

Chapter IV : HTML5(APIs)

APIs

- Drag & drop API**
 - [DragEvent \(interface\)](#)
 - [DataTransfer \(interface\)](#)
 - [DataTransferItem \(interface\)](#)
 - [DataTransferItemList \(interface\)](#)
- Canvas API**
- Geolocation API**
- Storage API**
- workers API**

Description

Get render

Syntax

Activater Windows
Accédez aux paramètres pour activer Windows.

javascript:

08:34
17/11/2025

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🔍 ☆

👤 Connexion

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☰

↳ Importer les marque-...

🔥 Débuter avec Firefox

📅 2023 التمتوسط دورة

🔄 patmos_HLS/benchma...

🔴 web development

🌐 What Are Web Service...

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🔴 Generative AI for Web...

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Chapter IV : HTML5(APIs)

APIs

Drag & drop API 📄

[DragEvent \(interface\)](#)

[DataTransfer \(interface\)](#)

[DataTransferItem \(interface\)](#)

[DataTransferItemList \(interface\)](#)

Canvas API 📄

Geolocation API 📄

Storage API 📄

workers API 📄

Description

L'interface DragEvent est un événement DOM qui représente une interaction glisser-déposer.

Events

[drag](#) [dragend](#) [dragenter](#) [dragleave](#) [dragover](#) [dragstart](#) [drop](#)

Syntax

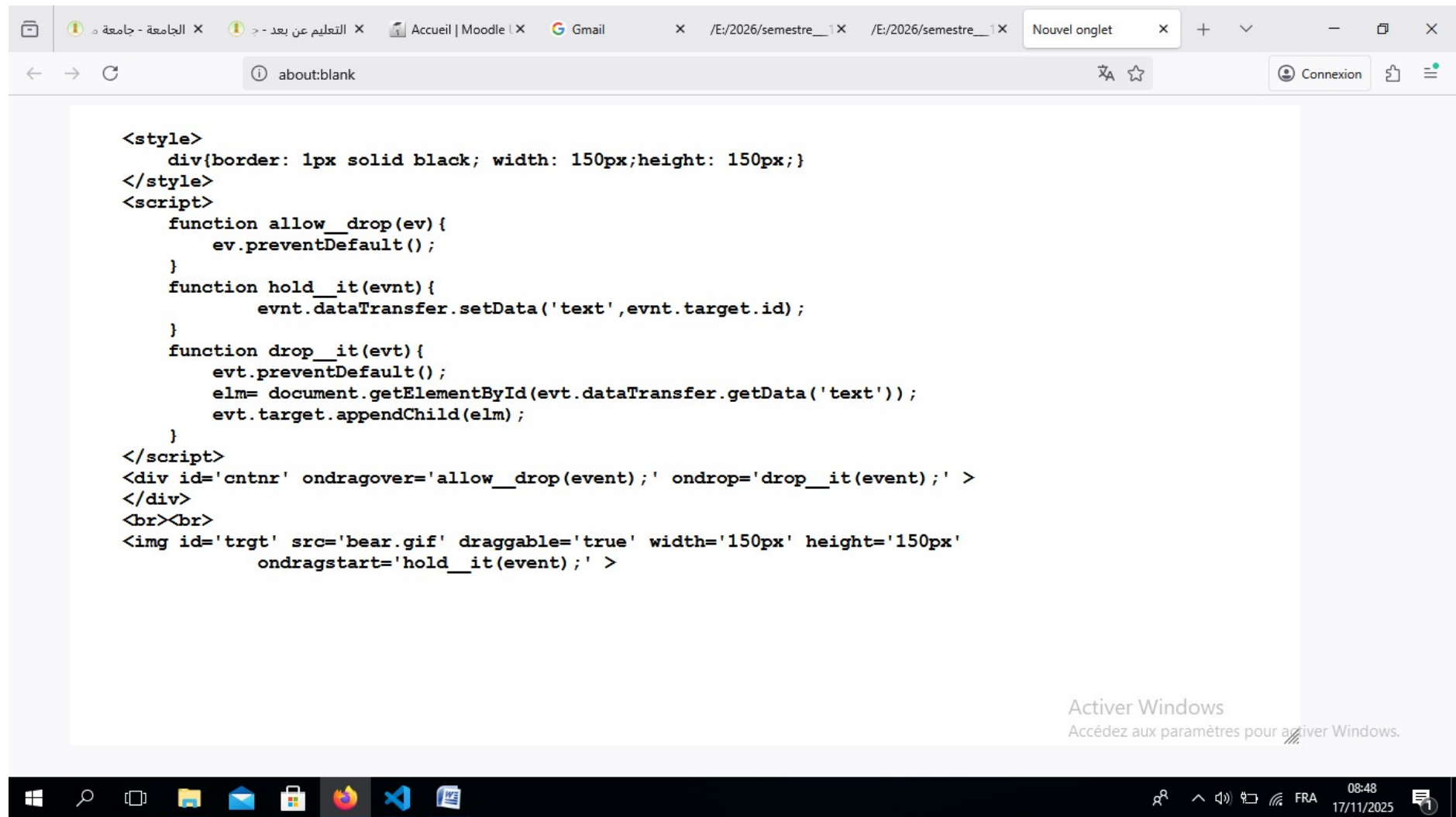
```
<style>
  div{border: 1px solid black; width: 150px;height: 150px;}
</style>
<script>
  function allow__drop(ev){
    ev.preventDefault();
  }
  function hold__it(evt){
    evt.dataTransfer.setData('text',evt.target.id);
  }
  function drop__it(evt){
    evt.preventDefault();
    elm= document.getElementById(evt.dataTransfer.getData('text'));
    evt.target.appendChild(elm);
  }
</script>
```

Get render

Activier Windows
Accédez aux paramètres pour activer Windows.

javascript:

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Connexion

Chapter IV : HTML5(APIs)

APIs

Drag & drop API

[DragEvent \(interface\)](#)

[DataTransfer \(interface\)](#)

[DataTransferItem \(interface\)](#)

[DataTransferItemList \(interface\)](#)

Canvas API

Geolocation API

Storage API

workers API

Description

L'interface DragEvent est un événement DOM qui représente une interaction glisser-déposer.

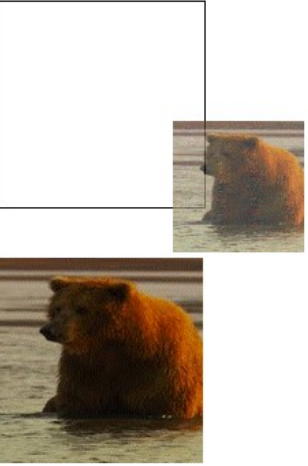
Events

[drag](#) [dragend](#) [dragenter](#) [dragleave](#) [dragover](#) [dragstart](#) [drop](#)

Syntax

```
<style>
  div{border: 1px solid black; width: 150px;height: 150px;}
</style>
<script>
  function allow_drop(ev){
    ev.preventDefault();
  }
  function hold_it(evt){
    evt.dataTransfer.setData('text',evt.target.id);
  }
  function drop_it(evt){
    evt.preventDefault();
    elm= document.getElementById(evt.dataTransfer.getData('text'));
    evt.target.appendChild(elm);
  }
</script>
```

Get render



Activer Windows
Accédez aux paramètres pour activer Windows.

Windows

08:48
17/11/2025

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Connexion

Chapter IV : HTML5(APIs)

APIs

Drag & drop API

Canvas API

- < canvas >
- HTMLCanvasElement (interface)
- CanvasRenderingContext2D (interface)
- CanvasGradient (interface)
- CanvasPattern (interface)

Geolocation API

Storage API

workers API

Description

The Canvas API provides a means for drawing graphics via JavaScript and the HTML <canvas> element. Among other things, it can be used for animation, game graphics, data visualization, photo manipulation.

Attributes

Syntax

Get render

Activer Windows
Accédez aux paramètres pour activer Windows.

javascript:

Windows Taskbar

19:55 02/12/2025

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Chapter IV : HTML5(APIs)

APIs

Drag & drop API

Canvas API

- < canvas >
- HTMLCanvasElement (interface)
- CanvasRenderingContext2D (interface)
- CanvasGradient (interface)
- CanvasPattern (interface)

Geolocation API

Storage API

workers API

Description

The HTMLCanvasElement interface provides properties and methods for manipulating the layout and presentation of <canvas> elements. The HTMLCanvasElement interface also inherits the properties and methods of the HTMLElement interface

Properties/Methods

height

width

getContext(DOMString)

setContext()

Syntax

Get render

Activer Windows
Accédez aux paramètres pour activer Windows.

Windows

19:56
02/12/2025

Chapter IV : HTML5(APIs)

APIs

- Drag & drop API ↓
- Canvas API ↑
 - [< canvas >](#)
 - [HTMLCanvasElement](#)
[\(interface\)](#)
 - [CanvasRenderingContext2D](#)
[\(interface\)](#)
 - [CanvasGradient](#) [\(interface\)](#)
 - [CanvasPattern](#) [\(interface\)](#)
- Geolocation API ↓
- Storage API ↓
- workers API ↓

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Nouvel onglet

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Connexion

APIs

Drag & drop API

Canvas API

- <canvas>
- HTMLCanvasElement (interface)
- CanvasRenderingContext2D (interface)
- CanvasGradient (interface)
- CanvasPattern (interface)

Geolocation API

Storage API

workers API

Description

The CanvasRenderingContext2D interface, part of the Canvas API, provides the 2D rendering context for the drawing surface of a <canvas> element. It is used for drawing shapes, text, images, and other objects.

