



Location and Maps

Upon completion of this module, a student will be able to

- setup google play services
- request “dangerous” permissions
- get GPS location coordinates
- convert coordinates to street address
- create a map activity
- manipulate the map view
- add markers the map view



Assignment

- Task
 - Build an app which allows users to place tags on a map and track their current location.
- Repo
 - https://github.com/LambdaSchool/Android_LocationServices_MapMarker
- Submission
 - Fork on github and submit pull request





A Student Can
setup google play services

Google Play Services

- Add google play services sdk
- `com.google.android.gms:play-services-location`

API	Description in build.gradle
Google+	<code>com.google.android.gms:play-services-plus:16.0.0</code>
Google Account Login	<code>com.google.android.gms:play-services-auth:16.0.1</code>
Google Actions, Base Client Library	<code>com.google.android.gms:play-services-base:16.1.0</code>
Google Sign In	<code>com.google.android.gms:play-services-identity:16.0.0</code>
Google Analytics	<code>com.google.android.gms:play-services-analytics:16.0.6</code>
Google Awareness	<code>com.google.android.gms:play-services-awareness:16.0.0</code>
Google Cast	<code>com.google.android.gms:play-services-cast:16.1.2</code>
Google Cloud Messaging	<code>com.google.android.gms:play-services-gcm:16.0.0</code>
Google Drive	<code>com.google.android.gms:play-services-drive:16.0.0</code>
Google Fit	<code>com.google.android.gms:play-services-fitness:16.0.1</code>
Google Location and Activity Recognition	<code>com.google.android.gms:play-services-location:16.0.0</code>
Google Mobile Ads	<code>com.google.android.gms:play-services-ads:17.1.2</code>
Mobile Vision	<code>com.google.android.gms:play-services-vision:17.0.2</code>
Google Nearby	<code>com.google.android.gms:play-services-nearby:16.0.0</code>
Google Panorama Viewer	<code>com.google.android.gms:play-services-panorama:16.0.0</code>
Google Play Game services	<code>com.google.android.gms:play-services-games:16.0.0</code>
SafetyNet	<code>com.google.android.gms:play-services-safetynet:16.0.0</code>
Google Pay	<code>com.google.android.gms:play-services-wallet:16.0.1</code>
Wear OS by Google	<code>com.google.android.gms:play-services-wearable:16.0.1</code>

Include any of the above dependencies into your app `build.gradle` file, for example:

```
apply plugin: 'com.android.application'
...

dependencies {
    implementation 'com.google...'
}
```

<https://developers.google.com/android/guides/setup>





A Student Can
request “dangerous” permissions

Dangerous Permissions

- Check for Permission
- If not granted, ask for it
 - Wait for result
- Check again before each use

```
// check for permission
if (ContextCompat.checkSelfPermission(context, Manifest.permission.ACCESS_FINE_LOCATION)
    != PackageManager.PERMISSION_GRANTED) {
    // not already granted, request it from user
    ActivityCompat.requestPermissions(activity,
                                    new String[]{Manifest.permission.ACCESS_FINE_LOCATION},
                                    PERMISSIONS_REQUEST_LOCATION);
} else {
    getLocation();
}
...

@Override
public void onRequestPermissionsResult(
    int requestCode,
    @NonNull String[] permissions,
    @NonNull int[] grantResults) {
    // process request result from user
    if(requestCode == PERMISSIONS_REQUEST_LOCATION) {
        if(permissions[0].equals(Manifest.permission.ACCESS_FINE_LOCATION) &&
            grantResults[0] == PackageManager.PERMISSION_GRANTED) {
            getLocation();
        } else {
            // permission denied
        }
    }
}

private void getLocation() {
    // check again before using permission
    if (Build.VERSION.SDK_INT >= Build.VERSION_CODES.M) {
        if (checkSelfPermission(
            Manifest.permission.ACCESS_FINE_LOCATION) !=
            PackageManager.PERMISSION_GRANTED) {
            return;
        }
    }
    ...
}
```

<https://developer.android.com/training/permissions/requesting#perm-request>





A Student Can
get GPS location coordinates

Location Provider

- FusedLocationProviderClient
 - LocationServices.getFusedLocationProviderClient(this);
- mFusedLocationClient.getLastLocation().addOnSuccessListener

```
mFusedLocationClient.getLastLocation().addOnSuccessListener(  
    this, new OnSuccessListener<Location>() {  
        @Override  
        public void onSuccess(Location location) {  
            // check we got a valid location  
            if (location != null) {  
                // Handle location object  
                ...  
            }  
        }  
    });
```





