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Displaying an Interactive Map

The example below displays an interactive map with a marker and the options of zoom and drag: [Display the Map!]

Line-by-line explanations of the code are given as follows:

Line 08: <script src="http://maps.google.com/maps/api/js?sensor=false"></script>

The URL stores the JavaScript file that loads all of the symbols and definitions for using the Google Maps API. Set `sensors=false` in the URL, otherwise Google will try to find out the user's position for you.

Line 22: latlon = new google.maps.LatLng(lat, lon);

A `LatLng` class is a point in geographical coordinates: latitude and longitude.

Line 23: mapholder.style.height = '250px';

Returns an object that represents the element's style attribute.

Line 26: var myOptions = {

To initialize a Map, a Map options object is created to contain map initialization variables.

Line 29: mapTypeId: google.maps.MapTypeId.ROADMAP,

The following map types are supported by the Google Maps:

- `ROADMAP`—displays the normal, default 2D tiles of Google Maps.
- `SATELLITE`—displays photographic tiles.

- HYBRID—displays a mix of photographic tiles and a tile layer for prominent features (roads, city names).
- TERRAIN—displays physical relief tiles for displaying elevation and water features (mountains, rivers, etc.).

```
<!DOCTYPE HTML>
<html>
 <body>
  Click the button to display the map:
  <button onClick="getLocation( )">Display the Map!</button>
  <p id="mapholder"></p>

  <script src="http://maps.google.com/maps/api/js?sensor=false"></script>
  <script>
   var  mapholder = document.getElementById( "mapholder" );

   function  getLocation( ) {
    if ( navigator.geolocation )
     navigator.geolocation.getCurrentPosition( showPosition );
    else
     mapholder.innerHTML = "Geolocation is not supported by this browser.";
   }

   function  showPosition( position ) {
    lat       = position.coords.latitude;
    lon       = position.coords.longitude;
    latlon    = new google.maps.LatLng( lat, lon );
    mapholder.style.height = '250px';
    mapholder.style.width  = '400px';

    var  myOptions = {
     center: latlon,
     zoom: 14,
     mapTypeId: google.maps.MapTypeId.ROADMAP,
     mapTypeControl: false,
     navigationControlOptions: {
      style: google.maps.NavigationControlStyle.SMALL
     }
    };

    var  map = new google.maps.Map( document.getElementById (
     "mapholder" ), myOptions );
    var  marker = new google.maps.Marker ( {
     position:latlon, map:map, title:"You are here!" } );
   }
  </script>
 </body>
</html>
```

Demonstration

The following demonstration shows how the HTML5 script is displayed on the Web.

[Display the HTML]   [Reset]

```
<html>
 <head><title>HTML Working Area</title></head>
 <body>
  Click the button to display the map:
  <button onClick="getLocation( )">Display the Map!
</button>
  <center><p id="mapholder"></p></center>
  <script src="http://maps.google.com/maps/api/js?
sensor=false"></script>
  <script>
   var  mapholder = document.getElementById( "mapholder"
);

   function  getLocation( ) {
    if ( navigator.geolocation )
     navigator.geolocation.getCurrentPosition(
showPosition );
    else
     mapholder.innerHTML = "Geolocation is not supported
```

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