Properties/Methods

fillStyle

font

strokeStyle

lineWidth

lineJoin

shadowColor

arc(x,y, radius, startAngle, endAngle)

beginPath()

clearRect(x,y, width, height)

clip()

closePath()

drawImage(image, dx, dy)

ellipse(x,y, radiusX, radiusY, rotation, startAngle, endAngle)

fill()

fillRect(x,y, width, height)

lineTo(x,y)

moveTo(x,y)

rect(x,y, width, height)

stroke()

strokeRect(x,y, width, height)

rotate(angle)

reset()

createLinearGradient(x0,y0, x1,y1)

createPattern(image, repetition)

Get render

Activer Windows
Accédez aux paramètres pour activer Windows.

javascript:

Windows Taskbar

19:58
02/12/2025

Windows taskbar showing icons for Start, Search, Task View, File Explorer, Mail, Store, Firefox, LibreOffice Writer, and a custom icon. System tray shows network status, volume, and date/time (20:00, 02/12/2025).

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[\(interface\)](#)

[CanvasRenderingContext2D \(interface\)](#)

[CanvasGradient \(interface\)](#)

[CanvasPattern \(interface\)](#)

Geolocation API ↓

Storage API ↓

workers API ↓

[fillStyle](#) [font](#) [strokeStyle](#) [lineWidth](#) [lineJoin](#) [shadowColor](#)

[arc\(x, y, radius, startAngle, endAngle\)](#)

[beginPath\(\)](#)

[clearRect\(x, y, width, height\)](#)

[clip\(\)](#)

[closePath\(\)](#)

[drawImage\(image, dx, dy\)](#)

[ellipse\(x, y, radiusX, radiusY, rotation, startAngle, endAngle\)](#)

[fill\(\)](#)

[fillRect\(x, y, width, height\)](#)

[lineTo\(x, y\)](#)

[moveTo\(x, y\)](#)

[rect\(x, y, width, height\)](#)

[stroke\(\)](#)

[strokeRect\(x, y, width, height\)](#)

[rotate\(angle\)](#)

[reset\(\)](#)

[createLinearGradient\(x0, y0, x1, y1\)](#)

[createPattern\(image, repetition\)](#)

Get render



Syntax

```
<canvas id='cnvs_elm_id' width='250px' height='250px'></canvas>
<script>
var canvas = document.getElementById('cnvs_elm_id');
var cnv_render_cntx = canvas.getContext('2d');
cnv_render_cntx.fillStyle = 'green';
cnv_render_cntx.fillRect(10, 10, 100, 100);
</script>
```

Activer Windows

Accédez aux paramètres pour activer Windows.

Windows taskbar:  10:29 03/12/2025 FRA

Browser tabs: [الجامعة - جامعة محمد بوضياف](#) [التعليم عن بعد - جامعة محمد](#) [My courses | Moodle UMB](#) [/E:/2026/semestre__1/PAW/Slide](#) [Nouvel onglet](#)

Address bar: file:///E:/2026/semestre__1/PAW/Slides_wrk/slide_3_APIs.html [Connexion](#)

[\(interface\)](#)

[CanvasRenderingContext2D \(interface\)](#)

[CanvasGradient \(interface\)](#)

[CanvasPattern \(interface\)](#)

Geolocation API ↓

Storage API ↓

workers API ↓

[fillStyle](#) [font](#) [strokeStyle](#) [lineWidth](#) [lineJoin](#) [shadowColor](#)

[arc\(x, y, radius, startAngle, endAngle\)](#)

[beginPath\(\)](#)

[clearRect\(x, y, width, height\)](#)

[clip\(\)](#)

[closePath\(\)](#)

[drawImage\(image, dx, dy\)](#)

[ellipse\(x, y, radiusX, radiusY, rotation, startAngle, endAngle\)](#)

[fill\(\)](#)

[fillRect\(x, y, width, height\)](#)

[lineTo\(x, y\)](#)

[moveTo\(x, y\)](#)

[rect\(x, y, width, height\)](#)

[stroke\(\)](#)

[strokeRect\(x, y, width, height\)](#)

[rotate\(angle\)](#)

[reset\(\)](#)

[createLinearGradient\(x0, y0, x1, y1\)](#)

[createPattern\(image, repetition\)](#)

Get render



Syntax

```
<canvas id='cnvs_elm_id' width='250px' height='250px'></canvas>
<script>
var canvas = document.getElementById('cnvs_elm_id');
var cnv_render_cntx = canvas.getContext('2d');
cnv_render_cntx.strokeStyle = 'green';
cnv_render_cntx.strokeRect(10, 10, 100, 100);
</script>
```

Activier Windows

Accédez aux paramètres pour activer Windows.

Taskbar: Windows Start, Search, Task View, File Explorer, Mail, Photos, Microsoft Store, Adobe Reader, Firefox, VS Code, Notepad

System tray: Network, Volume, Power, FRA, 10:33, 03/12/2025, 1 notification

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Connexion

(interface)

CanvasRenderingContext2D (interface)

CanvasGradient (interface)

CanvasPattern (interface)

Geolocation API

Storage API

workers API

fillStyle

font

strokeStyle

lineWidth

lineJoin

shadowColor

arc(x,y,radius,startAngle,endAngle)

beginPath()

clearRect(x,y,width,height)

clip()

closePath()

drawImage(image,dx,dy)

ellipse(x,y,radiusX,radiusY,rotation,startAngle,endAngle)

fill()

fillRect(x,y,width,height)

lineTo(x,y)

moveTo(x,y)

rect(x,y,width,height)

stroke()

strokeRect(x,y,width,height)

rotate(angle)

reset()

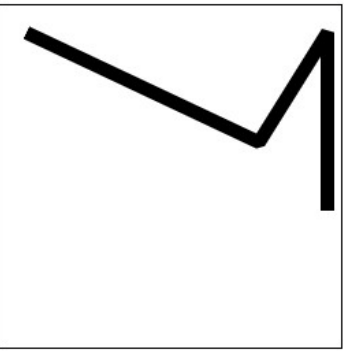
createLinearGradient(x0,y0,x1,y1)

createPattern(image,repétition)

Syntax

```
<canvas id='cnvs_elm_id' width='250px' height='250px' style='border : 1px solid black;'></canvas>
<script>
var canvas = document.getElementById('cnvs_elm_id');
var cnv_render_cntx = canvas.getContext('2d');
cnv_render_cntx.lineWidth = 10;
cnv_render_cntx.lineJoin = 'bevel';
cnv_render_cntx.beginPath();
```

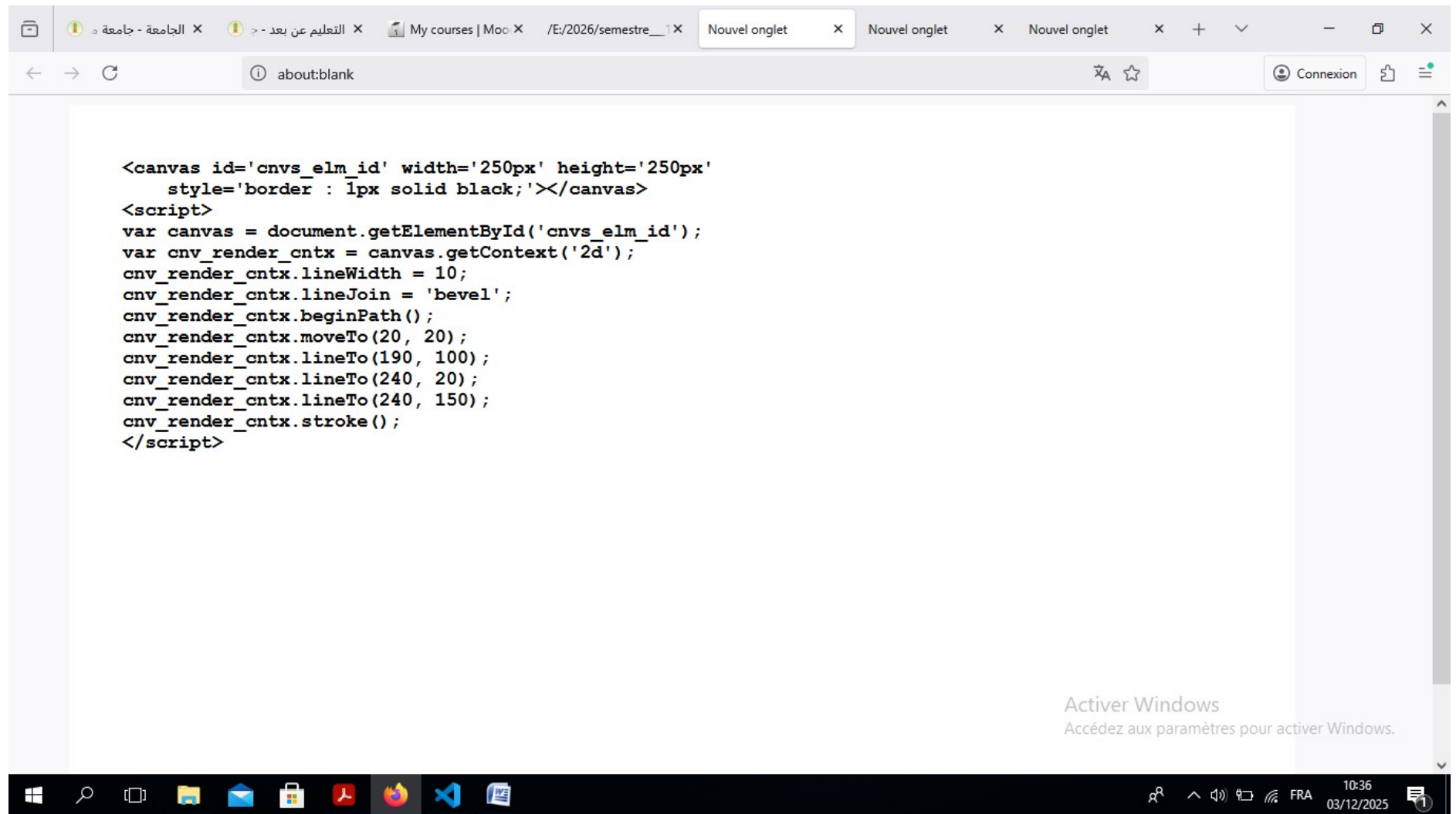
Get render



Activer Windows
Accédez aux paramètres pour activer Windows.

