300&sensor=false";

document.getElementById("mapholder").innerHTML = "<img src='"+img\_url+"'>";

}

**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."

**break**;

}

}

</script>

</body>

</html>

**\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*makeCall.jsp\*\*\*\*\*\*\*\*\*\*\*\*\***

<%--

Document : MakeCall

Created on : Dec 23, 2010, 12:34:52 PM

Author : srivasvi

--%>

<!DOCTYPE HTML>

<html lang=*"en"*>

<head>

<meta charset=*"utf-8"* />

<meta name=*"viewport"* content=*"height=device-height,width=device-width,user-scalable=no"* />

<link rel=*"stylesheet"* type=*"text/css"* href=*"css/sample.css"* />

<title>Make A Call</title>

</head>

<body>

<table width=*"100%"*>

<tr>

<td>

<header>

<h1>Call</h1>

</header>

</td>

<td align=*"right"*>

<a href=*"index.jsp"*>Home</a>

</td>

</tr>

<tr>

<td colspan=*"2"*>

<!-- Call Me at <a href="tel:+919890426975">+91-989-042-6975</a>-->

Call Me at <a href=*"tel:+918888108801"*>+91-989-042-6975</a>

<a href=*"tel:+918600993494"* data-role=*"button"* rel=*"external"*>Call Now to</a>

<a href=*mailto:shilpa.bhosle@igatepatni.com*>Write to Me</a>

<a href=*"sms:+918600993494"*>Message me</a>

</td>

</tr>

</table>

</body>

</html>

**\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*sessionStorage.html\*\*\*\*\*\*\*\*\***

<!DOCTYPE html>

<html>

<head>

<script>

**function** clickCounter()

{

**if**(**typeof**(Storage) !== "undefined")

{

**if** (sessionStorage.clickcount)

{

sessionStorage.clickcount = Number(sessionStorage.clickcount)+1;

}

**else**

{

sessionStorage.clickcount = 1;

}

document.getElementById("result").innerHTML = "You have clicked the button " + sessionStorage.clickcount + " time(s) in this session.";

}

**else**

{

document.getElementById("result").innerHTML = "Sorry, your browser does not support web storage...";

}

}

</script>

</head>

<body>

<p><button onclick="clickCounter()" type=*"button"*>Click me!</button></p>

<div id=*"result"*></div>

<p>Click the button to see the counter increase.</p>

<p>Close the browser tab (or window), and try again, and the counter is reset.</p>

</body>

</html>

**\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*localStorage.html\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\***

<!DOCTYPE html>

<html>

<head>

<script>

**function** clickCounter()

{

**if**(**typeof**(Storage) !== "undefined")

{

**if** (localStorage.clickcount)

{

localStorage.clickcount = Number(localStorage.clickcount)+1;

}

**else**

{

localStorage.clickcount = 1;

}

document.getElementById("result").innerHTML =

"You have clicked the button " + localStorage.clickcount + " time(s).";

}

**else**

{

document.getElementById("result").innerHTML = "Sorry, your browser does not support web storage...";

}

}

</script>

</head>

<body>

<p><button onclick="clickCounter()" type=*"button"*>Click me!</button></p>

<div id=*"result"*></div>

<p>Click the button to see the counter increase.</p>

<p>Close the browser tab (or window),

and try again, and the counter will continue to count (is not reset).</p>

</body>

</html>

**\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*Web Workeres\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\***

**\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*demo\_workers.js\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\***

var i = 0;

function timedCount() {

i = i + 1;

postMessage(i);

setTimeout("timedCount()",500);

}

timedCount();

**\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*webWorker.html\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\***

<!DOCTYPE html>

<html>

<body>

<p>Count numbers: <output id=*"result"*></output></p>

<button onclick="startWorker()">Start Worker</button>

<button onclick="stopWorker()">Stop Worker</button>

<p><strong>Note:</strong> Internet Explorer 9 and earlier versions do not support Web Workers.</p>

<script>

var w;

function startWorker() {

if(typeof(Worker) !== "undefined") {

if(typeof(w) == "undefined") {

w = new Worker("demo\_workers.js");

}

w.onmessage = function(event) {

document.getElementById("result").innerHTML = event.data;

};

} else {

document.getElementById("result").innerHTML = "Sorry, your browser does not support Web Workers...";

}

}

function stopWorker() {

w.terminate();

w = undefined;

}

</script></body>

</html>

**\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*Thank You\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\***