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Autore	Hazzard Erik
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Nota di contenuto	Table of Contents; OpenLayers 2.10; OpenLayers 2.10; Credits; About the Author; About the Reviewers; www.PacktPub.com; Support files, eBooks, discount offers, and more; Why Subscribe?; Free Access for Packt account holders; Preface; What you need for this book; What this book covers; Who this book is for; How to read this book; Conventions; Time for action - heading; What just happened?; Pop quiz - heading; Have a go hero - heading; Reader feedback; Customer support; Downloading the example code for this book; Errata; Piracy; Questions; 1. Getting Started with OpenLayers; What is OpenLayers? Why use OpenLayers? What, technically, is OpenLayers?; Client side; Library; Anatomy of a web-mapping application; Web map client; Web map server; Relation to Google / Yahoo! / and other mapping APIs; Layers in OpenLayers; What is a Layer?; The OpenLayers website; Time for action - downloading OpenLayers; What just happened?; Making our

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## Sommario/riassunto

Web mapping is the process of designing, implementing, generating, and delivering maps on the World Wide Web and its products. OpenLayers is a powerful, community driven, open source, pure JavaScript web mapping library. With it, you can easily create your own web map mashup using WMS, Google Maps, and a myriad of other map backends. Interested in knowing more about OpenLayers? This book is going to help you learn OpenLayers from scratch. OpenLayers 2.10 Beginner's Guide will walk you through the OpenLayers library in the easiest and most efficient way possible. The core components of OpenLayers are covered in detail, with examples, structured so that you can easily refer back to them later. The book starts off by introducing you to the OpenLayers library and ends with developing and deploying a full-fledged web map application, guiding you through every step of the way. Throughout the book, you'll learn about each component of the OpenLayers library. You'll work with backend services like WMS, third-party APIs like Google Maps, and even create maps from static images. You'll load data from KML and GeoJSON files, create interactive vector layers, and customize the behavior and appearance of your maps. There is a growing trend in mixing location data with web applications. OpenLayers 2.10 Beginner's Guide will show you how to create powerful web maps using the best web mapping library around. This book will guide you to develop powerful web maps with ease using the open source JavaScript library OpenLayers.

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