Windows

10:35
03/12/2025



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[\(interface\)](#)
[CanvasGradient \(interface\)](#)
[CanvasPattern \(interface\)](#)

Geolocation API ⓘ
[Geolocation \(Interface\)](#)
[GeolocationPosition \(Interface\)](#)
[GeolocationCoordinates \(Interface\)](#)
[GeolocationPositionError \(Interface\)](#)
[Navigator.geolocation \(Property\)](#)

Storage API ⓘ

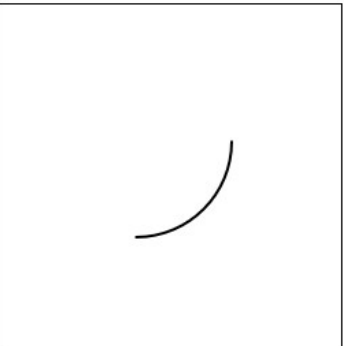
workers API ⓘ

arc(x, y, radius, startAngle, endAngle)
[beginPath\(\)](#)
[clearRect\(x, y, width, height\)](#)
[clip\(\)](#)
[closePath\(\)](#)
[drawImage\(image, dx, dy\)](#)
[ellipse\(x, y, radiusX, radiusY, rotation, startAngle, endAngle\)](#)
[fill\(\)](#)
[fillRect\(x, y, width, height\)](#)
[lineTo\(x, y\)](#)
[moveTo\(x, y\)](#)
[rect\(x, y, width, height\)](#)
[stroke\(\)](#)
[strokeRect\(x, y, width, height\)](#)
[rotate\(angle\)](#)
[reset\(\)](#)
[createLinearGradient\(x0, y0, x1, y1\)](#)
[createPattern\(image, repetition\)](#)

Syntax

```
<canvas id='cnvs_elm_id' width='250px' height='250px' style='border : 1px solid black;'></canvas>
<script>
var canvas = document.getElementById('cnvs_elm_id');
var cnv_render_cntx = canvas.getContext('2d');
cnv_render_cntx.beginPath();
cnv_render_cntx.lineWidth = 2
;cnv_render_cntx.arc(100,100,70,0,Math.PI/2,false);
cnv_render_cntx.stroke();
</script>
```

Get render



Activer Windows
Accédez aux paramètres pour activer Windows.



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03/12/2025

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Connexion

Canvas API

< canvas >

HTMLCanvasElement

(interface)

CanvasRenderingContext2D

(interface)

CanvasGradient

(interface)

CanvasPattern

(interface)

Geolocation API

Storage API

workers API

Properties/Methods

fillStyle

font

strokeStyle

lineWidth

lineJoin

shadowColor

arc(x,y,radius,startAngle,endAngle)

beginPath()

clearRect(x,y,width,height)

clip()

closePath()

drawImage(image,dx,dy)

ellipse(x,y,radiusX,radiusY,rotation,startAngle,endAngle)

fill()

fillRect(x,y,width,height)

lineTo(x,y)

moveTo(x,y)

rect(x,y,width,height)

stroke()

strokeRect(x,y,width,height)

rotate(angle)

reset()

createLinearGradient(x0,y0,x1,y1)

createPattern(image,repetition)

Syntax

<canvas id='cnvs_elm_id' width='300px' height='300px'

style='border : 1px solid black;''></canvas>

<button onclick='draw it();'> draw </button>

Get render

Activier Windows

Accédez aux paramètres pour activer Windows.

Windows

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Connexion

[CanvasGradient \(interface\)](#)

[CanvasPattern \(interface\)](#)

Geolocation API ⌵

Storage API ⌵

workers API ⌵

[arc\(x, y, radius, startAngle, endAngle\)](#)

[beginPath\(\)](#)

[clearRect\(x, y, width, height\)](#)

[clip\(\)](#)

[closePath\(\)](#)

[drawImage\(image, dx, dy\)](#)

[ellipse\(x, y, radiusX, radiusY, rotation, startAngle, endAngle\)](#)

[fill\(\)](#)

[fillRect\(x, y, width, height\)](#)

[lineTo\(x, y\)](#)

[moveTo\(x, y\)](#)

[rect\(x, y, width, height\)](#)

[stroke\(\)](#)

[strokeRect\(x, y, width, height\)](#)

[rotate\(angle\)](#)

[reset\(\)](#)

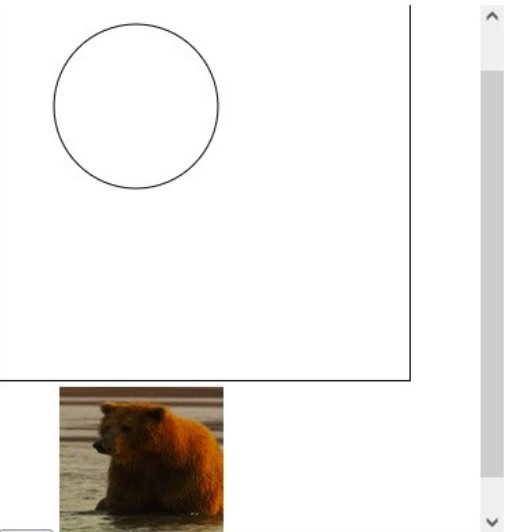
[createLinearGradient\(x0, y0, x1, y1\)](#)

[createPattern\(image, repetition\)](#)

Syntax

```
<canvas id='cnvs_elm_id' width='300px' height='300px'
  style='border : 1px solid black;'></canvas>
<button onclick='draw_it();'> draw </button>
<img id='pict_id' src='bear.gif' width='120' height='120'>
<script>
pictr = document.getElementById('pict_id');
var canvas = document.getElementById('cnvs_elm_id');
var cnv_render_cntx = canvas.getContext('2d');
cnv_render_cntx.arc(100,100,60,0,2*Math.PI,0);
cnv_render_cntx.stroke();
</script>
```

Get render



Activer Windows
Accédez aux paramètres pour activer Windows.

