Make your own GIS service

Summer School on Digital Humanities

Web site: https://bit.ly/dt4h-gis

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9 giugno 2025

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- We have seen how open services provide many functionalities to
  - produce a *live* map, with web links and multimedia contents
  - share it with others
  - export the data across tools and other services
- However, we may have requirements that do not exactly match an existing service
- In that case we need to create our own web service
- The task is simplified by the existence of powerful open source library, *leaflet*
- In this concluding tutorial we search the source of this tool to understand its potential

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How to proceed

- The tutorial consists in the step-by-step creation of a simple app that:
  - Displays a map
  - Allow the user to add markers to the map
  - Exports the markers as a GeoJSON string
  - Stores the data in the cloud (until September 2020)
- The tool we are going to use is Stackblitz (https://stackblitz.com), an online IDE for JavaScript
- The code for each step can be viewed, tested and modified as a Stackblitz project
- The link to each project is in the title of each slide, and in the course website page dedicated to this topic.

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- In the right frame you see the preview of your service, showing a map
  - the URL on top of the frame is functional: try it
- In the left frame there is the project content
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  - The *index.html* is the HTML code for the page
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Step 1: the background (project)

- The first step in our tutorial consists of using the *Leaflet* library to display an OpenStreetMap raster
- The reference to the library is in the *package-lock* file
- In the HTML file:
- Next we define the source for the tiles, which is *OpenStreetMap*

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- In the HTML file:
  - a header element with the CSS for the *Leaflet* library
  - a div element for the map (its id is *mapid*)
- The index.js file contains the JavaScript code of our App
- The capital letters are placeholders
- So we create a *template* with two placeholders
- Next we define the source for the tiles, which is *OpenStreetMap*

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- The index.js file contains the JavaScript code of our App
- The capital `L` stands for the *Leaflet* class
- So we create a map with two parameters
  - the id of the DOM element containing the map (our `mapid`)
  - A JavaScript object with the map's options (in our case, center and zoom level)
- Next we define the source for the tiles (which is *OpenStreetMap*

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Step 1: Lab activity

- Browse the web to find the coordinates of a place at your choice as the center of the raster
- Modify/remove the zoom factor

IMPORTANT:

- you **cannot** commit your updates on my repo (Error 403)
- you can *Connect a repository* of your own on GitHub (recommened)
- you can *Save* your updates,
  - but you will loose your work when you switch branch (Discard Changes)
- you can undo updates with Ctrl-z
- you can *Fork* a branch
  - this works on a single branch
- you can clone the whole repository (all branches) in your computer and push it on a new repo

Step 2: show the coordinates (project)

- When the user clicks on the map an alert appears with the coordinates of the click
- We apply the *on* method to the map to catch *click* events
  - the first parameter is the name of the event we want to capture
  - the second parameter is a callback that takes the event description as a parameter

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  - we extract the latlng and the fields in the latlng field

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Step 2: Lab activity

- Replace the alert with a popup on the click point
- Instead of the geographical coordinates, print the position of the point in the layer
  - consult https://leafletjs.com/reference-1.7.1.html#mouseevent

Step 3: collect coordinates (project)

- Each click on the map adds a marker, and their coordinates are shown on the page
- The event callback contains the creation of the new marker
  - its position is computed using the event descriptor
  - the coordinates are stored in the `DOM` element of the

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Step 3: Lab activity

- Display the distance of the point from the center instead of its coordinates
  - consult
    https://leafletjs.com/reference-1.7.1.html#map-conversion-methods

Step 4: enumerated markers (project)

- An progressive index is assigned to each new point
- The index is shown in the list and added as a *title* field in the marker definition
  - the title field is automatically displayed when the mouse hovers on the marker
- We add a new global variable
- The event callback increments the variable each time it is run
- The value of it is displayed on each line in the list
- The marker constructor now takes a second parameter containing the marker options

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  - the title field is automatically displayed when the mouse hovers on the marker
- We add a new global variable `n`
- The event callback increments the variable each time it is run
- The value of `n` is displayed on each line in the list
- The marker constructor now takes a second parameter containing the marker options
  - among which the `title` option

Step 4: Lab activity

- Configure the marker as draggable (ignore that the displayed coordinates become inconsistent)
  - consult https://leafletjs.com/reference-1.7.1.html#marker
- (advanced) show the coordinates inside the *title* and update them when the marker is dragged
  - consult the same manual page of the previous lab activity

Step 5: all markers in an array (project)

- Record the markers in an array to have them accessible
  - in the previous steps the marker was a local variable in the callback
- Create an array for the markers
- Push markers in the array
- n index corresponds to array length

Step 5: all markers in an array (project)

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Step 5: Lab activity

- Create a button that hides all the markers
  - Use opacity, same manual page of the previous lab activity

Step 6: all markers in a layer (project)

- Having all markers in a layer is more practical than in an array
- Replace the array with a *layerGroup* object added to the map
- Replace the push operation with an addLayer applied to the layerGroup
- Compute *n* as the length of the array obtained with the getLayers method applied to the layerGroup
- The solution to the assignment is obtained adding a control for the layerGroup
- The control creation takes two object arguments
- See the effect on the layers button top-right on the map

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- The solution to the previous Lab activity is obtained adding a `control` for the `markers` layer
- The control creation takes two object arguments
  - One for the base layers (in this solution, just one)
  - One for the overlay layers (in this solution, just one)
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Step 6: Lab activity

- Add a popup to all features in the layer
  - consult https://leafletjs.com/reference-1.7.1.html#layergroup

Step 7: GeoJSON serialization (project)

- It is handy to have a standard string representation of a piece of data (serialization)
  - e.g. to store the data in a file
- The GeoJSON representation can be easely transformed into a JSON string, and viceversa
- We want to print in the console the JSON string for our markers
- The `toGeoJSON` method converts the markers layer into a JavaScript object with the GeoJSON format
  - alas, in this way we lose the styling
- The `stringify` method serializes the object as a String object
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Step 7: Lab activity

- Is there any way to record the *title* field in the JSON string?
- Study the geoJSON format in the console and find a solution
- If needed see :
  - https://geojson.org/ for geojson syntax
  - https://leafletjs.com/reference-1.7.1.html#marker for the toGeoJSON method

Step 8-10: a map in the cloud

- We want to store our markers in the cloud
- The simplest option is to use a Key-Value service
  - a basic one is the one I implemented on MongoDB Atlas (just demonstration, not for public use)
- A *New* button in the interface allows the user to acquire a reserved key (step 8)

(project)

- A *Save* button allows to update the cloud record (after filling the Key box) (step 9)

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Firebase deployment

- For this you need a Google account
- You need first to access the console of the service at https://console.firebase.google.com/ and add a new project
  - in the following dialog, do not enable Google Analytics
  - observe the firebase logo in the upper left corner
- In the Stackblitz window click on the firebase logo in the left toolbar
- Click on the name of your project and next "Deploy"
- Finally click on the "Open Site", or visit <YourProjectName>.firebaseapp.com
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Stackblitz interface

- In the right frame we see the preview of our service
  - the URL on top of the screen is functional (try it...)
- In the center frame there is a code editor
  - try to change the title in the `app.component.html` file
- In the left frame there is the project content and github reference
- The left toolbar contains the general Angular commands
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One screen development environment

- The project code resides on the Stackblitz Webserver
- The user get access to the project following a web link
- The page displays an editable
- The user interacts with the browser clicking buttons, filling forms and such
- All this is synthesized in the Stackblitz screen

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