A Student Can
convert coordinates to street address

- Geocoder
- Get address
- Fine location

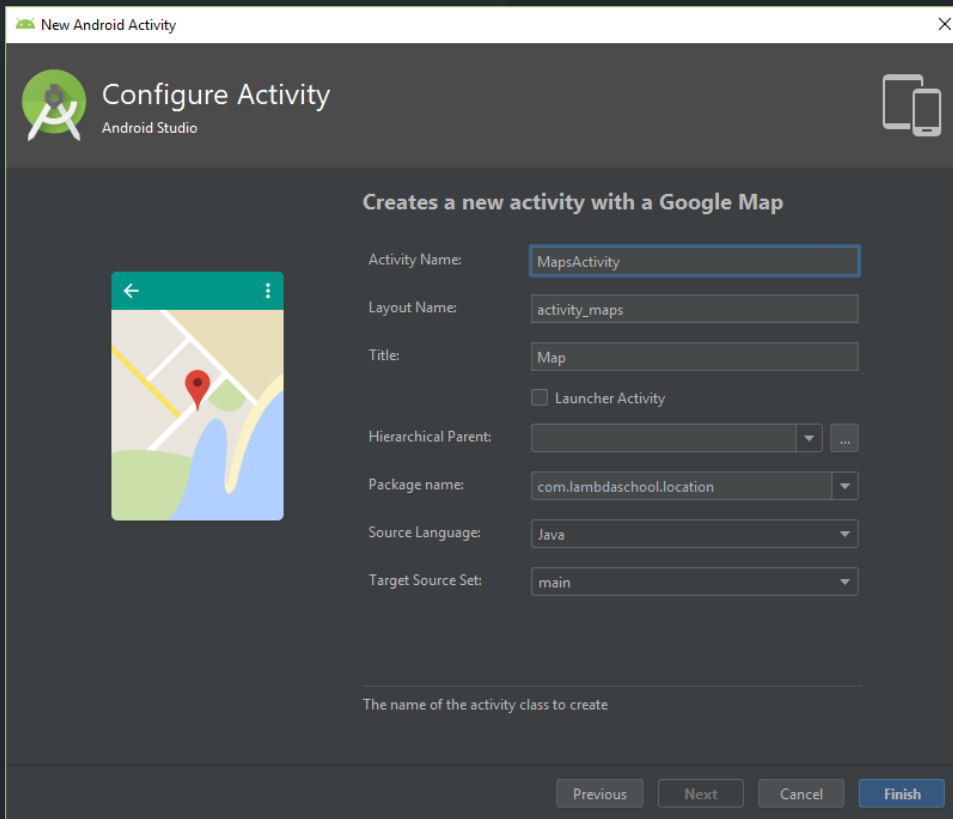
```
@Override
public void onSuccess(Location location) {
    // check we got a valid location
    if (location != null) {
        // Handle location object
        Geocoder geocoder = new Geocoder(context);
        List<Address> addresses = null;
        try {
            addresses = geocoder.getFromLocation(
                location.getLatitude(),
                location.getLongitude(),
                MAX_LOCATION_DECODE_RESULTS);
        } catch (IOException e) {
            e.printStackTrace();
        }
        if (addresses != null) {
            final String addressLine;
            addressLine = addresses.get(0).getAddressLine(0);
            runOnUiThread(new Runnable() {
                @Override
                public void run() {
                    TextView textView = findViewById(R.id.text_output);
                    textView.setText(addressLine);
                }
            });
        }
    }
}
```





A Student Can
create a map activity

Map Activity



- New Map activity



API Key

- google_maps_api.xml
- console.developers.google.com ...
- Fill out form

```
<resources>
  <!--
  TODO: Before you run your application, you need a Google Maps API key.

  To get one, follow this link, follow the directions and press "Create" at the end:
  https://console.developers.google.com/flows/enableapi?apiid=maps_android_backend&keyType...

  You can also add your credentials to an existing key, using these values:

  Package name:
  ...

  SHA-1 certificate fingerprint:
  ...

  Alternatively, follow the directions here:
  https://developers.google.com/maps/documentation/android/start#get-key

  Once you have your key (it starts with "AIza"), replace the "google_maps_key"
  string in this file.
  -->
  <string name="google_maps_key" templateMergeStrategy="preserve" translatable="false">YOUR_KEY_HERE</string>
</resources>
```



Check Manifest

- Location Permission
- API key meta file
- ADD LIBRARY:
`org.apache.http.legacy`

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="com.lambdaschool.googlemapsstarteractivity">

    <uses-permission android:name="android.permission.ACCESS_FINE_LOCATION" />

    <application
        ...
        <meta-data
            android:name="com.google.android.geo.API_KEY"
            android:value="@string/google_maps_key" />
        <uses-library android:name="org.apache.http.legacy" android:required="false" />
        <activity
            ...
        </activity>
    </application>

</manifest>
```





A Student Can
manipulate the map view

GoogleMap Object

- moveCamera(CameraUpdate)
- CameraUpdateFactory.newLatLng()

```
LatLng tempMarker = new LatLng(location.getLatitude(), location.getLongitude());  
mMap.animateCamera(CameraUpdateFactory.newLatLng(tempMarker));
```





A Student Can
add markers the map view

Marker Options

- addMarker(MarkerOptions)

```
MarkerOptions current_position_temp_marker =  
    new MarkerOptions()  
        .position(latLng)  
        .alpha(0.5f)  
        .title("Current Position Temp Marker");  
mMap.addMarker(current_position_temp_marker);
```



Custom Icon

- BitmapDescriptorFactory
 - fromResource
 - *Resource must be a bitmap, not vector*

```
final BitmapDescriptor customIcon = BitmapDescriptorFactory.fromResource(  
    R.drawable.ic_my_location_black_24dp);  
MarkerOptions current_position_temp_marker =  
    new MarkerOptions()  
        ...  
        .icon(customIcon);
```



Marker Listener

- Perform action based on marker selection

```
mMap.setOnMarkerClickListener(new GoogleMap.OnMarkerClickListener() {  
    @Override  
    public boolean onMarkerClick(Marker marker) {  
        // handle marker click  
        return true;  
    }  
});
```