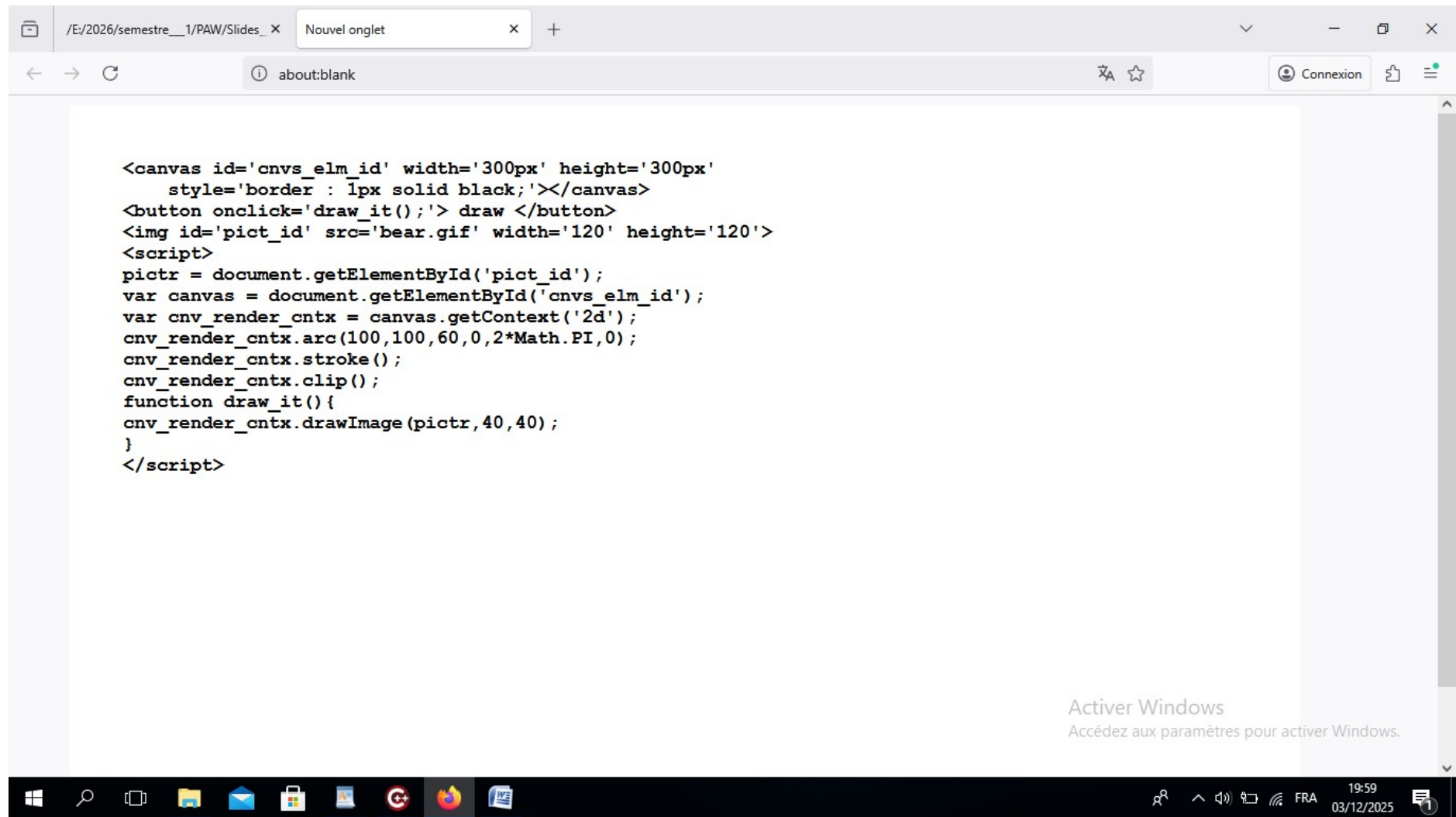




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03/12/2025



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APIs

Drag & drop API

Canvas API

Geolocation API

- Geolocation (Interface)
- GeolocationPosition (Interface)
- GeolocationCoordinates (Interface)
- GeolocationPositionError (Interface)
- Navigator.geolocation (Property)

Storage API

workers API

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The read-only property `Navigator.geolocation` returns a Geolocation object.

Properties/Methods

[`getCurrentPosition\(success\[, error\[, \[options\]\]\)`](#) [`watchPosition\(success\[, error\[, \[options\]\]\)`](#)
[`clearWatch\(id\)`](#)

Syntax

```
<h4 style='color : brown'>The getCurrentPosition() method of the Geolocation interface is used to get the current position of the device.</h4>

<h3>User agent position :</h3>
  <p id='coords'></p>
<br><br>
<h4 style='color : brown'>The getCurrentPosition(sucess,err,optns): arguments sucess and err are respectevly the handlers for successful and failure position recuperation. optns is object with the attributes : enableHighAccuracy, timeout and maximumAge </h4>

<script>
function sucess_handler(geo_pos){
  p_text = 'The lattitude : ' + geo_pos.coords.latitude + '.<br>' +
  'The longitude : ' + geo_pos.coords.longitude + '.<br>' +
```

Get render

The `getCurrentPosition()` method of the Geolocation interface is used to get the current position of the device.

User agent position :

The `getCurrentPosition(sucess,err,optns)`: arguments sucess and err are respectevly the handlers for successful and failure position recuperation. optns is object with the attributes : enableHighAccuracy, timeout and maximumAge

Windows taskbar with icons for Start, Search, File Explorer, Mail, Task View, and various applications. System tray shows date/time (03/12/2025, 20:26) and network status.

Browser window showing a blank page (about:blank) with the following HTML and JavaScript code:

```
<h4 style='color : brown'>The getCurrentPosition() method of the Geolocation interface is used
to get the current position of the device.</h4>

<h3>User agent position :</h3>
  <p id='coords'></p>
<br><br>
<h4 style='color : brown'>The getCurrentPosition(sucess,err,optns): arguments sucess and err are
respectevly the handlers for successful and failure position recuperation. optns is object
with the attributes : enableHighAccuracy, timeout and maximumAge </h4>

<script>
function sucess_handler(geo_pos){
  p__text = 'The lattitude : ' + geo__pos.coords.latitude + '.<br>' +
  'The longitude : ' + geo__pos.coords.longitude + '. <br>' +
  'caught at timpestamp : ' + geo__pos.timestamp + '. <br>' ;
  document.getElementById('coords').innerHTML = p__text;
}
navigator.geolocation.getCurrentPosition(sucess__handler);
</script>
```

Active Windows
Accédez aux paramètres pour activer Windows.

Taskbar: Windows logo, Search, Task View, File Explorer, Mail, Photos, Edge, Firefox, and a document icon. System tray: Network, Volume, and Date/Time (20:27, 03/12/2025).

APIs

Drag & drop API

Canvas API

Geolocation API

- Geolocation (Interface)
- GeolocationPosition (Interface)
- GeolocationCoordinates (Interface)
- GeolocationPositionError (Interface)
- Navigator.geolocation (Property)

Storage API

workers API

Description

The Geolocation API allows users, if they wish, to provide their geographic location to a web application. By integrating the Geolocation interface, you can obtain the location of a computer, phone, or tablet.

The read-only property `Navigator.geolocation` returns a Geolocation object.

Properties/Methods

`getCurrentPosition(success[, error[, [options]])`

`watchPosition(success[, error[, [options]])`

`clearWatch(id)`

Syntax

```
<h4 style='color : brown'>The getCurrentPosition() method of the Geolocation interface is used to get the current position of the device.</h4>

<h3>User agent position :</h3>
  <p id='coords'></p>
<br><br>
<h4 style='color : brown'>The getCurrentPosition(sucess,err,optns): arguments sucess and err are respectively the handlers for successful and failure position recuperation. optns is object with the attributes : enableHighAccuracy, timeout and maximumAge </h4>

<script>
function sucess_handler(geo_pos){
  p_text = 'The latitude : ' + geo_pos.coords.latitude + '<br>' +
```

Get render

The `getCurrentPosition()` method of the Geolocation interface is used to get the current position of the device.

User agent position :

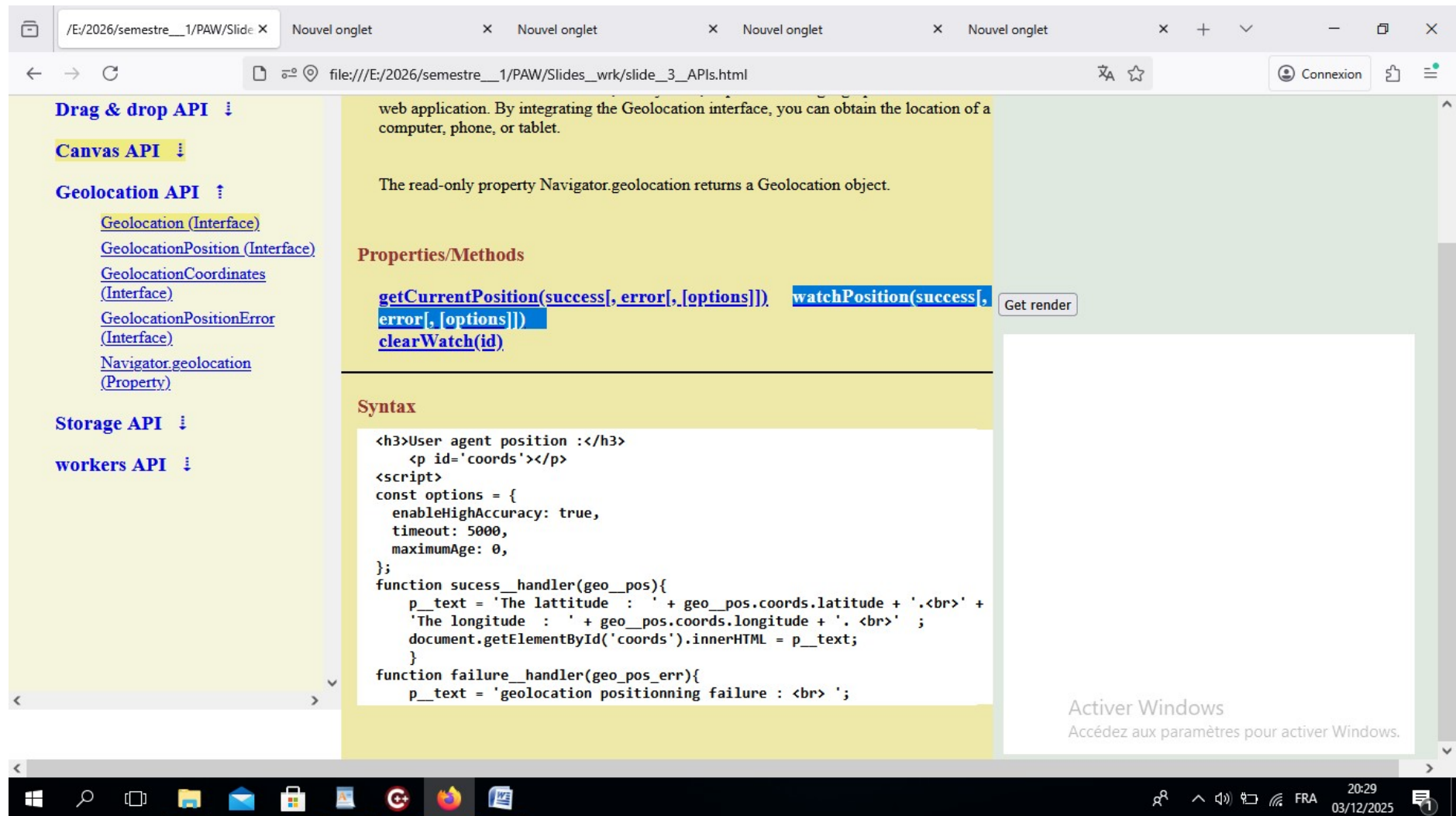
The latitude : 35.7359701.
The longitude : 4.5071983.
caught at timpestamp : 1764790039987.

