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Edizione	[1st edition]
Descrizione fisica	1 online resource (316 p.)
Collana	Quick answers to common problems
Altri autori (Persone)	UrazBalkan
Disciplina	526
Soggetti	Application program interface (Computer software) Digital maps Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Copyright; Credits; About the Authors; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Google Maps JavaScript API Basics; Introduction; Creating a simple map in a custom DIV element; Creating a simple fullscreen map; Moving from the Web to mobile devices; Changing map properties programmatically; Changing base maps; Chapter 2: Adding Raster Layers; Introduction; Styling of Google base maps; Using different tile sources as base maps; Adding tile overlays to maps; Adding image overlays to maps; Changing the transparency of overlays; Creating a heat map Adding the traffic layerAdding the transit layer; Adding the bicycling layer; Adding the weather and cloud layers; Adding the Panoramio layer; Chapter 3: Adding Vector Layers; Introduction; Adding markers to maps; Adding popups to markers or maps; Adding lines to maps; Adding polygons to maps; Adding circles/rectangles to maps; Adding animated lines to maps; Adding KML/GeoRSS layers; Adding GeoJSON to the Google Maps JavaScript API; Adding WKT to the Google Maps JavaScript API; Chapter 4: Working with Controls; Introduction; Adding and removing controls; Changing the position of controls Creating and adding a geolocation controlCreating a table of contents control for layers; Adding your own logo as a control; Chapter 5: Understanding Google Maps JavaScript API Events; Introduction; Creating two synced maps side by side; Getting the coordinates of a mouse click; Creating a context menu on a map; Restricting the map

extent; Creating a control that shows coordinates; Creating your own events; Chapter 6: Google Maps JavaScript Libraries; Introduction; Drawing shapes on the map; Calculating the length/area of polylines and polygons; Encoding coordinates

Searching for and showing nearby places; Finding places with the autocomplete option; Adding drag zoom to the map; Creating custom pop ups / infoboxes; Chapter 7: Working with Services; Introduction; Finding coordinates for an address; Finding addresses on a map with a click; Getting elevations on a map with a click; Creating a distance matrix for the given locations; Getting directions for the given locations; Adding Street View to your maps; Chapter 8: Mastering the Google Maps JavaScript API through Advanced Recipes; Introduction; Adding WMS layers to maps

Adding Fusion Tables layers to maps; Adding CartoDB layers to maps; Accessing ArcGIS Server with the Google Maps JavaScript API; Accessing GeoServer with the Google Maps JavaScript API; Index

Sommario/riassunto

Google Maps API Cookbook follows a fast-paced, high-level, structured cookbook approach, with minimal theory and an abundance of practical, real-world examples explained in a thorough yet concise manner to help you learn quickly and efficiently. Google Maps API Cookbook is for developers who wish to learn how to do anything from adding a simple embedded map to a website to developing complex GIS applications with the Google Maps JavaScript API. It is targeted at JavaScript developers who know how to get by but who are also seeking the immediacy of recipe-based advice.
