

Basic

- Load google maps API:
- Getting started
 - Get API keys: [cloud.google.com](https://cloud.google.com/maps-api/)
- Initmap
 - function initMap() { }
 - - Initiates the map object and other maps api objects. Runs when loading the page
- Styles
 - var styles = []
 - - Styles array for google maps map object
 - - See *url* for styles reference
 - - See *url* for examples
- map
 - var map = new google.maps.Map(*html element*){
 - zoom: int,
 - center: {lat: num1, lng: num2},
 - styles: styles,
 - etc: see *url* for more options
 - }
 - - The map object is the object for the map in the dom
- InfoWindow
 - var InfoWindow = new google.maps.InfoWindow();
- making markers
 - 1. init arrays for locations and markers
 - var markers = [];
 - var locations = [{title: 'Some string', location:{lat:123, lng:321}}, ...]
 - 2. Iterate over locations and get the data from each loc
 - 3. Make marker for each loc:
 - var marker = new google.maps.Marker({position:*from loc*, title: *from loc*, icon: *google.maps.MarkerImage*, id: int})
 - 4. Push marker to markers array: markers.push(marker)
 - 5. Add listeners to marker object
 - 6. When you wish to display markerobjects: marker.setMap(map)
- bounds
 - 1. var bounds = new google.maps.LatLngBounds();
 - 2. iterate over locations -> bounds.extend(position)
 - 3. map.fitBounds(bounds)

Libraries

- Loading libs
 - `.../maps/api/js?libraries=geometry,drawing,places,visualization=3=XXX...`
- Geometry
 - Library for calculating geometric values on earth; eg. distance/area. Useful for doing earth calculations
 - Examples:
 - `geometry.spherical.computeHeading(*userposition*, *locationposition*)` -> Heading to location => use in streetview
 - `geometry.poly.containsLocation(position,polygon)` -> returns bool, useful for just displaying markers in a polygon
 - `geometry.spherical.computeArea(*array of latlngs*)` -> Calculates area
- Drawing
 - Graphical interface for users to draw polygons, tects, polylines, circles, and markers on a map
 - Use:
 - `var drawingManager = google.maps.drawing.DrawingManager({args}`
 - see *url for arguments*
 - `drawingManager.setMap(map)`
 - `drawingManager.addListener('overlaycomplete', function(event){polygon = event.overlay, ...})`
 - Do stuff to the polygon object after this. Eg calculate area with geometry lib
- Places
 - Lib for searching for places within a defined area. eg points of interest
 - 1. `var service = new google.maps.places.PlacesService(map);`
 - 2. `service.getDetails({placeId: marker.id}, function(place, status){})`
 - 3 -> Check status === `google.maps.places.PlacesServiceStatus.OK` -> `place.attribute`
 - 4. Check that an attribute exist before accessing it
- Autocomplete
 - Part of places library
 - Provides autocomplete when searching for places
 - 1. `var xAutocomplete = new google.maps.places.Autocomplete(domElement-input_text)`
 - 2. `xAutocomplete.bindTo(arg, map)`
- Visualization
 - Provides heatmaps for visual representation of data

Geocoding

- Getting started
 - Comes with google maps js api
 - `var geocoder = new google.maps.Geocoder();`
 - `geocoder.geocode({args:rejfhsgj}, function(result, status){})`
 - if success => status === `google.maps.Geocoder.status.OK`
 - result => array of results as json
 - to see results => `var str = JSON.stringify(results[0], null, 4)`

Webservices

- **See developers.google.com/maps/web-services**
- Distance matrix
 - GET `.../maps/api/distancematrix/json?origins=*address*...*array of addresses seperated by ,*` more options
 - Options: `mode=transit_mode=*eg.train,driving,bicycling*_time=*secs since 1 jan 1970*`
 - see `/maps/documentation/distance-matrix`
- Directions
 - GET `.../maps/api/directions/json?origin=*address*...*address*` more options
 - Options: `travelMode, waypoints, transit_routing_preferences, optimizeWaypoints`
 - see: `https://developers.google.com/maps/documentation/javascript/directions`
- Limits
 - `https://developers.google.com/maps/documentation/javascript/directions#UsageLimits`
- Other useful apis
 - Nearby search
 - Gets list of nearby places from center and radius
 - Text search
 - Search without specified location by using text query
 - Radar
 - Like nearby search, except more places and less specified information
- Timezone api
 - `maps/api/timezone/json?location=lat,lng=1jan1970timesince=87ut6958069032495`
- Geolocating
 - Useful for machines which doesnt have geolocation built in
 - Websevice to pass info from celltowers/wifinodes to get location

Roads API

- Available only as a webservice
- Snap to roads
 - Takes up to 100 points and snaps the points to a road
 - args: Interpolate returns smooths out the returned points
- Speed limits
 - Rakes path(list og latlngs) or placeIds and returns speed limit + snapped points

Other API features

- API Use
 - See console to monitor api use
 - QPD = Queries per day
 - QPS = Queries per sec
 - In console you may limit the api use
 - There is a premium key:
 - You have to have premium on closed sites
 - You must have premium on paid services
- JS documentation on
 - **`https://developers.google.com/maps/documentation/javascript/tutorial`**
- List of various apis:
 - ...

Project req

- Interface
 - Responsive design, works across platforms
- Functionality
 - Geocoding and filters
 - Displays all desired markers by default and filtered subset when filter is applied (eg searching -> filtering)
 - Infowindow when markers are clicked
 - Listeners on markers
- App architecture
 - MVVM model
 - Use of Knockout JS
- API use
 - Use of google maps API and atleast one other API
 - AJAX requests that fail results in visible error
- Location details
 - At least 5 markers
 - Loads additional data from 3rd party api
 - Application runs without errors
 - Functionality is presented in usable and responsive manner
- Documentation
 - README file
 - Comments are present and explain longer code procedures
 - Code is good -> See JS styleguide
- Plan
 - devenv
 - NodeJS + gulp
 - atom
 - Features
 - MVVM with Knockout JS
 - München as the city
 - Use of the apis