Activer Windows

The `getCurrentPosition(sucess,err,optns):` arguments sucess and err are respectively the handlers for

Windows Taskbar

20:28 03/12/2025

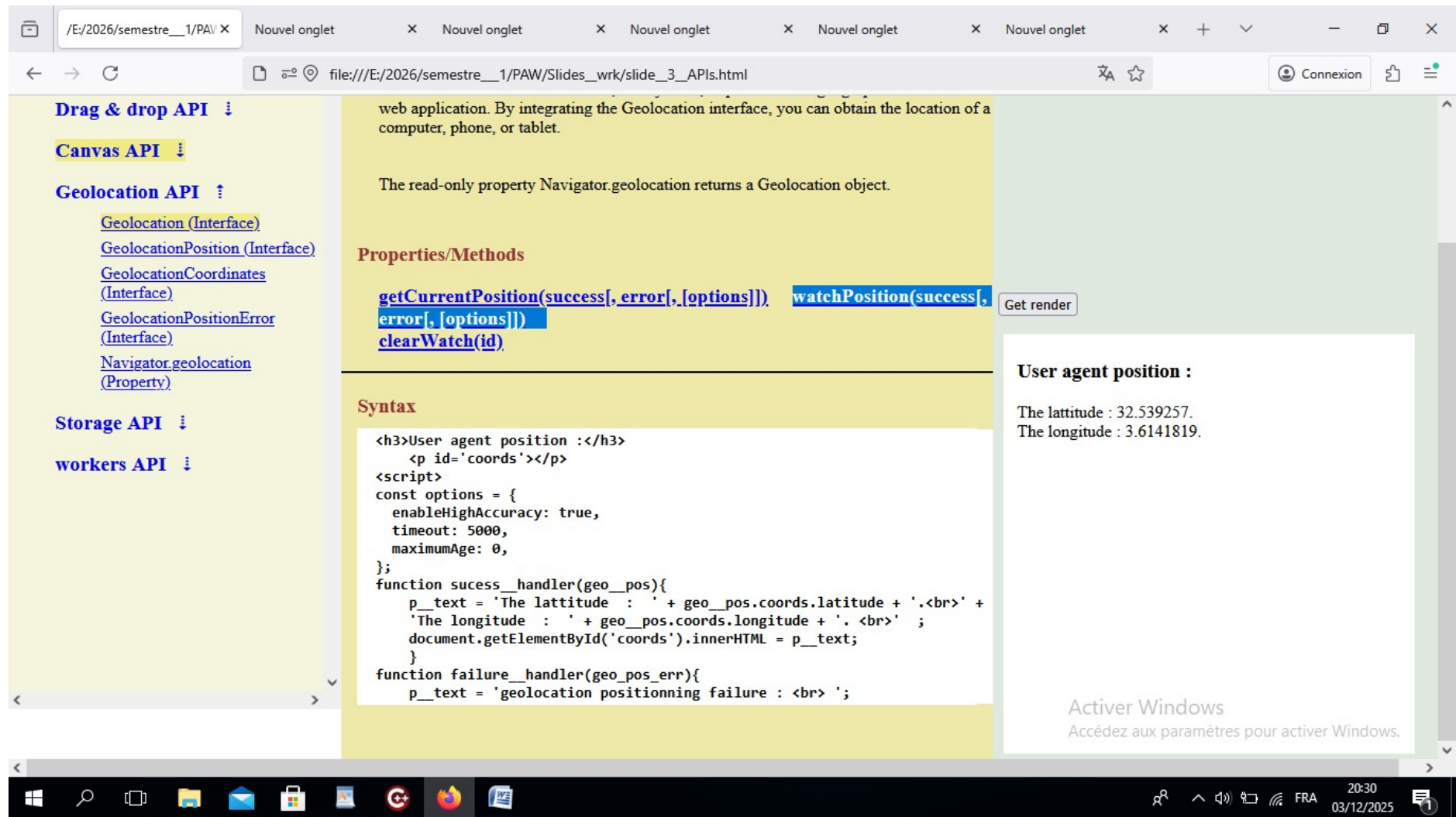


Browser window showing a blank page (about:blank) with a script for geolocation. The script defines a success handler and a failure handler for the navigator.geolocation API. The success handler displays the latitude and longitude in a paragraph with id 'coords'. The failure handler displays the error code and message. The script is executed when the page loads.

```
<h3>User agent position :</h3>
<p id='coords'></p>
<script>
const options = {
  enableHighAccuracy: true,
  timeout: 5000,
  maximumAge: 0,
};
function sucess__handler(geo__pos){
  p__text = 'The lattitude : ' + geo__pos.coords.latitude + ' .<br>' +
  'The longitude : ' + geo__pos.coords.longitude + ' . <br>' ;
  document.getElementById('coords').innerHTML = p__text;
}
function failure__handler(geo_pos_err){
  p__text = 'geolocation positionning failure : <br> ';
  p__text += 'code error : ' + geo_pos_err.code + ' . <br>';
  p__text += 'The concern : ' + geo_pos_err.message + ' .<br>';
  document.getElementById('coords').innerHTML = p__text;
}
if(navigator.geolocation)
  navigator.geolocation.watchPosition(sucess__handler,failure__handler,options);
</script>
```

Active Windows
Accédez aux paramètres pour activer Windows.

Taskbar: Windows logo, Search, Task View, File Explorer, Mail, Photos, Edge, Firefox, Chrome. System tray: Network, Volume, Date/Time (20:29, 03/12/2025), Language (FRA), Notification area (1).



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👤 Connexion

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Drag & drop API ⌵

Canvas API ⌵

Geolocation API ⌵

- [Geolocation \(Interface\)](#)
- [GeolocationPosition \(Interface\)](#)
- [GeolocationCoordinates \(Interface\)](#)
- [GeolocationPositionError \(Interface\)](#)
- [Navigator.geolocation \(Property\)](#)

Storage API ⌵

workers API ⌵

web application. By integrating the Geolocation interface, you can obtain the location of a computer, phone, or tablet.

The read-only property `Navigator.geolocation` returns a Geolocation object.

Properties/Methods

[getCurrentPosition\(success\[, error\[, \[options\]\]\]\)](#) [watchPosition\(success\[, error\[, \[options\]\]\]\)](#) [clearWatch\(id\)](#)

Syntax

```
<h4 style='color : brown'>clearWatch() : Removes the particular handler previously installed using watchPosition().</h4>
<h3>User agent position :</h3>
<button onclick='start_track();'>Start__watch</button>
  <p id='coords'></p>
<button onclick='stop_track();'>End__watch</button>
<br><br><h4 style='color : brown'>code :    err code : 1 ---->
PERMISSION_DENIED : the page didn't have the necessary permissions,
for example because it is blocked by a Permissions Policy
<br><br>err code : 2 ---->  POSITION_UNAVAILABLE : internal source of
position returned an internal error.      <br><br>err code : 3 ---
TIMEOUT : installed using watchPosition().</h4> <script>
const options = {
  enableHighAccuracy: true,
  timeout: 5000,
```

Get render

Activer Windows
Accédez aux paramètres pour activer Windows.

