

Programming ArcGIS Javascript API

July 20th and July 21st

This course will introduce you to the basics of programming and the basics of using ESRI's Javascript API for interactive map development. Day one is designed for people new to programming. The basics of coding and basic programming concepts will be introduced and practiced. Day two will focus upon utilizing the API to create rich interactive maps. These maps will allow for GIS data inclusion, query, retrieval, and display. The course assumes students will already have published or know how to publish web map services.

Day 1 Outline

Programming Background Information

- How computers process 'code'
- Differences in platforms with focus on the web platform
- Programming tools
- Publishing and running your program

General Programming Theory and Structure

- Data types
- Variables
- Arrays
- Control statements
- Input/Output
- Functions
- Classes and Objects

Day 2 Outline

Introduction to the ESRI API and Interactive Mapping

- API features and components
- Creating a basic web application
- Adding data layers
- Layer types, including graphics
- REST web services

Intermediate Topics

- Using feature layers for data display and querying
- Event listening and handling for queries
- Displaying attribute information
- Mapping with dynamic requests
- Dynamic rendering and mapping
- Dynamic map service layers
- Geoprocessing tasks