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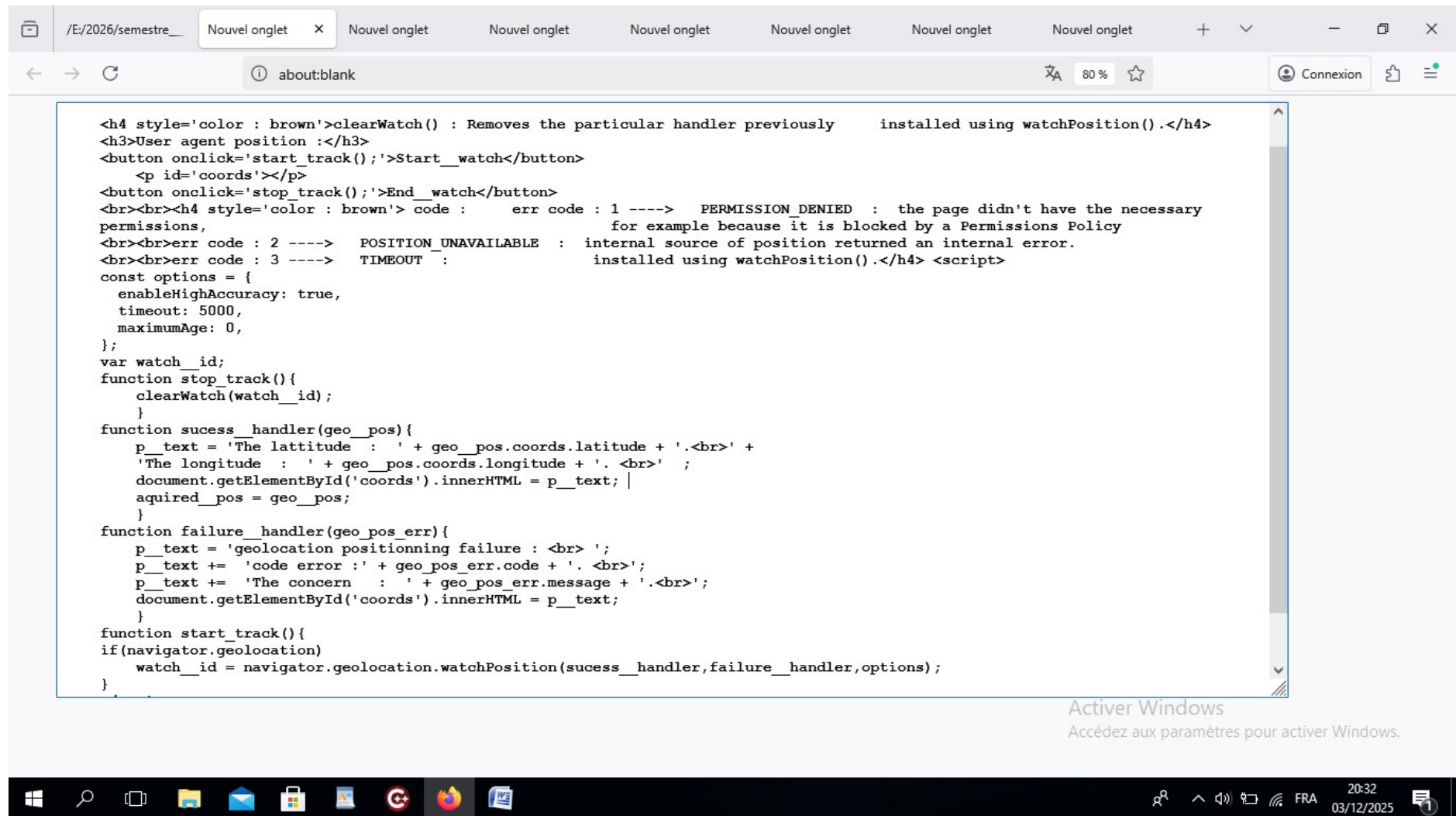
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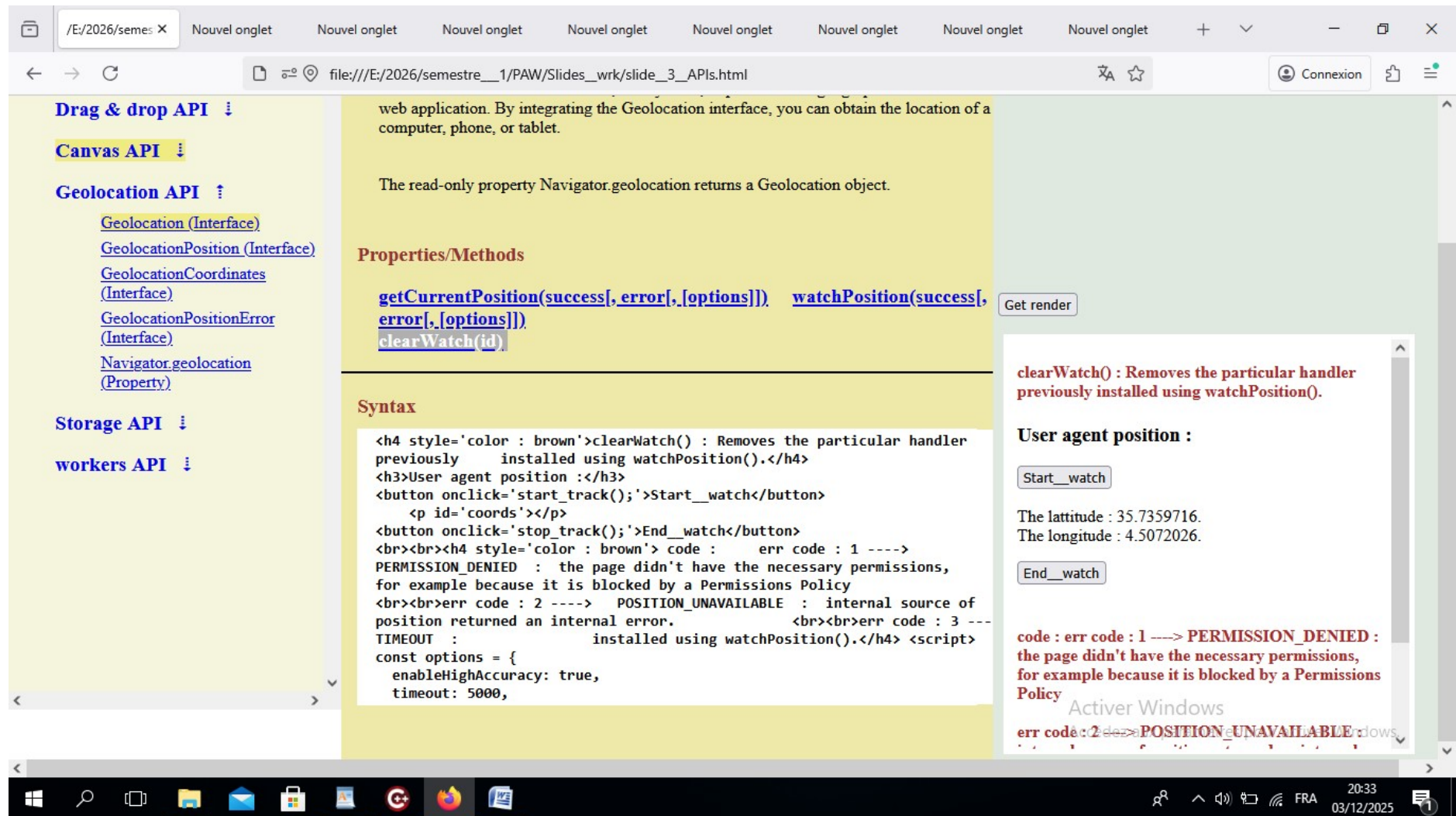
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Connexion

Chapter IV : HTML5(APIs)

APIs

Drag & drop API ⌵

Canvas API ⌵

Geolocation API ⌵

[Geolocation \(Interface\)](#)

[GeolocationPosition \(Interface\)](#)

[GeolocationCoordinates \(Interface\)](#)

[GeolocationPositionError \(Interface\)](#)

[Navigator.geolocation \(Property\)](#)

Storage API ⌵

workers API ⌵

Description

The GeolocationPosition interface represents the position of the device in question at a given time. The position, represented by a GeolocationCoordinates object, includes the 2D position of the device on a spheroid representing the Earth, as well as its altitude and speed.

Properties/Methods

[coords](#) [timestamp](#)

Syntax

Get render

Active Windows

Accédez aux paramètres pour activer Windows.

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Connexion

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Chapter IV : HTML5(APIs)

APIs

Drag & drop API ⌵

Canvas API ⌵

Geolocation API ⌵

[Geolocation \(Interface\)](#)

[GeolocationPosition \(Interface\)](#)

[GeolocationCoordinates \(Interface\)](#)

[GeolocationPositionError \(Interface\)](#)

[Navigator.geolocation \(Property\)](#)

Storage API ⌵

workers API ⌵

Description

The GeolocationPosition interface represents the position of the device in question at a given time. The position, represented by a GeolocationCoordinates object, includes the 2D position of the device on a spheroid representing the Earth, as well as its altitude and speed.

Properties/Methods

[coords](#) [timestamp](#)

Syntax

```
<h4 style='color : brown'>The getCurrentPosition() method of the Geolocation interface is used to get the current position of the device.</h4>

<h3>User agent position :</h3>
  <p id='coords'></p>
<br><br>
<h4 style='color : brown'>The getCurrentPosition(sucess,err,optns): arguments sucess and err are respectively the handlers for successful and failure position recuperation. optns is object with the attributes : enableHighAccuracy, timeout and maximumAge </h4>

<script>
function sucess_handler(geo_pos){
  p_text = 'The lattitude : ' + geo_pos.coords.latitude + '<br>' +
```

Get render

Activer Windows

Accédez aux paramètres pour activer Windows.

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about:blank

Connexion

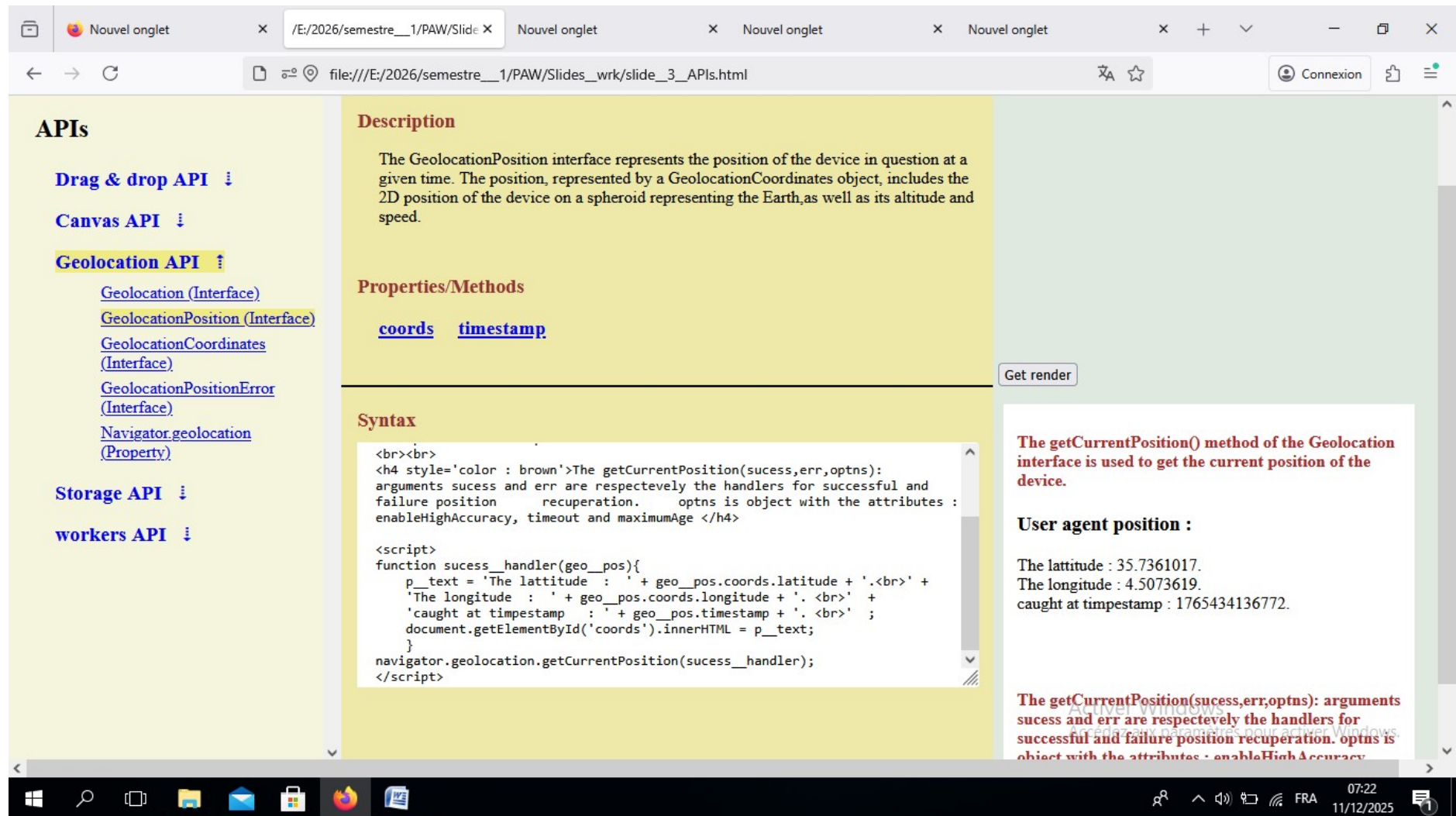
```
<h4 style='color : brown'>The getCurrentPosition() method of the Geolocation interface is used
to get the current position of the device.</h4>

<h3>User agent position :</h3>
  <p id='coords'></p>
<br><br>
<h4 style='color : brown'>The getCurrentPosition(sucess,err,optns): arguments sucess and err are
respectevly the handlers for successful and failure position recuperation. optns is object
with the attributes : enableHighAccuracy, timeout and maximumAge </h4>

<script>
function sucess_handler(geo_pos){
  p__text = 'The lattitude : ' + geo__pos.coords.latitude + '.<br>' +
  'The longitude : ' + geo__pos.coords.longitude + ' .<br>' +
  'caught at timpestamp : ' + geo__pos.timestamp + ' .<br>' ;
  document.getElementById('coords').innerHTML = p__text;
}
navigator.geolocation.getCurrentPosition(sucess__handler);
</script>
```

Activer Windows
Accédez aux paramètres pour activer Windows.

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👤 Connexion

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Chapter IV : HTML5(APIs)

APIs

Drag & drop API ⌵

Canvas API ⌵

Geolocation API ⌵

[Geolocation \(Interface\)](#)

[GeolocationPosition \(Interface\)](#)

[GeolocationCoordinates \(Interface\)](#)

[GeolocationPositionError \(Interface\)](#)

[Navigator.geolocation \(Property\)](#)

Storage API ⌵

workers API ⌵

Description

The Coordinates interface represents the position (latitude, longitude) and altitude of the device on Earth, as well as the accuracy with which these properties are calculated.

Properties/Methods

[latitude](#) [longitude](#) [altitude](#) [accuracy](#) [speed](#)

[toJSON\(\)](#)

Syntax

Get render

Activater Windows

Accédez aux paramètres pour activer Windows.

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Connexion

Chapter IV : HTML5(APIs)

APIs

Drag & drop API ⌵

Canvas API ⌵

Geolocation API ⌵

[Geolocation \(Interface\)](#)

[GeolocationPosition \(Interface\)](#)

[GeolocationCoordinates \(Interface\)](#)

[GeolocationPositionError \(Interface\)](#)

[Navigator.geolocation \(Property\)](#)

Storage API ⌵

workers API ⌵

Description

The Coordinates interface represents the position (latitude, longitude) and altitude of the device on Earth, as well as the accuracy with which these properties are calculated.

Properties/Methods

[latitude](#) [longitude](#) [altitude](#) [accuracy](#) [speed](#)

[toJSON\(\)](#)

Syntax

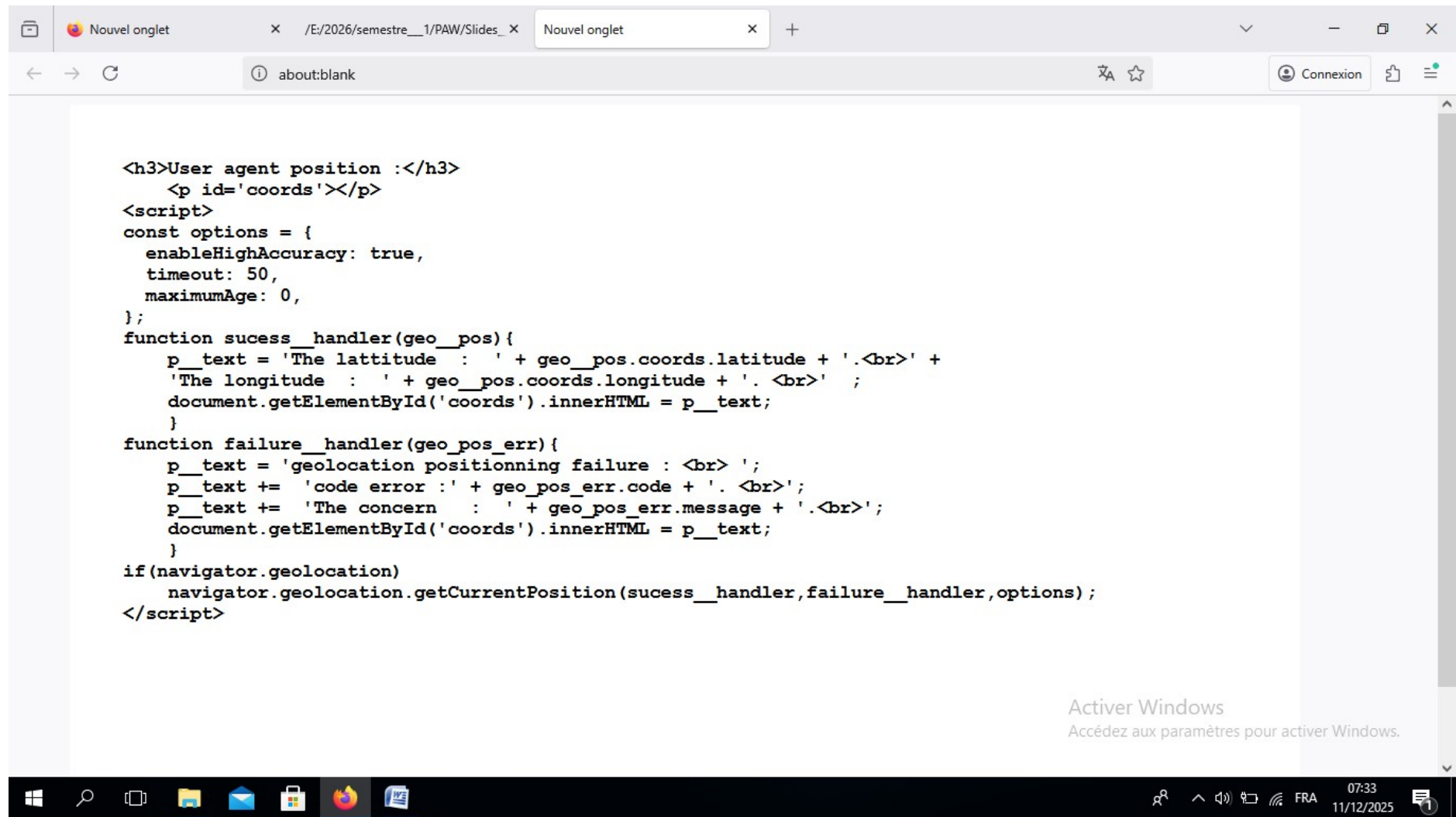
```
<h3>User agent position :</h3>
<p id='coords'></p>
<script>
const options = {
  enableHighAccuracy: true,
  timeout: 50,
  maximumAge: 0,
};
function success_handler(geo_pos){
  p_text = 'The lattitude : ' + geo_pos.coords.latitude + '<br>' +
  'The longitude : ' + geo_pos.coords.longitude + '<br>' ;
  document.getElementById('coords').innerHTML = p_text;
}
function failure_handler(geo_pos, err){
```

Get render

Activer Windows
Accédez aux paramètres pour activer Windows.

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Chapter IV : HTML5(APIs)

APIs

Drag & drop API ⌵

Canvas API ↓

Geolocation API

Geolocation (Interface)

GeolocationPosition (Interface)

GeolocationCoordinates (Interface)

GeolocationPositionError (Interface)

Navigator.geolocation
(Property)

Storage API ↓

workers API ↓

Description

The Coordinates interface represents the position (latitude, longitude) and altitude of the device on Earth, as well as the accuracy with which these properties are calculated.

Properties/Methods

```
latitude longitude altitude accuracy speed
toJSON()
```

Syntax

```
<h3>User agent position :</h3>
  <p id='coords'></p>
<script>
const options = {
  enableHighAccuracy: true,
  timeout: 50,
  maximumAge: 0,
};
function success_handler(geo_pos){
  p__text = 'The latitude : ' + geo_pos.coords.latitude + '<br>' +
  'The longitude : ' + geo_pos.coords.longitude + '<br>' ;
  document.getElementById('coords').innerHTML = p__text;
}
function failure_handler(geo_pos_err){
  p__text = 'geolocation positioning failure : <br>' ;
```

Get render

User agent position :

geolocation positionning failure :
code error :3.
The concern : Position acquisition timed out.

Activer Windows

Accédez aux paramètres pour activer Windows.

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Nouvel onglet

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Connexion

Chapter IV : HTML5(APIs)

APIs

Drag & drop API

Canvas API

Geolocation API

- [Geolocation \(Interface\)](#)
- [GeolocationPosition \(Interface\)](#)
- [GeolocationCoordinates \(Interface\)](#)
- [GeolocationPositionError \(Interface\)](#)
- [Navigator.geolocation \(Property\)](#)

Storage API

workers API

Description

The GeolocationPositionError interface represents the reason for the error that occurred when geolocation was used.

Properties/Methods

[code](#) [message](#)

Syntax

Get render

Activer Windows
Accédez aux paramètres pour activer Windows.

Windows Taskbar

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Chapter IV : HTML5(APIs)

APIs

- Drag & drop API ↓
- Canvas API ↓
- Geolocation API ↑
 - Geolocation (Interface)
 - GeolocationPosition (Interface)
 - GeolocationCoordinates (Interface)
 - GeolocationPositionError (Interface)
 - Navigator.geolocation (Property)
- Storage API ↓
- workers API ↓

Description

The `GeolocationPositionError` interface represents the reason for the error that occurred when geolocation was used.

Properties/Methods

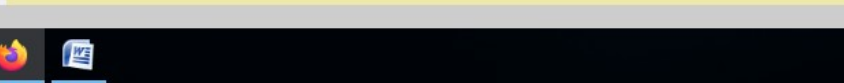
`code` `message`

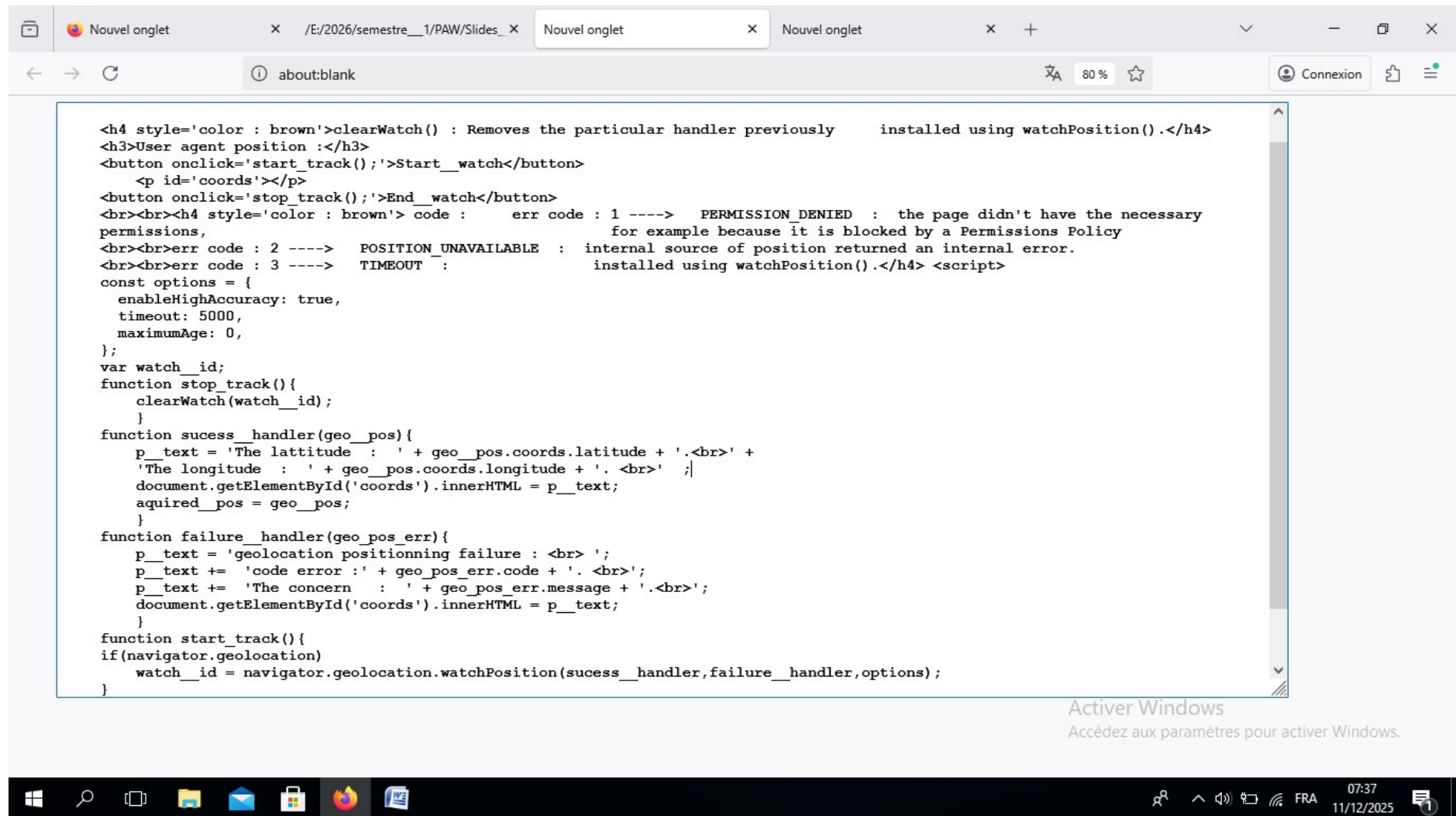
Syntax

```
<h4 style='color : brown'>clearWatch() : Removes the particular handler  
previously installed using watchPosition().</h4>  
<h3>User agent position :</h3>  
<button onclick='start_track();'>Start__watch</button>  
  <p id='coords'></p>  
<button onclick='stop_track();'>End__watch</button>  
<br><br><h4 style='color : brown'>code : err code : 1 ---->  
PERMISSION_DENIED : the page didn't have the necessary permissions,  
for example because it is blocked by a Permissions Policy  
<br><br>err code : 2 ----> POSITION_UNAVAILABLE : internal source of  
position returned an internal error. <br><br>err code : 3 ---->  
TIMEOUT : installed using watchPosition().</h4> <script>  
const options = {  
  enableHighAccuracy: true,  
  timeout: 5000,  
}
```

Syntax

```
<h4 style='color : brown'>clearWatch() : Removes the particular handler  
previously installed using watchPosition().</h4>  
<h3>User agent position :</h3>  
<button onclick='start_track();'>Start__watch</button>  
  <p id='coords'></p>  
<button onclick='stop_track();'>End__watch</button>  
<br><br><h4 style='color : brown'>code : err code : 1 ---->  
PERMISSION_DENIED : the page didn't have the necessary permissions,  
for example because it is blocked by a Permissions Policy  
<br><br>err code : 2 ----> POSITION_UNAVAILABLE : internal source of  
position returned an internal error. <br><br>err code : 3 ---->  
TIMEOUT : installed using watchPosition().</h4> <script>  
const options = {  
  enableHighAccuracy: true,  
  timeout: 5000,  
}
```





code : err code : 1 ----> **PERMISSION_DENIED** :
the page didn't have the necessary permissions,
for example because it is blocked by a Permissions
Policy

Chapter IV : HTML5(APIs)

APIs

Drag & drop API

Canvas API

Geolocation API

- Geolocation (Interface)
- GeolocationPosition (Interface)
- GeolocationCoordinates (Interface)
- GeolocationPositionError (Interface)
- Navigator.geolocation (Property)

Storage API

workers API

Description

The GeolocationPositionError interface represents the reason for the error that occurred when geolocation was used.

Properties/Methods

codemessage

Syntax

```
    aquired__pos = geo__pos;
  }
  function failure__handler(geo_pos_err){
    p__text = 'geolocation positionning failure : <br> ';
    p__text += 'code error : ' + geo_pos_err.code + ' . <br>';
    p__text += 'The concern   : ' + geo_pos_err.message + ' .<br>';
    document.getElementById('coords').innerHTML = p__text;
  }
  function start_track(){
    if(navigator.geolocation)
      watch_id =
    navigator.geolocation.watchPosition(sucess__handler,failure__handler,options)
    ;
  }
</script>
```

Get render

Start__watch

geolocation positionning failure :
code error :1.
The concern : User denied geolocation prompt.

End__watch

code : err code : 1 ----> **PERMISSION_DENIED : the page didn't have the necessary permissions, for example because it is blocked by a Permissions Policy**

Windows Taskbar

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code : err code : 1 ----> **PERMISSION_DENIED** :
the page didn't have the necessary permissions,
for example because it is blocked by a Permissions
Policy